Project Report

## Ubiquitous and Mobile Computing - 2018/19

**Course:** MEIC

**Campus:** Alameda

**Group:** 14

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## 1. Achievements

|  |  |  |
| --- | --- | --- |
| **Version** | **Feature** | **Fully / Partially / Not implemented?** |
| Cloud Mode | Sign up | Fully |
| Log in / out | Fully |
| Create albums | Fully |
| Find users | Fully |
| Add photos to albums | Fully |
| Add users to albums | Fully |
| List user’s albums | Fully |
| View album | Fully |
| Wireless Mode | Sign up | Fully |
| Log in / out | Fully |
| Create albums | Fully |
| Find users | Fully |
| Add photos to albums |  |
| Add users to albums | Fully |
| List user’s albums | Fully |
| View album |  |
| Advanced | Security |  |
| Availability |  |

**Optimizations**

|  |
| --- |
|  |
|  |
|  |
|  |

## 2. Mobile Interface Design

(The app wireframe is in the last page)

We start by asking the user to select an operation mode. After selecting the mode, the user can sign up and sign in. After sign in, if the chosen option is cloud backed, the user should be redirected to the browser where a Dropbox login dialog will request login credentials and ask if the user accepts P2Photo’s access requirements.

Subsequently, the user is presented with the main activity. In this view, the user can log out, returning to the sign up/sign in view, go to the create album activity to create a new album or view his current albums. If he chooses the latter option, the list of albums will be downloaded from the server and listed. From the list, the user can click on an album and go to the manage album view. This will show in a grid-style list all the photos that belong to that album. Also in this activity, there’s a possibility to add new photos to the album, to check out a particular photo by clicking on it and to see all the album members as well as to add new ones.

## 3. Cloud-backed Architecture

**3.1 Data Structures Maintained by Server and Client**

The server is implemented using tables/models. The default model is *Users* and it stores usernames and passwords (encrypted) of every user. Also, already implemented by the web framework, there is an *Authentication Token* table that is responsible for keeping all the tokens and associating them to the correct logged in user.

To develop the P2Photo app, we had to find a way to save albums and memberships so, for each one of these, we created a model. The first one simply contains a *name* and an auto-incrementing *ID*. The membership model is more complex since it stores a reference to the *album* (foreign key), a reference to a *user* (also, foreign key) and a *catalog URL* which points to the file on the cloud service that contains the links of all the photos that the user uploaded and that are part of the album. To address the security feature of the project, we added a *key* field to the model which acts as an encryption key to the photo catalogs stored on the cloud service.

Still on the server side, a file is created and updated inside the catalogs folder which contains all the addresses of the photo catalogs that make up an album and the corresponding users.

On the client side, there are models. These models are located in the package *pt.ist.cmu.models* and are an adaptation of the server models. The user model is the only one persistent throughout the app so that user information can be accessed anytime in any activity. This information is only deleted on logout. Still on the app side, the Dropbox API handles all the needed data and requests to log in.

**3.2 Description of Client-Server Protocols**

The server works as a REST API meaning all the calls are made to a fixed endpoint set in the app’s *Constants* class. Also, all the communication is exchanged in plaintext and because Android doesn’t allow this, there’s a network security configuration file that allows the device to communicate with the specified endpoint in plaintext. This is not safe, for example, to exchange auth tokens, however, in a production scenario, the solution would be to add an SSL Certificate and upgrade the protocol to HTTPS and all the data exchange would be secure.

The app uses the *Retrofit* and *Gson* libraries, which are responsible for handling all the requests and turning the JSON responses into models. The *ApiService* class defines all the call to the server. The following table contains the mentioned requests and the corresponding description. All calls (except register and login) require user authentication with a valid auth token received upon login.

|  |  |
| --- | --- |
| **API Call** | **Description** |
| POST /users/register | Registers a new user |
| POST /users/login | Logs in an existing user and returns an auth token |
| GET /users/logout | Logs out an user |
| GET /users | Returns all the existing users |
| POST /album/create | Creates an album with the name received |
| GET /album/{name}/username/{username} | Adds user {username} to the membership of album {name} |
| GET /album/{name} | Returns all the catalog data for album {name} |
| POST /album/{name} | Updates the catalog information of the album {name} |
| GET /album/user/{username} | Returns all the album of which user {username} is member |

**3.3 Other Relevant Design Features**

Because the URL saved on the P2Photo server is a direct link, we can only download the photo catalogs and not edit nor delete them. Also, when trying overwrite a file on a user’s dropbox account, the API would throw an exception stating that the upload was not possible. Because of these two reasons, we decided to keep the direct links to the catalogs and, when adding a photo, the catalog is downloaded, a new catalog is generated with previous links and the new one and then upload back to dropbox with a new name, leaving the old catalog there.

## 4. Wireless P2P Architecture

*Describe the wireless P2P architecture of your project as requested in the following subsections.*

**4.1 Data Structures Maintained by the Mobile Nodes**

**4.2 Description of Messaging Protocols between Mobile Nodes**

**4.3 Other Relevant Design Features**

*Describe any other relevant design features specific to your project, including possible optimizations. If there’s nothing to say, feel free to remove this subsection.*

## 5. Advanced Features

**5.1 Security**

To ensure security, we created a field on the *Membership* model on the server called *key*. This works as a password for that relationship. For example, in the membership model instance where user *a* is a member of album *abc*, there’s also a key that decrypts the photo catalog that contains the URLs that point to all the photos that user *a* has added to the album. To encrypt the data, we use a library called *EasyCrypt*, which receives a file and encrypts it using symmetric encryption, with the already mentioned key.

This approach would be totally safe if the key could not be intercepted. Although, like explained before, the communication between P2Photo server and app is in plaintext, allowing the key to be sniffed. We believe that this is not related to the project as this problem has an easy solution which would be upgrading to HTTPS and, in that situation, the explained security mechanism would work.

**5.2 Availability**

*Describe the implemented replication protocol for increasing photo availability.*

## 6. Implementation

The server was implemented in *Python*, using the *Django* web framework. To help develop the REST API, we used another framework called *Django Rest Framework*. To see the server in action, please follow the instructions on the README.txt file. Moreover, and like we said before, we employ *Retrofit* as an API Client for the app, which makes all the server calls and the JSON decoding much easier. All the network communication is done on background threads because Android does not allow networking to go on the main thread. This is the only situation where there are threads running in the background.

Another design decision was that instead of using Shared Preferences to save user and album data, we used *Hawk* throughout the entire project, a library that uses Shared Preferences however it encrypts all the information before saving it. It is also much simpler to use and much more intuitive, allowing activities to access global data on the app.

To handle catalog and picture downloads, we use a library called *Fetch*. With a very simple configuration, *Fetch* has callback functions that allow the control of the downloads to go much more smoothly than it would be if it had been done using simple requests.

Activities exchange information with each other using *Intent Extras* meaning when we want to change the view, the intent object that is created to change the activity carries this extra information to the new view.

## 7. Limitations

On the cloud-backed architecture, there are no limitations.

On the wireless approach, …

## 8. Conclusions

*State the conclusions of this work.*

*Please provide some input on how the practical component of the course could be improved in future edition.*

