# **Assignment 2**

A WebApp implements a chat system, as described in the following. Develop the code using an MVC pattern.

#### Authentication

- 1) To access the ges, users must authenticate themselves. Unauthenticated users must be directed to a login page, which asks login and password
- 2) The login page starts the authentication process, asking the user for username and password (do not pass them in a get!). Authentication is performed comparing the provided credentials with the ones contained in a table read from a file (suggestions: use a Map and serialize it). The table must contain (at least) the following pairs:
  - user1 pw1
  - user2 pw2

A special user "admin" has extra capabilities (see below). Its password is defined as a parameter in the web.xml

#### **Banner**

3) All pages, except the authentication one, show a banner with the username and a "Log out" button. This button invalidates the authentication, and brings the user back to the login page.

#### User page

- 4) User page shows:
  - A list of rooms (at the WebApp start empty): if empty says "Sorry, no rooms are available, but you can create one". If not empty, it says "enter in a room or create a new one" and shows the list of available room names, which are clickable
  - A form which allows creating a new room, giving it a name (which should suggest what topic the room is about), and goes back to the update user page.
- 5) Clicking on a room's name in the list, the corresponding room page is called.

#### Room page

- 6) A room shows its name, and presents messages on the topic declared in its name, and shows them in reversed chronological order (newest first).
- 7) Every message is composed by three parts:
  - the name of the user who wrote the message
  - text of the message
  - timestamp of message creation.
- 8) At the beginning of the page, a form allows adding a new message in the room.
- 9) Every 15 seconds the page reloads itself automatically, so that new messages (if any) are shown.
- 10) A button allows manually reloading the page.
- 11) A link "leave room" allows returning to the user page.
- 12) It is not requested that rooms and messages are persistent (if the webapp restarts, everything is lost).



## Administration page -

13) Only the admin use. And as access to this page, which shows the list of users and allows adding new users (creating a username-password pair). New users have to be saved in the users file mentioned at the point 2.

# Suggestions 📃

Start by defining the business objects (e.g. Room, Message) and their collections.

Examine what is the lifespan of data to put them in the right place.

Use a filter to access control.

Define the users file path in a (static) constant, or in a parameter in the web.xml.

For automatic page reloading, see here:

https://stackoverflow.com/questions/8711888/auto-refresh-code-in-html-using-meta-tags

Use two browsers to impersonate two different users and test your webapp.

Warning: spaces in the room names might give you problems if you use them as parameters in the urls. The suggestion is to use string encoding, using a function like this:

```
String getEncodedTitle(String title) {
    String encodedTitle=null;
    try {
        encodedTitle=URLEncoder.encode(title,"UTF-8");
    } catch (UnsupportedEncodingException ex) {
        ex.printStackTrace();
    }
    System.out.println(title+"<->"+encodedTitle);
    return encodedTitle;
}
```

## **Delivery**

Deliver the (zipped) IntelliJ project.

Deliver a report using the following structure:

Title Page containing date, title, your name

- 1 Introduction (problem statement, description of the domain)
- 2 Short description of what you did
- 3 screen shots of your app running, documenting the various steps
- 4 Comments and notes (optional: any problems encountered during project development, any other comment)

References (if any)

Delivery has to be delivered by Oct.17, 23:59 on

# https://didatticaonline.unitn.it/dol/mod/assign/view.php?id=1001226 Suggestion: do not wait the deadline to deliver!