# RAONZ

Handong Team Meeting Archiving and Exchange Web Platform



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# 01

# Introduction

### **Handong Team Meeting**

#### **Handong RCs**

Handong University hosts a variety of Residential Colleges (RCs), within which numerous team meetings are regularly held. These meetings play a crucial role in fostering community formation and interaction among students. However, the current system faces several significant challenges.







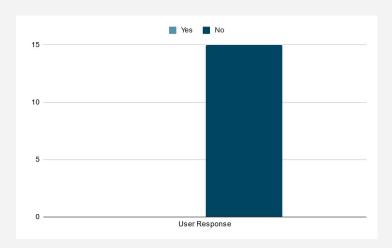


#### **Problem Definition**

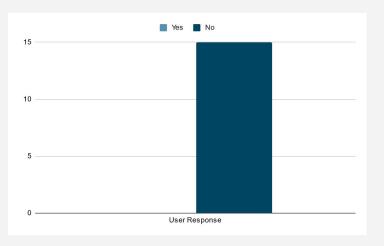
- Insufficient communication within and between teams and RCs at Handong University inhibits the establishment of a community-focused culture, hindering overall development.
- Lack of guidance for team leaders results in leadership and management challenges, diminishing the efficiency and effectiveness of team activities, and reducing student engagement.
- Inadequate preservation of materials and information from team meetings due to the absence of a proper archiving system poses significant obstacles to long-term project management and material reuse.

- Interviews were conducted to 15 Handong students.
  - Are the team meeting contents are shared well?
  - Are there enough information and guidance for team meeting executives?
  - Would you be interested in using a school service that records and shares team meetings?

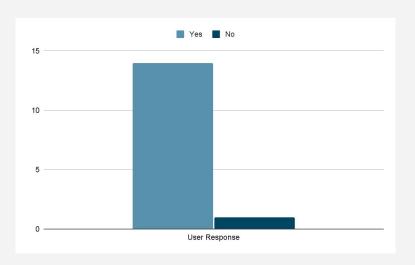
Are the team meeting contents are shared well?



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Would you be interested in using a school service that records and shares team meetings?



## **Requirement Analysis**

#### Main Requirements from Interviewees

- Post uploads and shares through the team
  - Share team meeting contents
  - Team meeting matching feature
    - Team photo gallery
    - Scrap and archiving feature
  - RC / Team-based ranking system

## RAONZ: Handong Team Meeting Archiving and Exchange Web Platform



We propose a web platform to address the communication challenges within and between teams or RCs at Handong University, **facilitating exchange and preserving meeting materials.** 

This platform will support the student support team and team executives in **fostering a stronger team culture and developing leadership skills university-wide.** 

# **Project Organization**



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## **Project Description**

Document upload feature	Provides the ability to upload and store all materials generated during team meetings.	
Login system	Allows easy login via Google login, with three types of permissions: system administrator, student service team, and student.	
Bulletin board feature	Offers a bulletin board format for sharing information and facilitating interaction between teams, including team meeting matching service.	
Team meeting matching service	Make a matching system to encourage communication between and within RCs.	
Information dissemination page	Provides a page for efficiently disseminating important information related to team meetings.	
Security	Thorough system construction is necessary for the security of user information and data.	
UI/UX	Consideration should be given to intuitive and user-friendly UI/UX that allows users to conveniently utilize the platform.	
Scalability	The system design should consider scalability to easily accommodate additional features in the future.	



# **Technical Stack and Framework**

#### **Technical Stack and Framework**

• Frontend Development: React



Backend Development: Spring Boot



Database Management: MySQL



#### **Technical Feature**

Google Authentication 2.0



Spring Security



#### SCM & CI

#### Git & GitHub

o distributed version control system





### Jenkins

continuous integration and continuous delivery (CI/CD).



## **Static Code Analyzer**

#### SonarQube



• static analysis to detect bugs, code smells, and security vulnerabilities

#### FeeDat

 static bug detection tools by iteratively refining bug detection rules, resulting in the development of ten effective rules implemented in FeeFin

# **Testing Framework**

#### Selenium as GUI Testing Tool



 an open-source suite of tools for automating web browser interactions, enabling the testing of web applications across different browsers and platforms.

#### JUnit



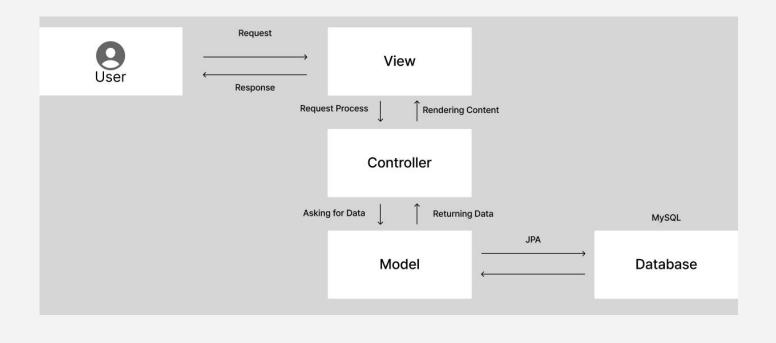
 an open-source framework for Java programming that provides annotations and assertions to simplify unit testing, allowing developers to write and execute tests



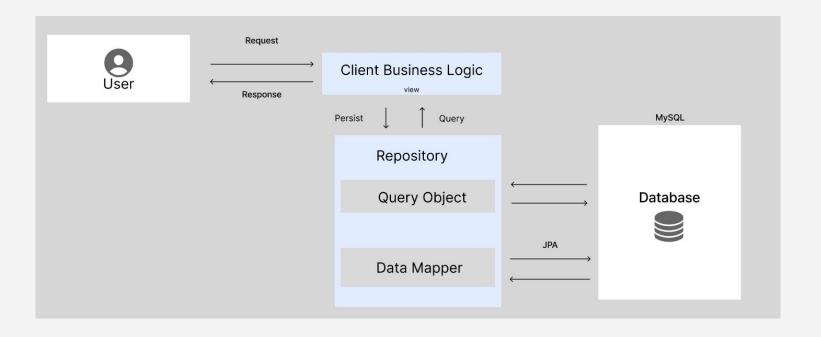
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**System Design** 

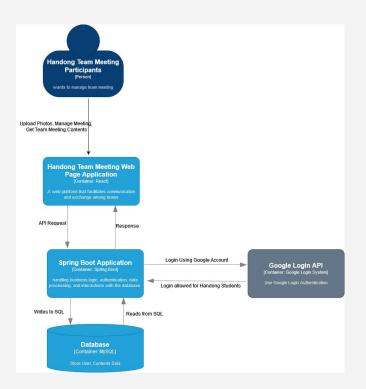
#### **Architectural Pattern: MVC Pattern**



### **Architectural Pattern: Repository Pattern**



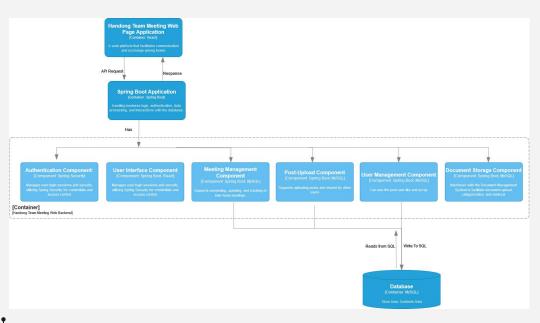
#### C4 Model: Container Diagram on C4 model



#### Web Application:

- Frontend: Developed with React, serves the dynamic content and interfaces directly with the users through their web browsers.
- Backend: Spring Boot application, handling business logic, authentication, data processing, and interactions with the database.
- Database: MySQL database, stores user data, meeting records, and archived documents.

#### C4 Model: Component Diagram on C4 model



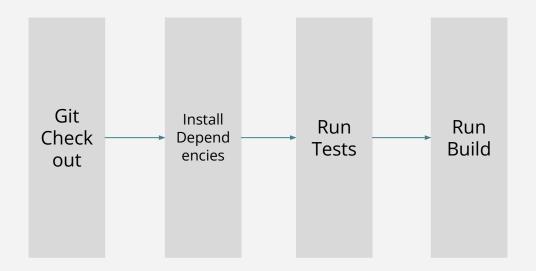
- User Interface Component: Handles the rendering of the user interface and user interactions.
- Authentication Component: Manages user login sessions and security, utilizing Spring Security for credentials and access control.
- **Meeting Management Component:** Supports scheduling, updating, and tracking of inter-team meetings.
- Document Storage Component: Interfaces with the Document Management System to facilitate document upload, categorization, and retrieval.
- Post-Upload Component: Supports uploading posts and shared by other users
- **User Management Component:** Can see the post user like and scrap



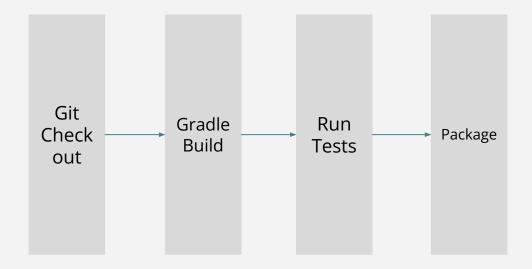
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# Development Result & Result

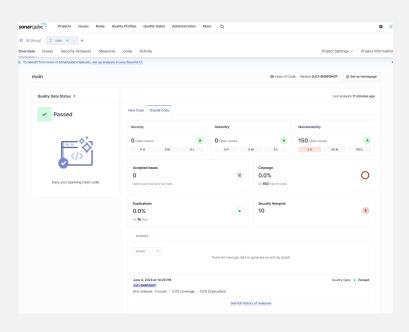
## Jenkins Pipeline: FrontEnd



## Jenkins Pipeline: Backend

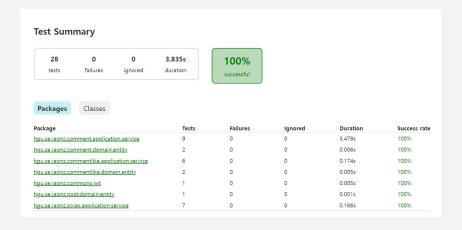


## SonarQube Result



- "A" on security
- 0% of duplicated
- "A" on the maintainability
- "A" on the readability
- Most of the issues were false positives

#### **JUnit Result**



- All test case passed, including internal test cases
- Except on the case of having difficult to test functionality due to integration of DB

#### **Selenium Result**

```
from selenium import webdriver
2 from selenium.webdriver.common.by import By
3 from selenium.webdriver.common.kevs import Kevs
4 from selenium.webdriver.support.ui import WebDriverWait
    from selenium.webdriver.support import expected conditions as EC
    driver = webdriver.Chrome(executable path='./chromedriver')
        driver.get("http://localhost:3000/dashboard/teammatch") # Change URL to your application's URL
        WebDriverWait(driver, 10).until(
            EC.presence of element located((By.CLASS NAME, "team-matching-container"))
        search bar = driver.find element(By.CLASS NAME, "search-bar")
        assert search_bar is not None, "Search bar not found."
        search input = search bar.find element(By.TAG NAME, "input")
        search button = search bar.find element(By.CLASS NAME, "search-button")
        search input.send keys("피구")
        search button.click()
        time.sleep(1) # Wait for search results to update
        nav_buttons = driver.find_elements(By.CLASS_NAME, "reference-nav")[0].find_elements(By.TAG_NAME, "button")
         assert len(nav buttons) == 2. "Navigation buttons not found or incorrect count."
```

- Selenium Example Code
  - You can check the test codes in our GitHub
- All test case passed

#### FeeDat Result

```
1 | ========
2 ../BackEnd/raonz/src/main/
3 ========
4 # of all paths: 71
```

- No Bug



# 05

#### **Demonstration**



# Thanks!

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