Criterion C: Development

Techniques Used

- Linked lists data structure
- Data transfer object
- Parent-child relationships
- Hashed password
- Session data
- Jquery
- Dapper
- Razor pages

Linked lists data structure

One of the functions of the Excel file, which my client previously used to keep track of his rewards, was the undo feature. Thus, I created a linked list data structure (Figures 1-4) and implemented it to create multiple history stacks—one for each table (Figure 5). This allows the client to undo each type of action and undo actions before the most recent action. All of this gives the client more flexibility and convenience, helping the user save time.

```
1418    class Node {
1419        constructor(data) {
1420            this.data = data;
1421            this.next = null;
1422            this.prev = null;
1423        }
1424    }
```

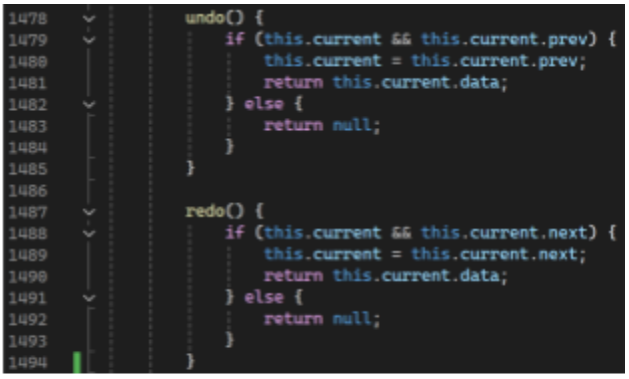
Figure 1: Node constructor

```
1426    class LinkedList {
1427        constructor() {
1428            this.head = null;
1429            this.tail = null;
1430            this.current = null;
1431            this.size = 0;
1432            this.limit = 25;
1433
1434        }
```

Figure 2: LinkedList constructor

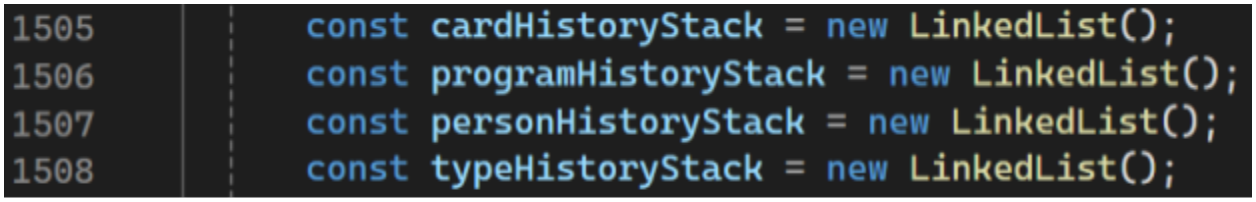
```
1436        push(table) {
1437            const newNode = new Node(table);
1438
1439            if (!this.current && !this.head) {
1440                this.head = this.tail = newNode;
1441                this.current = newNode;
1442                this.size++;
1443                return;
1444            }
1445
1446            if (this.current && this.current.next) {
1447                let nodeToRemove = this.current.next;
1448                while (nodeToRemove) {
1449                    let nextNode = nodeToRemove.next;
1450                    nodeToRemove = nextNode;
1451                    this.size--;
1452                }
1453                this.tail = this.current;
1454                this.current.next = null;
1455            }
1456
1457            if (!this.head) {
1458                this.head = newNode;
1459                this.tail = newNode;
1460            } else {
1461                newNode.prev = this.tail;
1462                this.tail.next = newNode;
1463                this.tail = newNode;
1464            }
1465
1466            this.current = this.tail;
1467            this.size++;
1468
1469            if (this.size > this.limit) {
1470                this.head = this.head.next;
1471                this.head.prev = null;
1472                this.size--;
1473            }
1474
1475        }
```

Figure 3: LinkedList push function



```
1478        undo() {
1479            if (this.current && this.current.prev) {
1480                this.current = this.current.prev;
1481                return this.current.data;
1482            } else {
1483                return null;
1484            }
1485        }
1486
1487        redo() {
1488            if (this.current && this.current.next) {
1489                this.current = this.current.next;
1490                return this.current.data;
1491            } else {
1492                return null;
1493            }
1494        }
```

Figure 4: LinkedList undo function and redo function

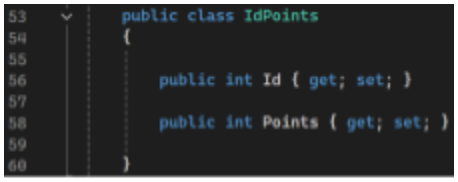


```
1505    const cardHistoryStack = new LinkedList();
1506    const programHistoryStack = new LinkedList();
1507    const personHistoryStack = new LinkedList();
1508    const typeHistoryStack = new LinkedList();
```

Figure 5: History stacks

Data transfer object

In order to help with making the points more convenient to edit, a data transfer class (Figure 6) and object (Figure 7) was created so that the points attribute on a card can be edited from the main table's edit points text field. Passing in the data this way allows the user to get the Request Verification Token needed to make the ajax call. If a Request Verification Token is not passed through, the ajax call does not go through.



```
public class IdPoints
{

    public int Id { get; set; }

    public int Points { get; set; }

}
```

Figure 6: DTO class

```
var dto =
{
    Id: Id,
    Points: points
};

var token = $('input[name="__RequestVerificationToken"]').val();
dto.__RequestVerificationToken = token;

$.ajax({
    type: "POST",
    url: "/Home?handler=EditPoints",
    dataType: "json",
    data: JSON.stringify(dto),
    contentType: "application/json; charset=utf-8",
    headers: {
        'RequestVerificationToken': token
    },
    success: function (response) {
        console.log("Success:", response);
        searchCard().then(() => {
            saveCardTable();
        }).catch(error => {
            console.log("Search failed:", error);
        });
    },
    error: function (xhr, status, error) {
        console.log("Error:", xhr.status, error);
        console.log("Response Text:", xhr.responseText);
    }
});
```

Figure 7: Passing a IdPoints DTO

Parent-child relationships

To better organize the nature of the data after some consultations with the client and my advisor (Appendix B), the card table was split up into four other tables with CRUD functionality (Figures 8-11). This allowed for less repetitiveness, as instead of re-inputting a program's data for each card, a program's data can be assigned to many cards while only being entered once (Figure 12).

Figure 8: Person Model

Figure 9: Type Model

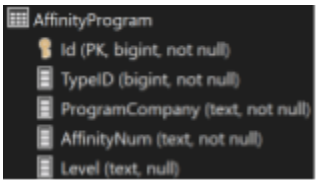


Figure 10: AffinityProgram Model

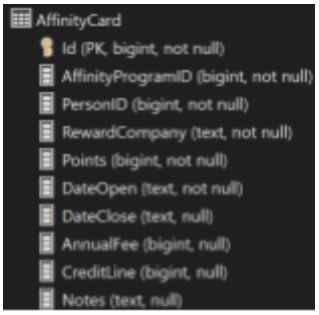


Figure 11: AffinityCard Model

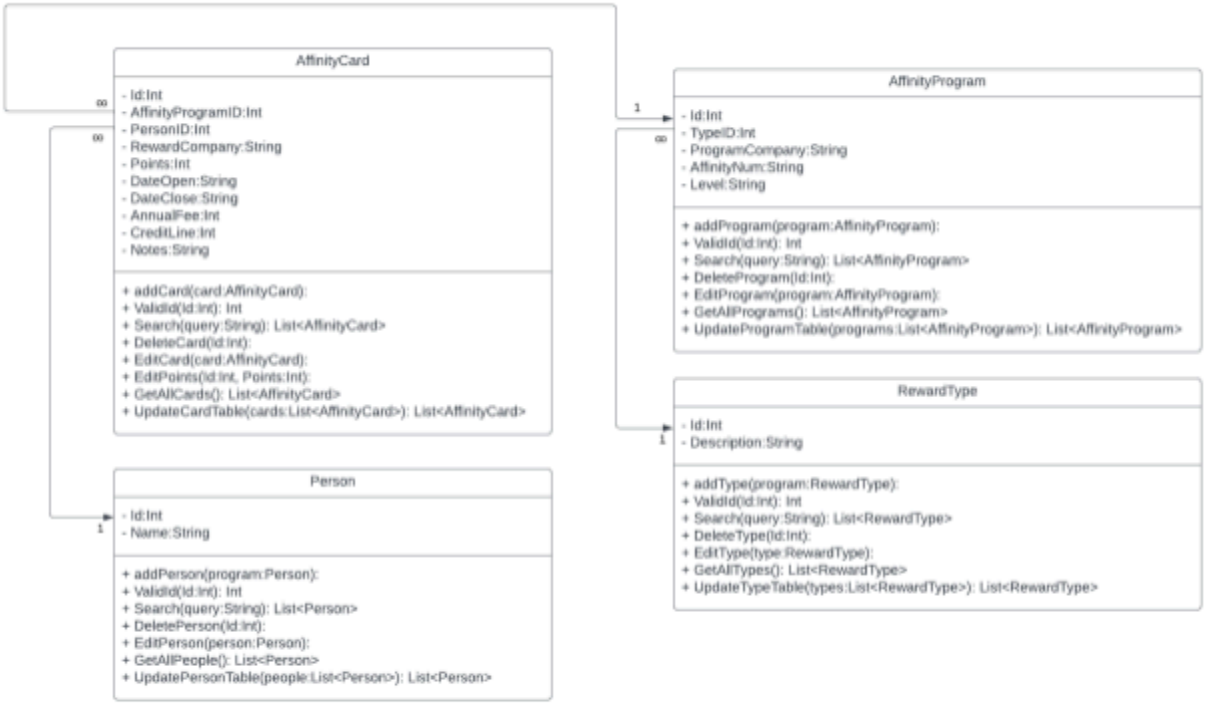


Figure 12: Models UML Diagram

Hashed password

Hashing the password strengthens the security of the web application, which fulfills the success criteria of protecting the web application from users other than the client. Below is an image of the login credentials stored inside the database (Figure 13) and the function to check whether or not the user has inputted the correct login credentials (Figure 14). The hashed out password is not what the user enters into the password textfield in the login page, but an encrypted version of it. The commented out code in Figure 16 is how I encrypted the data. Thus, even if a user that is

not my client managed to peek into the database, they would not be able to login by looking at the hashed password.

Results | Execution Plan

Id	Username	HPassword
0	Ramy	$2a$11$LT2t9xstInxf4Eylc/idYOX1xsCLknrSqMfgbQrSB9ExSUypCjhAu

Figure 13: Login credentials query

```
private bool IsValidUser(string enteredUsername, string enteredPassword)
{
    var connection = new SqliteConnection(@"Data Source=C:\Users\1057247\Downloads\travelapp\Sqlite\Database.db");

    connection.Open();

    var sql = "SELECT * FROM User";
    var storedUsername = "";
    var storedHPassword = "";
    using var command = new SqliteCommand(sql, connection);

    using var reader = command.ExecuteReader();

    while (reader.Read())
    {
        storedUsername = reader.GetString(1);
        storedHPassword = reader.GetString(2);

        if (enteredUsername == storedUsername
            && BCrypt.Net.BCrypt.Verify(enteredPassword, storedHPassword))
        {

            reader.Close();
            connection.Close();
            return true;
        }

    }
    reader.Close();
    connection.Close();

    return false;
}
```

Figure 14: Login page IsValidUser function

Session data

Storing data in session variables has two functions. The first is security. If the user enters the page without the session variable “IsRamy” being 1, which represents true, it sends them back to the login page (Figure 15). Essentially, it prevents users from typing “/Home” into the URL and bypassing inputting the username and password on the login page. If the user successfully enters the correct login credentials, it sets “IsRamy” to 1 and redirects the user to the home page (Figure 16). The second use is storing and retrieving history data (Figures 17-18). Because the

history data is only meant to be temporary, session variables are perfect, as they clear after the user closes the browser. A javascript variable would not be sufficient enough to store stack data, as every time the user refreshes, the history data is cleared. Because it cannot tell the difference between when the user first enters the web application and when the user has just refreshed the page, when the variable is first declared it also clears all data from that variable upon refreshing. Thus, a session variable is great for the task of storing history data.

```
43      public IActionResult OnGet()
44      {
45          int? IsRamy = HttpContext.Session.GetInt32("IsRamy");
46          if (IsRamy == null || IsRamy == 0)
47          {
48              return Redirect("/");
49          }
```

Figure 15: Home page OnGet function

```
41      public async Task<IActionResult> OnPostLogin(string Username, string Password)
42      {
43          var passwordService = new PasswordService();
44          string hashedPassword = passwordService.HashPassword(Password);
45
46          if (IsValidUser(Username, Password))
47          {
48              /* MAKE A NEW PASSWORD
49              var claims = new List<Claim>
50              {
51                  new Claim(ClaimTypes.Name, Username),
52              };
53
54              var identity = new ClaimsIdentity(claims, CookieAuthenticationDefaults.AuthenticationScheme);
55              var principal = new ClaimsPrincipal(identity);
56
57              await HttpContext.SignInAsync(CookieAuthenticationDefaults.AuthenticationScheme, principal);
58              */
59
60              HttpContext.Session.SetInt32("IsRamy", 1);
61
62              return Redirect("/Home");
63          }
64
65          loginFailed = true;
66
67          return Page();
68      }
```

Figure 16: Login page OnPostLogin function

```
function saveCardTable() {
    cardHistoryStack.push(ModelCard);

    sessionStorage.setItem("cardHistoryStack", JSON.stringify(getStackData(cardHistoryStack)));
}

function saveProgramTable() {
    var Programs = @Html.Raw(Json.Serialize(Model.Programs));
    programHistoryStack.push(Programs);

    sessionStorage.setItem("programHistoryStack", JSON.stringify(getStackData(programHistoryStack)));
}

function savePersonTable() {
    var People = @Html.Raw(Json.Serialize(Model.People));
    personHistoryStack.push(People);

    sessionStorage.setItem("personHistoryStack", JSON.stringify(getStackData(personHistoryStack)));
}

function saveTypeTable() {
    var Types = @Html.Raw(Json.Serialize(Model.Types));
    typeHistoryStack.push(Types);

    sessionStorage.setItem("typeHistoryStack", JSON.stringify(getStackData(typeHistoryStack)));
}
```

Figure 17: Updating history stacks

```
document.addEventListener('DOMContentLoaded', () => {
    const storedcardStack = sessionStorage.getItem("cardHistoryStack");
    const storedprogramStack = sessionStorage.getItem("programHistoryStack");
    const storedpersonStack = sessionStorage.getItem("personHistoryStack");
    const storedtypeStack = sessionStorage.getItem("typeHistoryStack");

    if (storedcardStack) {
        const parsedStack = JSON.parse(storedcardStack);
        cardHistoryStack.head = reconstructStack(parsedStack);
        cardHistoryStack.tail = getTailNode(cardHistoryStack.head);
        cardHistoryStack.current = cardHistoryStack.tail;
        cardHistoryStack.size = parsedStack.length;
    }
    if (storedprogramStack) {
        const parsedStack = JSON.parse(storedprogramStack);
        programHistoryStack.head = reconstructStack(parsedStack);
        programHistoryStack.tail = getTailNode(programHistoryStack.head);
        programHistoryStack.current = programHistoryStack.tail;
        programHistoryStack.size = parsedStack.length;
    }
    if (storedpersonStack) {
        const parsedStack = JSON.parse(storedpersonStack);
        personHistoryStack.head = reconstructStack(parsedStack);
        personHistoryStack.tail = getTailNode(personHistoryStack.head);
        personHistoryStack.current = personHistoryStack.tail;
        personHistoryStack.size = parsedStack.length;
    }
    if (storedtypeStack) {
        const parsedStack = JSON.parse(storedtypeStack);
        typeHistoryStack.head = reconstructStack(parsedStack);
        typeHistoryStack.tail = getTailNode(typeHistoryStack.head);
        typeHistoryStack.current = typeHistoryStack.tail;
        typeHistoryStack.size = parsedStack.length;
    }

    const storedCurrentTable = sessionStorage.getItem("currentTable");

    if (storedCurrentTable) {
        currentTable = storedCurrentTable;
    } else {
        let currentTable = "main";
        sessionStorage.setItem("currentTable", currentTable);
    }
    showCurrentTable();
```

Figure 18: Retrieving history stacks

Jquery

The Jquery library allows for ajax calls, which better organizes the code and can retrieve or assign data without the page reloading, giving my client a more seamless experience. Figures 7 and 19-30 show the edit points call for the card table and the search, update, and delete calls for the card, program, person, and type tables. The POST functions (update, delete and edit points) require a Request Verification Token and will not run if it does not have the token, which adds an extra layer of security to the web application as it prevents CSRF (Cross-Site Request Forgery) attacks.

Figure 19: SearchCard ajax call

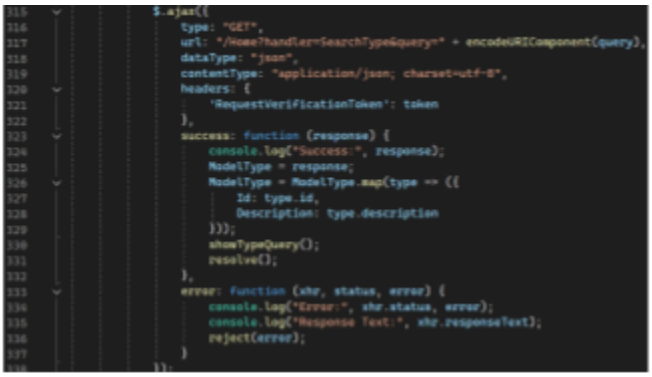


Figure 20: SearchProgram ajax call

Figure 21: SearchPeople ajax call

Figure 22: SearchType ajax call

Figure 23: updatePersonTable ajax call

Figure 24: updateProgramTable ajax call

Figure 25: updateTypeTable ajax call

Figure 26: updateCardTable ajax call

Figure 27: DeleteCard ajax call

Figure 28: DeleteProgram ajax call

Figure 29: DeletePerson ajax call

Figure 30: DeleteType ajax call

Dapper

Dapper is an object-oriented library that allows for object mapping and more efficient, easier database queries. For comparison, Figure 31 is my previous code of an ON POST add function archived in a google doc, and Figure 32 is the same function with Dapper. As seen by the amount of lines each uses, the Dapper library allows for easier and more efficient coding. For clarification, the archived add card function has different parameters because it was created before the consultations in Appendix B where the move to split the card table into multiple tables was decided on.

```
            sql = "INSERT INTO Cards(Company, Points, FrequentNumber, Username, CreditLine,
DateOpen, DateClose, AnnualFee, Level, Notes) VALUES (@Company, @Points, @FrequentNumber,
@Username, @CreditLine, @DateOpen, @DateClose, @AnnualFee, @Level, @Notes)";
            using var command = new SqliteCommand(sql, connection);

            command.Parameters.AddWithValue("@Company", Request.Form["Company"].ToString());
            command.Parameters.AddWithValue("@Points", Int32.Parse(Request.Form["Points"]));
            command.Parameters.AddWithValue("@FrequentNumber",
Request.Form["FrequentNumber"].ToString());
            command.Parameters.AddWithValue("@Username", Request.Form["Username"].ToString());
            command.Parameters.AddWithValue("@DateOpen", Request.Form["DateOpen"].ToString());

            if (Request.Form["CreditLine"] != "")
            {
                command.Parameters.AddWithValue("@CreditLine",
Int32.Parse(Request.Form["CreditLine"]));
            }
            else
            {
                command.Parameters.AddWithValue("@CreditLine", DBNull.Value);
            }

            if (Request.Form["DateClose"] != "")
            {
                command.Parameters.AddWithValue("@DateClose", Request.Form["DateClose"].ToString());
            }
            else
            {
                command.Parameters.AddWithValue("@DateClose", DBNull.Value);
            }

            if (Request.Form["AnnualFee"] != "")
            {
                command.Parameters.AddWithValue("@AnnualFee",
Int32.Parse(Request.Form["AnnualFee"]));
            }
            else
            {
                command.Parameters.AddWithValue("@AnnualFee", DBNull.Value);
            }

            if (Request.Form["Level"] != "")
            {
                command.Parameters.AddWithValue("@Level", Request.Form["Level"].ToString());
            }
            else
            {
                command.Parameters.AddWithValue("@Level", DBNull.Value);
            }

            if (Request.Form["Notes"] != "")
            {
                command.Parameters.AddWithValue("@Notes", Request.Form["Notes"].ToString());
            }
            else
            {
                command.Parameters.AddWithValue("@Notes", DBNull.Value);
            }
```

Figure 31: Archived add function

Figure 32: AddCard function

Razor pages

Razor pages were used to develop the web application. This makes the web application more simple to develop. The figure below shows the variables and functions for each model associated with the home page and the login page.

Figure 33: Razor pages

Sources

Mark Otto, J.T. (no date) *Bootstrap*, *Bootstrap · The most popular HTML, CSS, and JS library in the world.* Available at: https://getbootstrap.com/ (Accessed: 04 February 2025).

W3schools.com (no date) *(C Sharp)*. Available at: https://www.w3schools.com/cs/index.php (Accessed: 17 June 2024).

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