Project Report

Project Title	Design and Develop a website portal using Liferay	
Qualification Name (NICF) Advanced Certificate in Web Development using Platforms		
Product Name	Triple-A (AAA) Company	
Module Name (NICF) Web Development using Platforms		

Student name		Assessor name	
Francis Roel L. Abarca			
Date issued	Completion date		Submitted on
March 9,2023	Mar	rch 31, 2023	April 13, 2023

Project Title	Design and Develop a website portal using Liferay

Learner declaration

I certify that the work submitted for this assignment is my own and research sources are fully acknowledged.

Student signature:

Date: 4/13/2023

$BDSE-WFS-Web\ Development\ Using\ Platforms$

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Project Background

Scenario of the Project:

The company, AAA, is widely known to be the best web hosts solutions company located in the Philippines. They provide web services such as domain name registration, Shared Hosting, Reseller Hosting, Cloud Hosting, VPS Hosting, Dedicated Hosting and Colocation services.

Purpose of this Project:

This Project is used for Summative Assessment of student in the Module 'Web Development using Platforms' of the NICF Course "Applied Degree in Software Engineering".

This Project considers the skills required to Design, Implement, Test & Document a website for a Used Car Sales Portal using Spring Framework, MySQL server and test the system by adopting Risk Based Testing (RBT).

Project Objectives

Functional Requirements:

The AAA website consists of the following Key pages:

- 1. Home Page
- 2. Registration Page
- 3. Login Page
- 4. Our Services Page
 - a) Domain Name Service Page
 - b) Shared Hosting Service Page
 - c) Reseller Hosting Service Page
 - d) Cloud Hosting Service Page
 - e) VPS Hosting Service Page
 - f) Dedicated Hosting Service Page
 - g) Colocation Service Page
- 5. Contact Us Page
- 6. About Us Page
- 7. Terms and Conditions Page

Customers can purchase their services from AAA's branch offices and needs to provide personal information such as name, email, address, national identity card number and contact number.

Customers' data is a very important factor for AAA Company. To maintain and manage all of their customer information, AAA has been decided to develop an application with an object-oriented approach.

An application is required to keep track of their customer's info and services given to customers. The well-organized customer data can help the company to select the correct recipients for promotions and new services.

The Scope of the Project is to build a Liferay Framework website with customer's data management application.

The overview of the project is as below. There are two types of users in this portal. They are:

- 1. Administrator
- 2. Site Member (Staff)

Administrator should be able to perform following functions in the portal:

- 1. Manage all of the site contents and pages.
- 2. Update the theme and layout.
- 3. Manage the customer data portlet and control permission.
- 4. Manage all users (Site Member and Customer) roles and permission.

Site Member should be able to perform following functions in the portal:

- 1. Update AAA company site contents.
- 2. Add and Update the AAA's customer data.

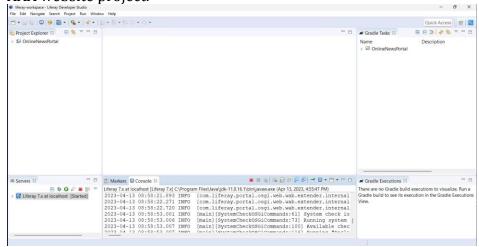
Project Outcomes and Deliverables:

We should be able to perform all the tasks in the Project Task List and prepare the following during the project:

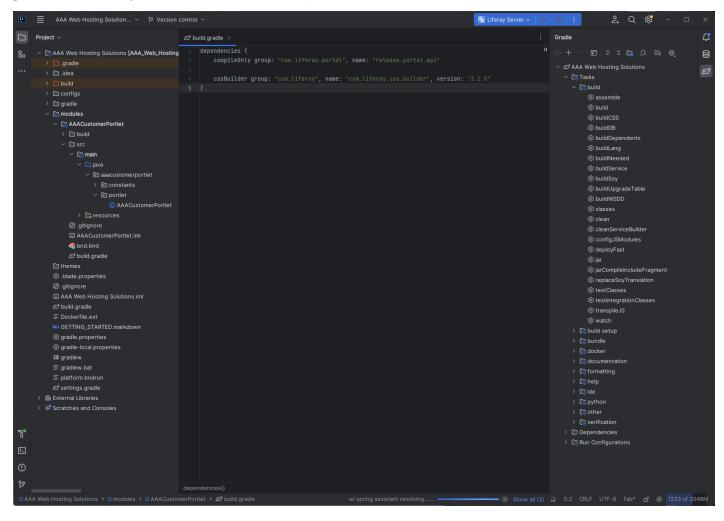
- Implement the project on the project technical environment.
- Prepare a Project Report as per pre-defined template.
- Prepare a Project Presentation as per pre-defined template.
- Prepare Website Documentation.

Tools and Platforms Used

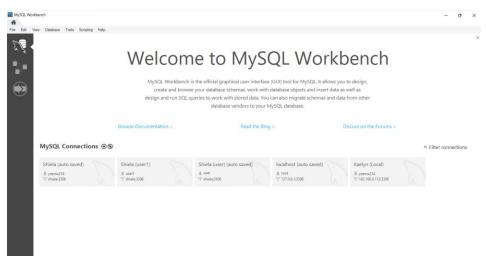
Liferay Developer Studio – For hosting Liferay and creating the portlets necessary for the AAA website project.



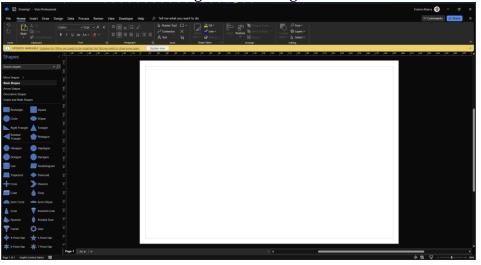
IntelliJ IDEA Ultimate 2023.1 – As a secondary IDE for hosting Liferay and creating the portlets necessary for the AAA website Project



MySQL Workbench – For the MySQL Database Management



Microsoft Visio - For creating the UML Diagrams



Task 1

Program Paradigm and Design Pattern

Solution:

- 1. Identify and explain the characteristics of the object-oriented paradigm and relationship between the various classes from a given code scenario.
 - a. Explain briefly Object-Oriented Paradigm.
 - Object Oriented Programming (OOP) is a programming paradigm that utilizes the concept of objects. Objects are then defined as a field of data with their own unique behavior and attributes. Object Oriented Programming simplifies development by enclosing most of the code in objects with their own methods and functions that relate to the same object.
 - b. Examine Characteristics of Object-Oriented Programming Paradigm Encapsulation
 - This involves the bundling of data and methods that operate on the data within its own class thus restricting this class from running it on other classes.

In this example above, both String name, String type and int age are all encapsulated due to the use of private fields therefore, it can only be accessed on the same class and cannot be accessed outside.

```
public String getName() { return name; }

10

1 usage
17 > public String getType() { return type; }

20

1 usage
21 > public int getAge() { return age; }

24

25 > public void setName(String name) { this.name = name; }

28

no usages
29 > public void setType(String type) { this.type = type; }

32
```

Due to the use of encapsulation, String name, String type and int age needs to be configured to have get and set methods for it to be used outside the class.

```
public static void main(String[] args) {
    Human h1 = new Human( name: "Allan", type: "Homo Sapiens", age: 25);

    System.out.println("Name: " + h1.getName());
    System.out.println("Type of Human: " + h1.getType());
    System.out.println("Age: " + h1.getAge());
}
```

Polymorphism

- This allows objects of distinct classes to be viewed as objects of a shared superclass and allows a single interface to represent numerous types or support multiple method implementations, allowing for code design flexibility and extensibility.

Overloading

There are 4 methods inside PolyCalc with their own parameters. Judging by these parameters, the main class calls the method with the right parameters given.

Overriding

```
ShapeDrawer.java ×
       package polymorphism.overRiding;
  3 ▶ public class ShapeDrawer {
  4 📵
          public static class Shape {
               public void draw() {
           public static class Circle extends Shape {
 11 🌖
             public void draw() {
                   System.out.println("Drawing a circle");
           public static class Rectangle extends Shape {
               public void draw() {
                    System.out.println("Drawing a rectangle");
           public static void main(String[] args) {
               Shape[] shapes = new Shape[3];
               shapes[0] = new Shape();
               shapes[1] = new Circle();
               shapes[2] = new Rectangle();
               for (Shape shape : shapes) {
                    shape.draw();
Run
 C:\Users\USER\.jdks\openjdk-19.0.2\bin\java.exe "-javaagent:C:\Prog
 Drawing a shape
 Drawing a circle
 Drawing a rectangle
```

In this example, both the Circle and Rectangle subclasses are extending to the Shape class which then overrides the draw() method.

Constructors/Destructors

- A Java Constructor is used to initialize an object, whereas a Java Destructor is used to de-allocate an object at the end of its lifecycle.

Java Constructor

```
package constructors;
3 public class Student {
       String studentName;
       public Student(int studentId, String studentName) {
           super();
           this.studentId = studentId;
           this.studentName = studentName;
       public Student(String studentName) {
           super();
           this.studentName = studentName;
       public Student() {
          super();
           System.out.println("Default constructor");
```

```
package constructors;

no usages
public class StudentMain {
    no usages

public static void main(String[] args) {

    Student student1 = new Student( studentId: 1, studentName: "John");

    Student student2 = new Student( studentName: "John");

    Student student3 = new Student();

System.out.println(student1.studentId + " " + student1.studentName);

System.out.println(student2.studentId + " " + student2.studentName);

System.out.println(student3.studentId + " " + student3.studentName);

}

}

}

}
```

These constructors above show 2 types of constructors which have no arguments (Default) and with one or more arguments (Parametrized).

Java Destructor

```
package destructor;

usages

public class Student {
        2 usages
        String studentName;

no usages

public static void main(String[] args) {
        Student student = new Student();
        student.studentName = "John";
        System.out.println(student.studentName);

student = null;

student = null;

system.gc();

}

}

}

}
```

The System.gc() method runs the garbage collector and prevents from running the object by deleting its instance.

Abstract

 Abstraction is used to hide certain details of a specific class and show its necessary functionalities only. It is achieved by making abstract classes and interfaces.

The Color class above is declared as an abstract class with the keyword. It is

also made without any implementations.

```
package abstraction;

no usages

public class Red extends Color {
    no usages

QOverride

public void fill() {
    System.out.println("Filling the color with Red");
}

}
```

The Red class is declared which extends from Color and in this class is where the fill() color is ran.

Once the fill() method is ran inside color, this implementation is called.

Interface

These are abstract classes used to contain methods with no body.

The shape() method doesn't have a body in the Shape interface.

Inside the Rectangle class, it implements both the shape and color interface which then provides the body for the interface method.

The color() method is then accessed by the Rectangle class which implements the color interface alongside shape.

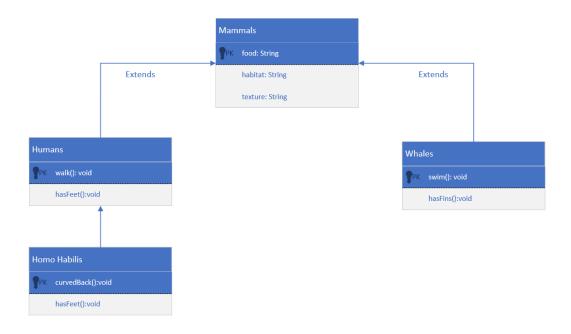
What are the	differences	hetween	abstract	classes and	l interfaces?
w nat are the	unici checs	Detween	absuact	Classes and	i iliteliates:

Abstract Class	Interface
Utilizes the "abstract" keyword	Utilizes the "interface" keyword
Ability to extend classes	Ability to implement classes
It can utilize non-abstract methods	It can only utilize abstract methods
Multiple classes can only inherit one	One interface can implement multiple
abstract class	classes
It can utilize non-static and non-final	It can only utilize static and final
variables	variables.
It can have both a private and a	It can only have a public class
protected class member	
It can implement interfaces	It can't implement abstract classes

c. Examine Class Relationships using UML diagrams.

Inheritance

- It is a relationship between 2 classes where a child class can inherit attributes created by the parent class.



Inheritance can have 3 types:

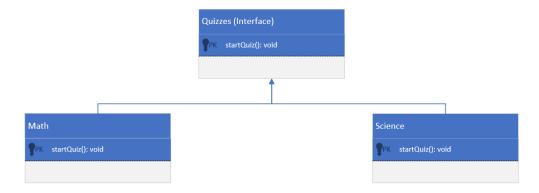
Single Level Inheritance – This is where 1 class only inherits the other class on a single level view. For example, the Whales class is inheriting the Mammals class.

Multi-Level Inheritance – This is where a class then inherits another class which then inherits another class in multiple levels. For example, the Homo Habilis class is inheriting from Humans which is also inheriting from Mammals.

Hierarchical Inheritance – This is where both the Humans and Whales extends and are under the Mammals class.

Realization

- The relationship between an interface and an object class in which the object class implements the method declared in the interface.



Dependency

- A relationship in which one class (a) is dependent on another class (b), and as class (b) changes, so does class (a).



Aggregation

- A connection in which one class is a subset of another, but if the parent class is deleted, the child class is not deleted.



Composition

 A more extreme kind of aggregation in which if the parent class is deleted, the child class is also deleted.



d. Examine and list out class relationships

- Hierarchical Inheritance
- Association
- 2. Identify the suitable design patterns based on the project scenario.
 - a. What is a Creational Design Pattern? List out creational design patterns.
 - The creational design pattern is concerned with class instantiation, or the creation of a class's object.

Abstract Factory

- An interface for creating a family of objects using a super factory class.

Builder

- Using builder classes, separates an object's step-by-step creation code from its representation.

Factory

- An interface that manages object creation, but a subclass determines which class to instantiate.

Prototype

- Generates an object prototype that can be duplicated to generate new objects.

Singleton

- Makes a single instance object and only one instance of that object.

b. Identify suitable design pattern for "A3 Portlet"

- Factory Method
- c. What is structural design pattern? List out structural design pattern.
- The structural design pattern is concerned with the design of the structure between objects.

Adapter

- A class that connects conflicting interfaces' functions.

Bridge

 Separates an interface from its implementation, allowing them to function independently.

Composite

This is when a set of objects must be regarded as a single object.

Decorator

- Allows the addition of new functions to an object without causing it to change in structure.

Façade

Hides the system's complexity while allowing the client to access it.

Proxy

- Serves as a placeholder for the functionality of another class.

d. Identify suitable design pattern for "A3 Portlet"

- Façade Pattern

e. What is behavioral design pattern? List out behavioral design patterns.

 A behavioral design pattern describes how things communicate with one another.

Chain of Responsibility

- Passing a request through a series of classes until it can no longer.

Command

- The encapsulation of a request in the form of an object that is handed to an invoker object.

Iterator

- A method of gaining access to the elements of a collection without knowing its structure.

Mediator

A class that manages all inter-class communication.

Memento

Used to return an object to its original state.

Observer

Ensures that dependent objects are notified when their primary object changes.

State

- Determines how an item should behave internally based on its status.

Template Method

- Generates a template with steps for executing its methods, which subclasses might override as needed.
- f. Identify suitable design pattern for "A3 Portlet"
- Template Method
- 3. Examine how the object-orientated paradigm and its key principle is identified in each of the design patterns.
 - To function, Design Patterns use several OOP principles such as encapsulation, inheritance, and abstraction. Encapsulation, for example, is required for creational design patterns to work properly. All of its construction logic is encapsulated in a method that will create the object. It also use abstraction to conceal all of its complexity while enabling the logic to be utilized. Then there are Structural and Behavioral design patterns, which are concerned with the interactions between items. Without inheritance, most of these items would have nothing in common. Following the development and interaction of objects, these design patterns were depicted. Objects are at the heart of OOP.

Task 2

System Design

Solution:

- 1. Draw class diagrams that represent a simple structure based on the project scenarios using a UML tool.
 - a. Draw class diagrams showing class relationships

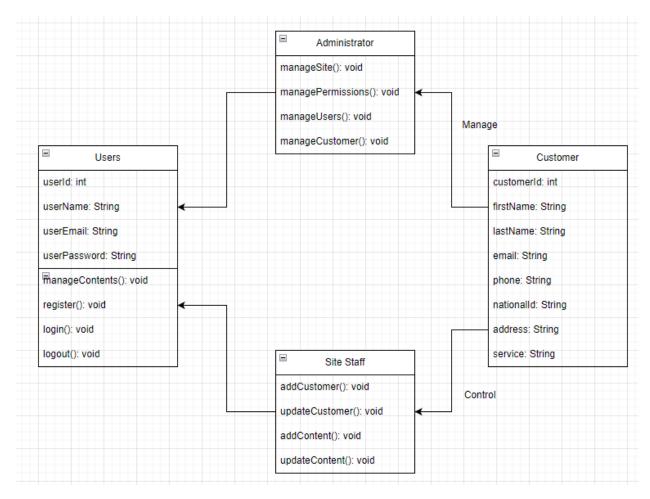
What is a Class Diagram?

- A class diagram depicts the connection between objects and their characteristics. It is used to view the structure of a program before implementing it.

Based on the scenario, define the classes, attributes and methods

Classes	Purpose	Attributes	Methods
Users	Represent's the site's 2 primary users.	userId, userName, userEmail, userPassword	manageContents(), registerUser(), login(), logout()
Administrator	1. Manage the whole site's content and pages. 2. Refresh the theme and layout. 3. Control permissions and manage the customer data portlet. 4. Manage all user roles and permissions (Site Member and Customer).	Inherited from Users	manageSites(), managePermissions(), manageUsers(), manageCustomer()
Site Member (Staff)	1. Update the A3 website's content. 2. Add and update customer information for the A3 site.	Inherited from Users	updateCustomer (), deleteCustomer()
Customers	Site Visitors	customerID, name, email, address, nationalID, contact	giveRegister()

Class Diagram



Explain relationships between classes

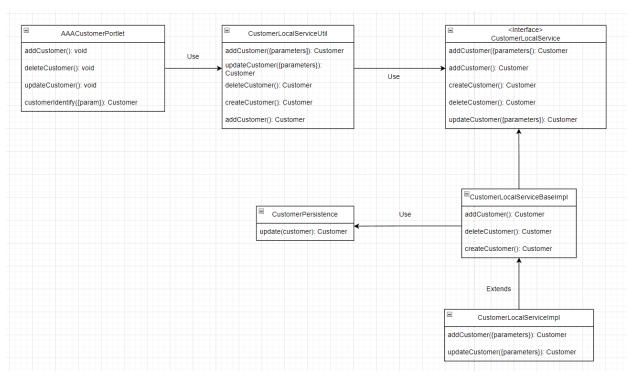
The connection between two subcategories, or child classes, Administrator and Site Member, with their superclass, or parent class Users, is denoted by a solid arrowed line. Both Administrator and Site Staff fall under the category of Users within the Triple A (AAA) platform since they share the same attributes and functions as the User class, in addition to having their own exclusive characteristics. An association link exists between the Administrator and Customer, as well as between Site Staff and Customer, represented by a solid line linking the classes. In the project context, both the Administrator and Site Staff are responsible for overseeing and managing the clients.

2. Identify possible situations where design patterns would be beneficial and then develop the UML diagrams reflecting the design patterns.

- a. Define class diagrams for specific design patterns which have been drawn in previous task (AAA Customer Management Portlet) using a UML tool.
- b. Benefits of Design Patterns
- c. Develop UML diagrams which you can use in "AAA Portlet"

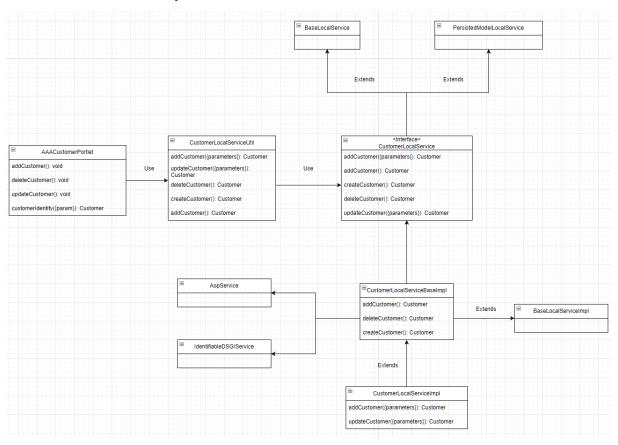
Creational Design Pattern (Factory Method)

The Factory Method is beneficial as it serves as a knowledge mechanism for generating the necessary object instance. In the TripleACustomerPortlet, the object is created through the addCustomer() method invocation, which in turn calls the customerIdentity method. This method subsequently calls the addCustomer(parameters) method in CustomerLocalServiceUtil, which also triggers the addCustomer(parameters) method in CustomerLocalService. The implementation for the addCustomer(parameters) method can be found in the CustomerLocalServiceImpl class.



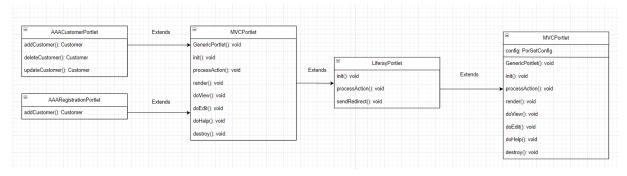
Structural Design Pattern (Façade Pattern)

The facade pattern is advantageous for concealing or streamlining subcategories. The CustomerLocalServiceUtil class can be employed to execute the logic for CRUD operations. While masking the intricacies of the logic, it still permits access to the functionality. In this instance, it serves as the Facade class.



Behavioral Design Pattern (Template Method)

The template method proves beneficial when multiple variations of an object exist. This is achieved by reusing code, thereby maintaining a consistent object structure. It demonstrates how TripleACustomerPortlet and TripleARegistrationPortlet can possess distinct functions while sharing a common structure. Portlet classes are created by extending MVCPortlet, which extends LiferayPortlet, which further extends GenericPortlet. Consequently, all constructed portlets conform to the GenericPortlet's structure.



Benefits of Design Patterns

Design patterns are advantageous and beneficial for multiple reasons:

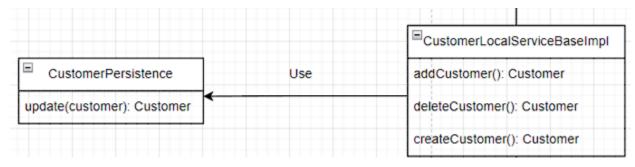
- They provide solutions to common programming problems.
 - Design patterns have been proven time and time again solutions to common program design challenges. Developers save time and effort by utilizing these patterns rather than starting from scratch.
- They facilitate communication and debugging.
 - Utilizing design patterns also help developers use a standard vocabulary that they can use to readily express their ideas and intentions whilst reducing misinterpretation and uncertainty.
- They help create scalable programs.
 - Design patterns help developers build more scalable software that is designed to handle extreme amounts of data. Patterns such as Observer and Strategy are in widespread use while developing enterprise-grade applications.
- They encourage code usability.
 - When using design patterns, there's no abrupt end to how many times you can use it. Design patterns also help developers create versatile and adaptive code that they can also use to implement other projects.
- They improve code quality.
 - With Design Patterns, developers can write code that is easy to understand, maintain and extend thanks to its utilization of the best practices in software design principles such as Modularity, Encapsulation and Separation.

All in all, design patterns can help developers significantly by creating more reliable, high quality, successful software with its use of high-quality practices, ease of communication, standardization of the programming vocabulary and modularity.

- 3. Observe how the class diagrams are reflected from a given scenario by using the UML tool.
- a. Observe how class diagrams are reflected from "AAA Customer Management Portlet" using the UML tool.

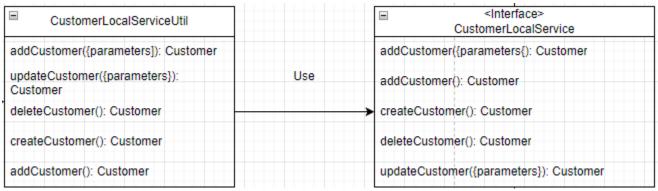
Creational Design Pattern (Factory Method)

In the UML diagram, when the CustomerLocalServiceBaseImpl executes its addCustomer() method, it triggers the update(customer) function from CustomerPersistence. This interface can be employed to initiate the necessary logic for generating an object instance. Upon creating an instance, the TripleACustomerPortlet can assign relevant data to the newly established object. This functionality is achievable due to the interdependence of these classes.



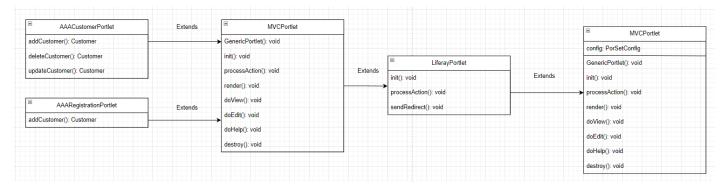
Structural Design Pattern (Façade Pattern)

diagram the As depicted in the UML for Facade Pattern. CustomerLocalServiceUtil relies on the CustomerLocalService. To invoke the methods, the CustomerLocalService must traverse a sequence of classes; yet, with the help of CustomerLocalServiceUtil, these complex methods can be accessed. The façade class in this CustomerServiceUtil context the class. is



Behavioral Design Pattern (Template Method)

The template design pattern illustrates the generalization relationship between the abstract class GenericPortlet and its subclasses. Subclasses modify the method implementation without altering the structure of the abstract class.

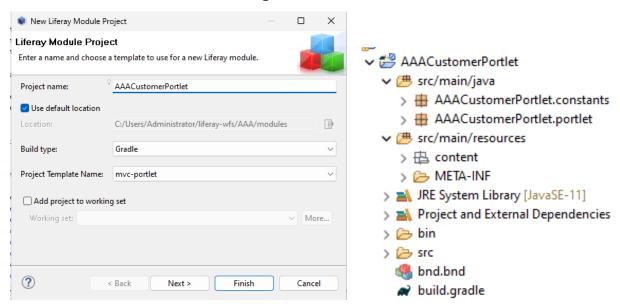


Task 3

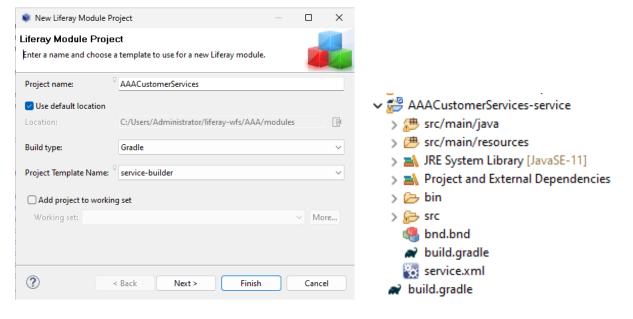
System Development

Solution:

- 1. Set up a project, build an application based on your derived UML class diagrams and design patterns. Provide screenshots as evidence.
 - a. Create MVC Portlet to manage AAA customer's data.



b. Build the required entities using service-builder.



c. Provide screen capture of service.xml.

d. Provide screen capture of the service layer.

```
Decementalisticitations of the control of the contr
```

```
public static Customer createCustomer(long customerId) {
    return getService().createCustomer(customerId);
     /**
  * @throws PortalException
     return getService().createPersistedModel(primaryKeyObj);
     /** $^{\prime}$ Deletes the customer from the database. Also notifies the appropriate model listeners.
       *  <strong>Important:</strong> Inspect CustomerLocalServiceImpl for overloaded versions of the method. If provided, use these entry points to the API, as the implementation logic may require the additional param * 
     public static Customer deleteCustomer(Customer customer) {
   return getService().deleteCustomer(customer);
     /**
* Deletes the customer with the primary key from the database. Also notifies the appropriate model listeners
         * 8param customerId the primary key of the customer

* @return the customer that was removed

* @throws PortalException if a customer with the primary key could not be found
     public static Customer deleteCustomer(long customerId)
          throws PortalException {
          return getService().deleteCustomer(customerId);
     return getService().deletePersistedModel(persistedModel);

☑ CustomerLocalServiceUtil.java 
☒
       public static int dslQueryCount(DSLQuery dslQuery) {
   return getService().dslQueryCount(dslQuery);
        public static DynamicQuery dynamicQuery() {
    return getService().dynamicQuery();
        /**  
    * Performs a dynamic query on the database and returns the matching rows.  
        public static <T> List<T> dynamicQuery(DynamicQuery dynamicQuery) {
   return getService().dynamicQuery(dynamicQuery);
        /**
  * Performs a dynamic query on the database and returns a range of the matching rows.
         * cp> * Useful when paginating results. Returns a maximum of code>end - start//code> instances. code>etart//code> and code>end//code> are not primary keys, they are indexes in the result set. Thus, code>o//code>
        public static <T> List<T> dynamicQuery(
    DynamicQuery dynamicQuery, int start, int end) {
            return getService().dynamicQuery(dynamicQuery, start, end);
         * Performs a dynamic query on the database and returns an ordered range of the matching rows.
         * cp>
* Useful when paginating results. Returns a maximum of <code>end - start</code> instances. <code>start</code> and <code>end</code> are not primary keys, they are indexes in the result set. Thus, <code>0</code
* </p>
```

```
🚺 CustomerLocalServiceUtil.java 🖂
             public static <T> List<T> dynamicQuery(
                        DynamicQuery dynamicQuery, int start, int end,
                        OrderByComparator<T> orderByComparator) {
                         return getService().dynamicQuery(
                                 dynamicQuery, start, end, orderByComparator);
                  * Returns the number of rows matching the dynamic guery.
                  * @param dynamicQuery the dynamic query
                  * Greturn the number of rows matching the dynamic query
               public static long dynamicQueryCount(DynamicQuery dynamicQuery) {
                        return getService().dynamicQueryCount(dynamicQuery);
                  * Returns the number of rows matching the dynamic query.
                  * @param dynamicQuery the dynamic query
* @param projection the projection to apply to the query
                   ^{\star} Greturn the number of rows matching the dynamic query
                public static long dynamicQueryCount(
                        DynamicQuery dynamicQuery
                         com.liferay.portal.kernel.dao.orm.Projection projection) {
                         return getService().dynamicQueryCount(dynamicQuery, projection);
               public static Customer fetchCustomer(long customerId) {
                        return getService() .fetchCustomer(customerId);
                public static com.liferay.portal.kernel.dao.orm.ActionableDynamicQuery
                        getActionableDynamicQuery() {
                        return getService().getActionableDynamicQuery();
                  * Returns the customer with the primary key.
                  * @param customerId the primary key of the customer
                  * @throws PortalException if a customer with the primary key could not be found
               public static Customer getCustomer(long customerId) throws PortalException {
                        return getService().getCustomer(customerId);

☑ CustomerLocalServiceUtil.java 

☒
               * Useful when paginating results. Returns a maximum of <code>end - start</code> instances. <code>start</code> and <code>end</c
               * 8param start the lower bound of the range of customers
* 8param end the upper bound of the range of customers (not inclusive)
* 8return the range of customers
            public static List<Customer> getCustomers(int start, int end) {
   return getService().getCustomers(start, end);
               * Returns the number of customers.
                Greturn the number of customers
            public static int getCustomersCount() {
    return getService().getCustomersCount();
                   iid static
com.liferay.portal.kernel.dao.orm.IndexableActionableDynamicQuery
getIndexableActionableDynamicQuery() {
           /**
 * Returns the OSGi service identifier.
           public static String getOSGiServiceIdentifier() {
    return getService().getOSGiServiceIdentifier();
           public static PersistedModel getPersistedModel(Serializable primaryKeyObj) throws PortalException {
                   return getService().getPersistedModel(primaryKeyObj);
              * Updates the customer in the database or adds it if it does not yet exist. Also notifies the appropriate model listeners.
              * 
* 
* <strong>Important:</strong> Inspect CustomerLocalServiceImpl for overloaded versions of the method. If provided, use these expressions of the method of the
```

e. Provide screen capture of the controller class.

```
package AAACustomerPortlet.portlet;
         * import AAACustomerPortlet.constants.AAACustomerPortletKeys;
                             immediate = true,
property = ("com.liferay.portlet.display-category-category.sample",
    "com.liferay.portlet.header-portlet-case"/cas/main.cas",
    "com.liferay.portlet.instanceable=true",
    "javas.portlet.display-name=AAACuscomer",
    "javas.portlet.init-param.template-path="",
    "javas.portlet.init-param.template-path="",
    "javas.portlet.init-mane="" + AAACuscomerFortletReys.AAACUSCOMER,
    "javas.portlet.name="" + AAACUSCOMER,
    "javas.portlet.seourtly-role-ref=power-user, user"
),
                                       },
service = Portlet.class
                 public class AAACustomerFortlet extends MVCFortlet {
                                                     dd customer
ilo void regiserCustomer(ActionRequest actionRequest, ActionResponse actionResponse) {
    String customerflame = ParamUtil.getCtring(actionRequest, "customerflame");
    String customerfmail = ParamUtil.getCtring(actionRequest, "customerFmail");
    String customerfmail = ParamUtil.getString(actionRequest, "customerAddress");
    String customerContact = ParamUtil.getCtring(actionRequest, "customerContact");
    String customerContact = ParamUtil.getString(actionRequest, "customerContact");
    String customerFMIC = ParamUtil.getString(actionRequest, "customerFMIC");
    String customerFMIC = ParamUtil.getString(actionRequest, "customerFMIC");
    String service = ParamUtil.getString(actionRequest, "customerFMIC");
    String customerFMIC = ParamUtil.getString(actionRequest, "customerFMIC"
                                                      System.out.println("Name: " + customerName);
System.out.println("Email: " + customerEmail);
System.out.println("Contact Number: " + custom
                                                      Customer customer = CustomerLocalServiceUtil.createCustomer(customerId);
                                                      customer.setCustomerName(customerName);
customer.setCustomerEmail(customerEmail);
customer.setCustomerAddress(sustomerAddress);
customer.setCustomerAddress(customerAddress);
customer.setCustomerContact(customerContact);
customer.setCustomerNatC(customerNatC);
customer.setService(service);
                                                     System.out.println("User has been successfully registered");
                                //delete customer
public void deleteCustomer(ActionRequest request, ActionResponse response) throws Exception {
long customerId = ParamUtil.getLong(request, "customerId");
                                  //update customer
public void updateCustomer(ActionRequest actionRequest, ActionResponse actionResponse) throws PortalException[
long customerId = ParamUtil.getLong(actionRequest, "customerId");
Customer customer = CustomerLocalServiceUtil.getCustomer(customerId);
                                                      String oustomerName = ParamUtil.getString(actionRequest, "oustomerName");
String oustomerEnail = ParamUtil.getGtring(actionRequest, "oustomerEnail");
String oustomerEndidress = ParamUtil.getGtring(actionRequest, "oustomerEndidress");
String oustomerContact = ParamUtil.getGtring(actionRequest, "oustomerContact");
String oustomerNRIC = ParamUtil.getGtring(actionRequest, "oustomerNRIC");
String service = ParamUtil.getGtring(actionRequest, "oustomerNRIC");
                                                      System.out.println("Name: " + customerName);
System.out.println("Email: " + customerEmail);
System.out.println("Contact Number: " + custom
                                                      customer.setCustomerEmail(customerEmail);
customer.setCustomerAddress(customerAddress)
customer.setCustomerContact(customerContact)
customer.setCustomerNNIC(customerNRIC);
customer.setCustomerNNIC(customerNRIC);
                                                      System.out.println("User has been successfully updated");
```

f. Provide screen capture of the required .jsp files for "AAA Customer Portlet"

```
<%@ taglib uri="http://java.sun.com/jsp/jstl/core" prefix="c" %</pre>
   <%@ taglib uri="http://java.sun.com/portlet 2 0" prefix="portlet" %>
   <%@ taglib uri="http://liferay.com/tld/aui" prefix="aui" %>
   <%@ taglib uri="http://liferay.com/tld/portlet" prefix="liferay-portlet" %>
   <%@ taglib uri="http://liferay.com/tld/theme" prefix="liferay-theme" %>
   <%@ taglib uri="http://liferay.com/tld/ui" prefix="liferay-ui" %>
   <%@ taglib uri="http://liferay.com/tld/frontend" prefix="liferay-frontend" %>
   <%@ taglib uri="http://liferay.com/tld/security" prefix="liferay-security" %>
   <%@ page import="com.liferay.portal.kernel.util.GetterUtil" %>
   <%@ page import="com.liferay.portal.kernel.util.PortalUtil" %>
   <%@ page import="com.liferay.portal.kernel.util.ParamUtil" %>
   <%@ page import="com.liferay.portal.kernel.util.HtmlUtil" %>
   <%@ page import="com.liferay.portal.kernel.util.WebKeys" %>
   <%@ page import="com.liferay.petra.string.StringPool" %>
   <%@ page import="com.liferay.portal.kernel.util.Constants" %>
   <%@ page import="com.liferay.portal.kernel.model.PersistedModel" %>
   <%@ page import="com.liferay.portal.kernel.dao.search.SearchEntry" %>
   <%@ page import="com.liferay.portal.kernel.dao.search.ResultRow" %>
   <%@ page import="AAACustomerServices.model.Customer" %>
   <%@ page import="AAACustomerServices.service.CustomerLocalServiceUtil" %>
   <%@ page import="com.liferay.portal.kernel.dao.search.ResultRow" %><%@</pre>
   page import="com.liferay.portal.kernel.template.TemplateHandler" %><%@
   page import="com.liferay.portal.kernel.template.TemplateHandlerRegistryUtil" %>
   <%@ page import="java.text.SimpleDateFormat" %>
   <%@ page import="java.util.ArrayList" %>
   <%@ page import="java.util.List" %>
   <liferay-theme:defineObjects />
   <portlet:defineObjects />
<%@ include file="init.jsp" %>
      ResultRow row = (ResultRow) request.getAttribute(WebKeys.SEARCH CONTAINER RESULT ROW);
      Customer customer = (Customer) row.getObject();
       String name = Customer.class.getName();
      long customerId = customer.getCustomerId();
      String redirect = PortalUtil.getCurrentURL(renderRequest);
  ⊖ <liferay-ui:icon-menu>
      <portlet:renderURL var="editURL">
          <portlet:param name="mvcPath" value="/updateCustomer.jsp" />
          <portlet:param name="customerId" value="<%= String.valueOf(customerId) %>" />
          <portlet:param name="redirect" value="<%= redirect %>" />
      </portlet:renderURL>
      feray-ui:icon image="edit" url="<%= editURL.toString() %>" />
      <portlet:actionURL name="deleteCustomer" var="deleteURL">
          <portlet:param name="customerId" value="<%= String.valueOf(customerId) %>" />
          <portlet:param name="redirect" value="<%= redirect %>" />
       </portlet:actionURL>
      <liferay-ui:icon image="delete" url="<%= deleteURL.toString() %>" />
   </liferav-ui:icon-menu>
```

```
<%@ include file="init.jsp" %>
   feray-ui:tabs names="Customers">
      <aui:button-row>
        </portlet:renderURL>
        <aui:button onClick="<%=addCustomerURL.toString() %>" value="New Customer"/>
     </aui:button-row
     <liferay-ui:search-container>
         <
              feray-ui:search-container-column-text name="National ID" property="customerNRIC"></liferay-ui:search-container-column-text></liferay-ui:search-container-column-text name="Service" property="service"></liferay-ui:search-container-column-text>
               feray-ui:search-container-column-jsp align="right" path="/CustomerActions.jsp"/>
           </liferay-ui:search-container-row>
           <liferav-ui:search-iterator/>
  </liferay-ui:search-container>
</liferay-ui:tabs>

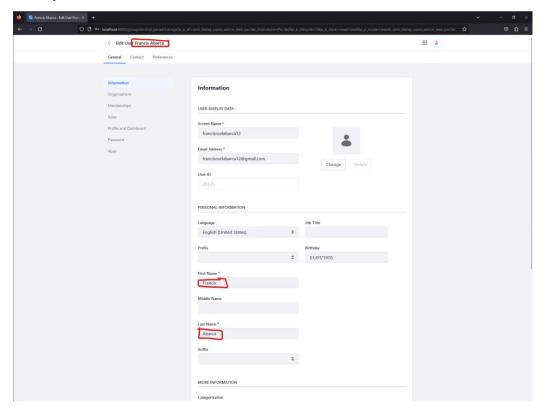
    □ updateCustomer.jsp 
    □

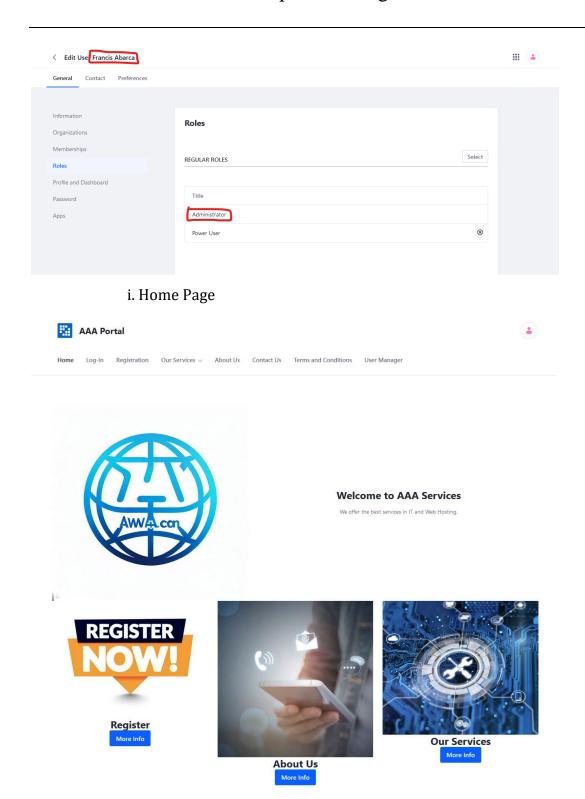
   <%@ include file="init.jsp" %</pre>
       Customer customer = null;
       long customerId = ParamUtil.getLong(request, "customerId");
       if (customerId > 0) {
           customer = CustomerLocalServiceUtil.getCustomer(customerId);
       String redirect = ParamUtil.getString(reguest, "redirect");
   <aui:model-context bean="<%= customer %>" model="<%= Customer.class %>" />
   <portlet:renderURL var="viewCustomerURL" />
   <portlet:actionURL name='updateCustomer' var="updateCustomerURL" windowState="normal" />
   ferav-ui:header
       backURL="<%= viewCustomerURL %>"
       title='<%= customer.getCustomerName()%>'
   <aui:form action="<%= updateCustomerURL %>" method="POST" name="fm">
       <aui:fieldset>
           <aui:input name="redirect" type="hidden" value="<%= redirect %>" />
           <aui:input name="customerId" type="hidden" value='<%= customer.getCustomerId()%>'/>
           <aui:input name="customerName" label="Name"/>
           <aui:input name="customerEmail" label="Email"/>
           <aui:input name="customerAddress" label="Address"/>
           <aui:input name="customerNRIC" label="National ID"/>
           <aui:input name="customerContact" label="Contact Number"/>
           <aui:select label="Services" name="service" showEmptyOption="<%= false %>">
               <aui:option value="Domain Name Service">Domain Name Service</aui:option>
               <aui:option value="Shared Hosting Service">Shared Hosting Service</aui:option>
               <aui:option value="Reseller Hosting Service">Reseller Hosting Service</aui:option>
               <aui:option value="Cloud Hosting Service">Cloud Hosting Service</aui:option>
               <aui:option value="VPS Hosting Service">VPS Hosting Service</aui:option>
               <aui:option value="Dedicated Hosting Service">Dedicated Hosting Service</aui:option>
               <aui:option value="Colocation Service">RColocation Service</aui:option>
           </aui:select>
       </aui:fieldset>
       <aui:button-row>
           <aui:button type="submit" />
           <aui:button onClick="<%= viewCustomerURL %>" type="cancel" />
       </aui:button-row>
   </aui:form>
```

```
☐ register.jsp 
☐

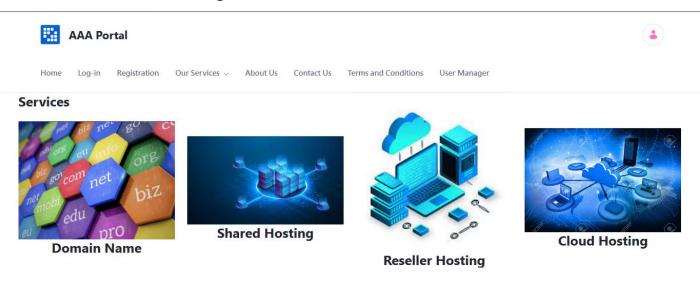
  <%@ include file="init.jsp" %>
   <portlet:renderURL var="viewCustomerURL"/>
  feray-ui:header backURL="<%= viewCustomerURL%>" title="New Customer"/>
   <portlet:actionURL name="registerCustomer" var="registerActionURL"/>
   <aui:form action="<%= registerActionURL %>" method="POST">
       <aui:fieldset>
           <aui:input name="customerName" label="Name"/>
           <aui:input name="customerEmail" label="Email"/>
           <aui:input name="customerAddress" label="Address"/>
           <aui:input name="customerNRIC" label="National ID"/>
           <aui:input name="customerContact" label="Contact Number"/>
           <aui:select label="Services" name="service" showEmptyOption="<%= false %>">
               <aui:option value="Domain Name Service">Domain Name Service</aui:option>
               <aui:option value="Shared Hosting Service">Shared Hosting Service</aui:option>
               <aui:option value="Reseller Hosting Service">Reseller Hosting Service</aui:option>
               <aui:option value="Cloud Hosting Service">Cloud Hosting Service</aui:option>
               <aui:option value="VPS Hosting Service">VPS Hosting Service</aui:option>
               <aui:option value="Dedicated Hosting Service">Dedicated Hosting Service</aui:option>
               <aui:option value="Colocation Service">RColocation Service</aui:option>
           </aui:select>
       </aui:fieldset>
       <aui:button-row>
          <aui:button type="submit" />
       </aui:button-row>
   </aui:form>
```

g. Create the AAA Services webpages. Take screen captures of the following pages along with your Admin Account Name (Make sure that admin must be registered with Your Name)





ii. Our Services Page







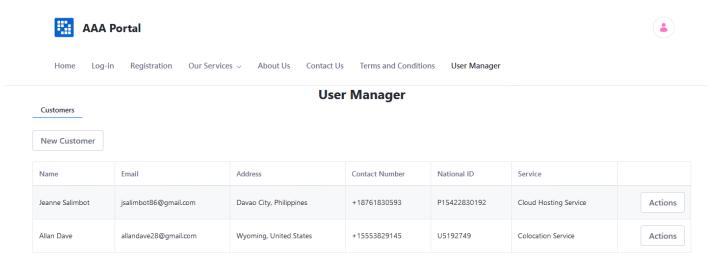


VPS Hosting

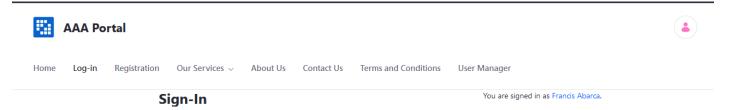
Dedicated Hosting

Colocation Service

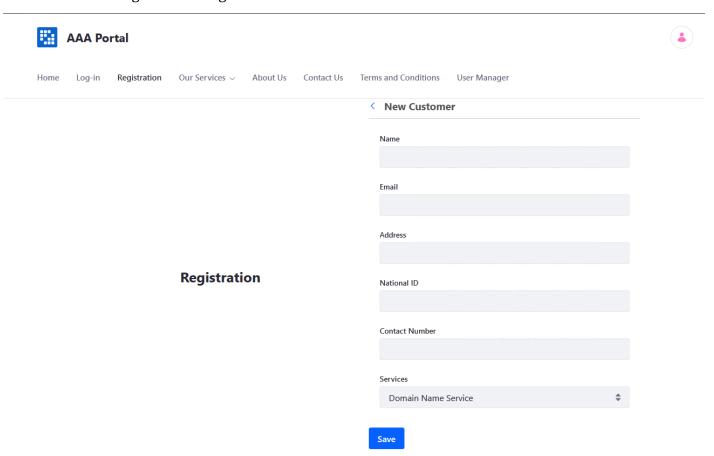
iii. Customer Management



iv. Login Page



v. Registration Page



vi. Contact Us Page



AAA Portal



Log-in

Registration

Our Services V

Mailing Address:

AAA Services

P.O. Box 12345

About Us

Contact Us

Terms and Conditions

User Manager

Contact Us

Have any questions? Feel free to contact us!

Phone Number

+1 (555) 123-4567

Tech City, ST 67990 **Physical Address:**

AAA Services 1234 Innovation Blvd, Suite 100 Tech Citym ST 67990

Email Address

support@aaaservices.com

vii. About Us Page



AAA Portal



Our Services V About Us Contact Us Terms and Conditions User Manager

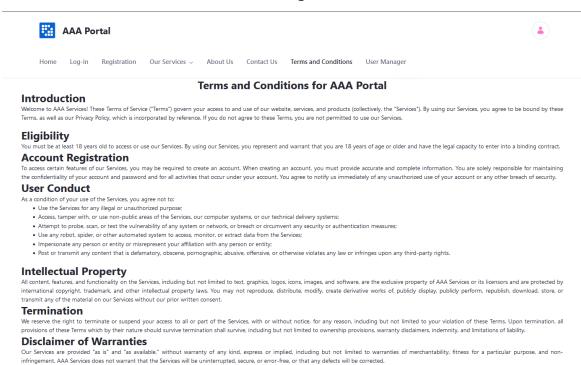
About Us

AAA Portal is a leading technology company specializing in providing comprehensive and innovative solutions in the areas of Authentication, Authorization, and Accounting. With a steadfast commitment to excellence, we have developed a suite of products and services tailored to the diverse needs of businesses and individuals, ensuring a seamless and secure digital experience.



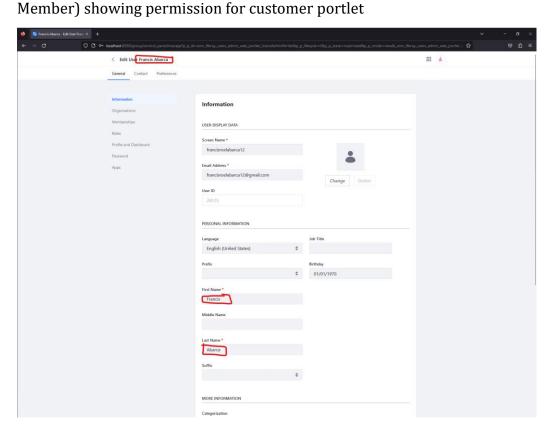
viii. Terms and Conditions Page

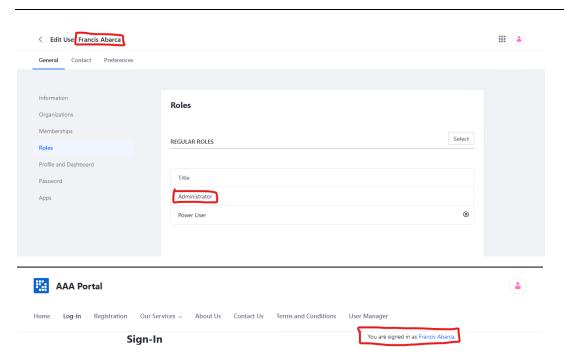
Limitation of Liability



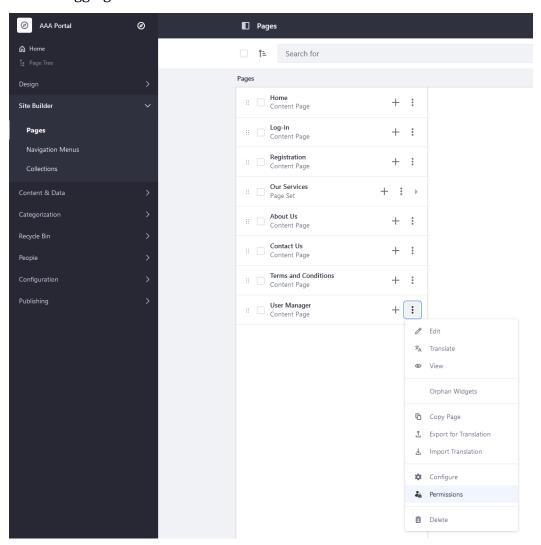
h. Provide screen capture logging in with two different users (Administrator, Site

In no event will AAA Services, its affiliates, or their respective officers, directors, employees, or agents be liable for any indirect, incidental, special, consequential, or punitive damages, including but not limited to loss of profits, data, use, or goodwill, arising out of or in connection with these Terms or your use of the Services, whether in an action under contract, tort, or otherwise, even if advised of the possibility

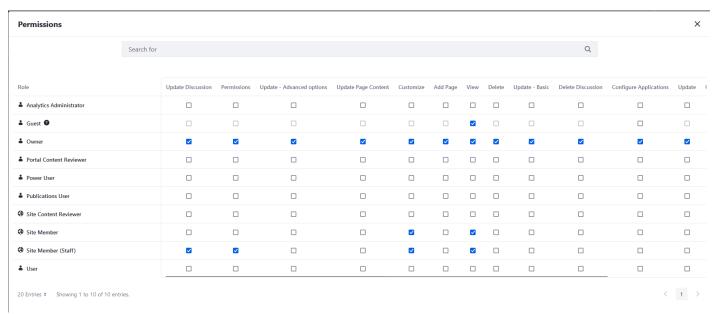




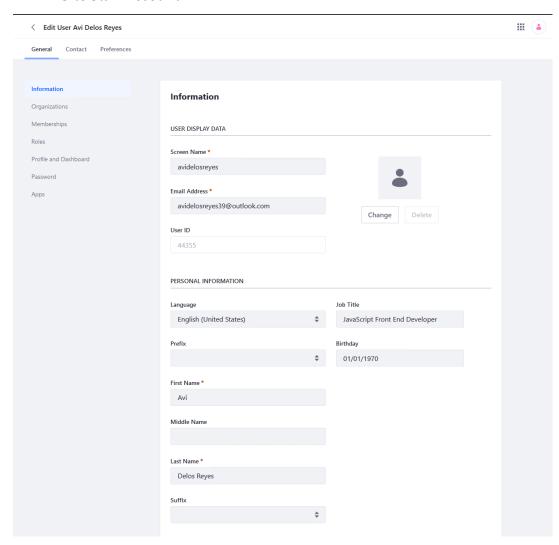
Logging in with the Admin account

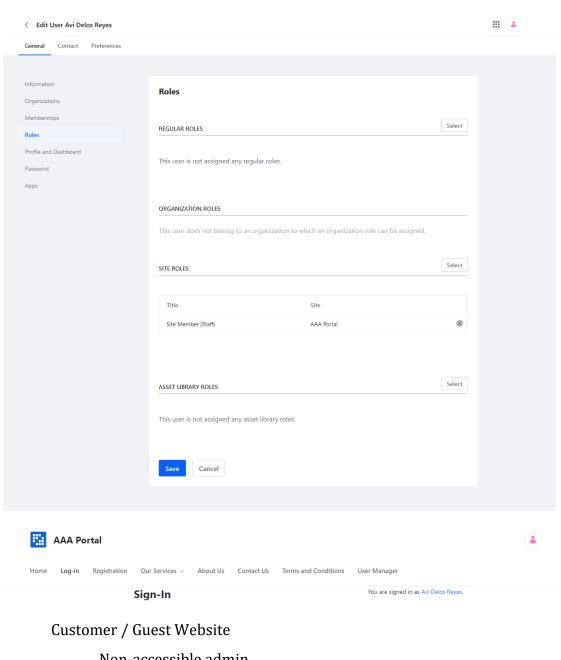


Permission for Customer Management / Admin

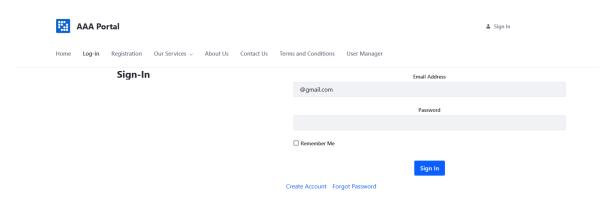


Site Staff Account





Non-accessible admin.



2. Develop an application that implements design patterns and utilizes techniques to produce secure code. Provide the implemented code as evidence.

Creational Design Pattern (Factory Method)

```
AAACustomerPortlet
  public class AAACustomerPortlet extends MVCPortlet {
   CustomerLocalServiceUtil.addCustomer(customer);
CustomerLocalServiceUtil
public static Customer addCustomer(Customer customer) {
     return getService().addCustomer(customer);
CustomerLocalService
 @Indexable(type = IndexableType.REINDEX)
 public Customer addCustomer(Customer customer);
CustomerLocalServiceImpl
public Customer updateCustomer(long customerId, String customerName, String customerEmail, String customerAddress, String customerContact, String customerNRIC, String service) throws FortalException, SystemException {
CustomerLocalServiceBaseImpl
public abstract class CustomerLocalServiceBaseImpl
     extends BaseLocalServiceImpl
     implements AopService, CustomerLocalService, IdentifiableOSGiService {
   @Indexable(type = IndexableType.REINDEX)
   public Customer addCustomer(Customer customer) {
       customer.setNew(true);
        return customerPersistence.update(customer);
   }
CustomerPersistence
```

@ProviderType
public interface CustomerPersistence extends BasePersistence<Customer> {

The Factory Method pattern is employed to construct a new Customer object. The CustomerLocalServiceUtil class calls the createCustomer(parameter) function of the CustomerLocalService interface to build the customer object, which is implemented in the CustomerLocalServiceImpl class. After creating the Customer object, the AAACustomerPortlet can assign the necessary data. The Factory Method design guarantees accurate object creation while concealing the implementation specifics behind the interfaces needed to execute the appropriate functions.

Structural Design Pattern (Façade Method)

CustomerLocalServiceUtil

```
public class CustomerLocalServiceUtil {
 public static Customer addCustomer(
         String customerName, String customerEmail, String customerAddress,
          String customerContact, String customerNRIC, String service)
     throws PortalException, SystemException {
     return getService().addCustomer(
         customerName, customerEmail, customerAddress, customerContact,
         customerNRIC, service);
  }
 public static CustomerLocalService getService() {
     return service;
 }
private static volatile CustomerLocalService service;
AAACustomerPortlet
 public class AAACustomerPortlet extends MVCPortlet {
 CustomerLocalServiceUtil.addCustomer(customer);
```

To access its methods, the CustomerLocalService has to navigate through multiple classes; yet, the CustomerLocalServiceUtil offers a means to access these intricate methods without understanding the underlying implementations. This demonstrates encapsulation, where internal specifics are concealed behind a more approachable interface.

Behavioral Design Pattern (Template Method)

The templates of the MVCPortlet class are employed to generate portlets. Consequently, all newly created portlets will extend MVCPortlet. The MVCPortlet class extends LiferayPortlet, which further extends GenericPortlet. This exemplifies multi-level inheritance. Due to the abstract nature of the GenericPortlet class, abstraction plays a crucial role in this scenario.

```
public class AAACustomerPortlet extends MVCPortlet {
    public class MVCPortlet extends LiferayPortlet {
    public class LiferayPortlet extends GenericPortlet {
```

Task 4

Evaluation of the Design Pattern

Solution:

- 1. Discuss the use of design patterns for the given purpose and consequences by applying design patterns.
 - a. Discuss usage of design patterns in "AAA Customer Management Portlet."
- b. What are the consequences of design patterns which you have used in your project.

The **Factory method**, a creational design pattern, is employed to initialize an object by generating a Customer instance using the createCustomer() method from the CustomerLocalService. This approach allows the creation of multiple object instances without exposing the underlying creation logic. However, it can raise system complexity and demand significant time and resources.

The **Facade pattern**, a Structural design pattern, assists in providing database modification access to the system. Utilizing a facade class conceals the code complexity and simplifies system access by invoking suitable methods on the client's behalf, negating the need for multiple method calls. However, the facade class's implementation might be extensive since it requires integration with existing code, and relying exclusively on the facade class for business logic access may pose risks.

Behavioral design patterns facilitate communication between classes, while the template pattern enables the development of various portlets from a single template, enhancing code reusability. Nonetheless, using the same template for all portlets could restrict some functionalities or specific designs tailored to certain portlets.

2. Investigate how different design patterns can work within a range of different scenarios.

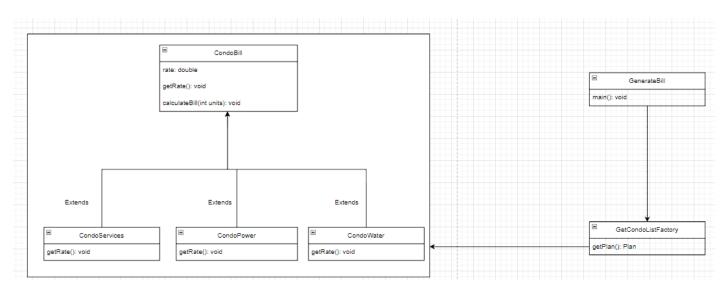
Design Patterns

1. Creational Design Pattern

Investigate at least 2 different design patterns in creational with scenarios and relevant diagrams.

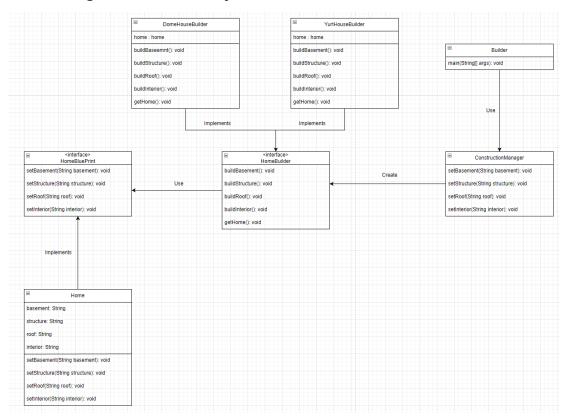
Factory Method

The GetCondoListFactory is utilized by GenerateBill to produce a wide range of condolists by passing information to the GetCondoListFActory method to obtain the requested type of condo list bill.



Builder Pattern

The ConstructionManager utilizes the Builder to assemble a HomeBuilder. DomeHouseBuilder and YurtHouseBuilder implement the interface, and these subclasses decide the appropriate HomeBuilder implementation to use. Home implements the HomeBlueprint interface, which the HomeBuilder interface employs. The ConstructionManager will build the requested HomeBuilder.

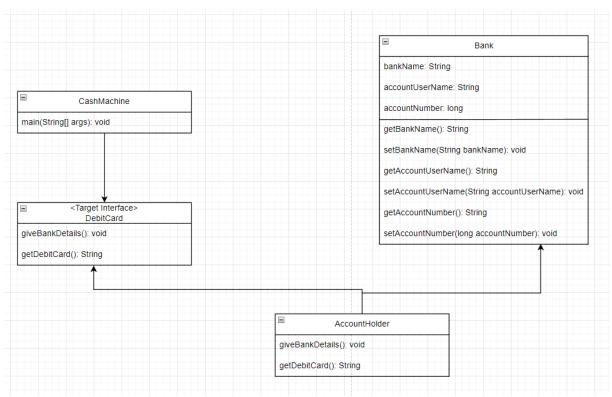


2. Structural Design Pattern

Investigate at least 2 different design patterns in structural with scenarios and relevant diagrams.

Adapter Pattern

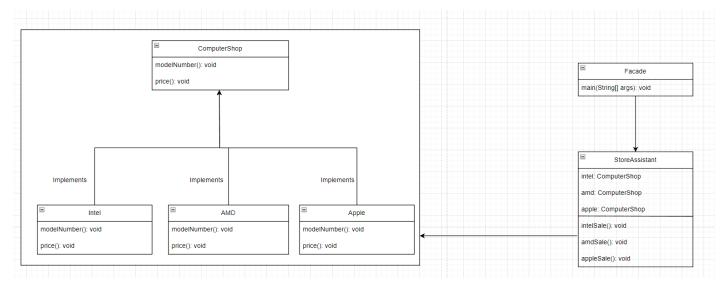
The CashMachine class employs the DebitCard interface, which is implemented by the AccountHolder class. The AccountHolder class serves as a wrapper, adapting specific methods available from the Bank class, as it extends that class.



Façade Pattern

In order to discover the available PC options in the ComputerShop, the facade class, known as the StoreAssistant, compiles and stores all accessible computers whenever a

request is obtained from the client class, named Facade. The StoreAssistant class manages the intricate implementation and delivers the requested information to the client.

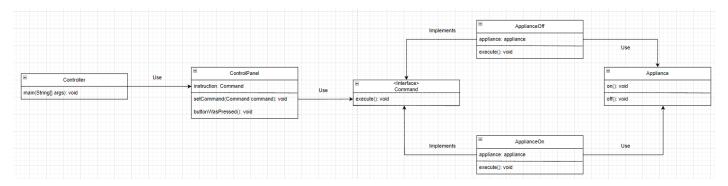


3. Behavioral Design Pattern

Investigate at least 2 different design patterns in behavioral with scenarios and relevant diagrams.

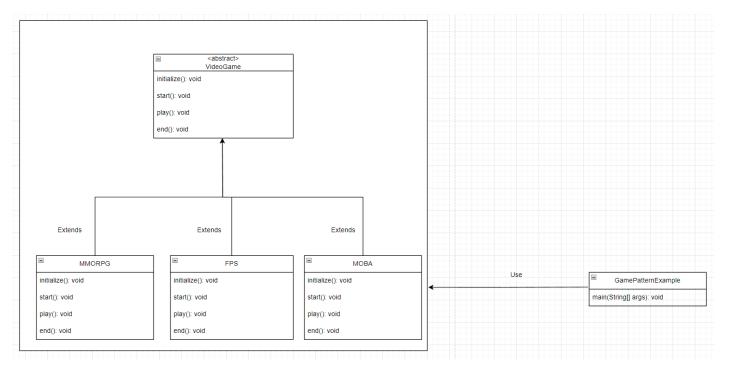
Command Pattern

The Controller class utilizes the ControlPanel class to transmit a directive or command, while the class implementing the Command interface carries out the command, manipulating or managing the Appliance class in the process.



Template Method Pattern

The GamePatternExample class employs the abstract class, Game, with the specific game depending on the requested subclass.



- 3. Identify the appropriate design pattern from the investigation.
- a. Among 2 different scenarios in creational design which you have analyzed in P4, reconcile the most appropriate design pattern.
- Out of the 2 creational design patterns, the **Factory Method** design fits the best.
- b. Among 2 different scenarios in structural design which you have analyzed in P4, reconcile the most appropriate design pattern.
- Out of the 2 structural design patterns, the **Façade Method** makes the most sense.
- c. Among the 2 different scenarios in behavioral design which you have analyzed in P4, reconcile the most appropriate design pattern.
- Between the Command Pattern and the Template Method, the **Template Method** makes the more sense as the most appropriate design pattern.
- 4. Evaluate and justify the design patterns that you had to identify in each of the scenarios.

Creational Design Patterns aim to offer flexible, efficient, and reusable approaches for object creation while promoting loose coupling between classes. The Factory Method enables a class to delegate object creation to its subclasses, allowing for implementation changes regardless of the class. The capacity to extend or implement an interface or abstract class facilitates the development of additional classes with the same structure, which is beneficial when the objects to be created are unknown or not predetermined.

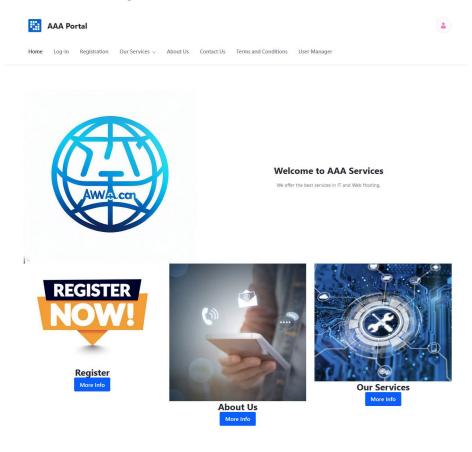
Structural Design Patterns focus on the organization and amalgamation of objects and classes to construct larger structures with enhanced functionality and features. The Facade Pattern, specifically, assists in streamlining a complex structure. Accessing a system's complexity through a single facade class simplifies the client's use of all the code's methods without exposing its complexity. Since code structure can occasionally be intricate and daunting, concealing it behind a facade class eases management without compromising the code's structure.

Behavioral Design Patterns concentrate on the communication and interaction between objects and classes, particularly regarding the allocation of responsibilities and algorithms. The Template Method permits variations in some methods while maintaining a consistent overall process and structure. Consequently, it can be employed to establish a uniform step for executing code with varying request parameters, simplifying the procedure and enhancing system efficiency.

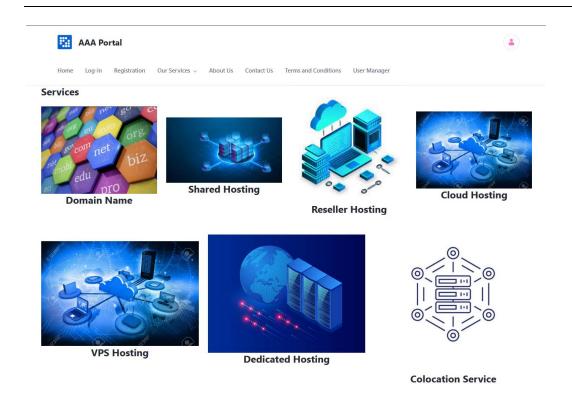
Task 5

Final Project

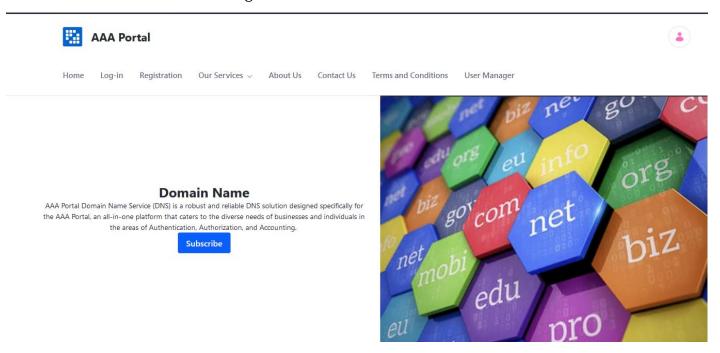
i. Home Page



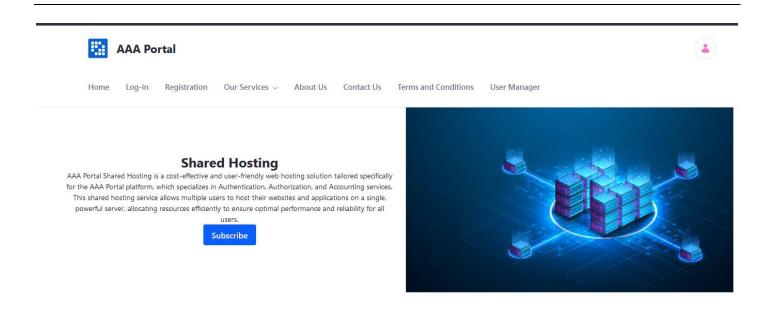
ii. Services Page



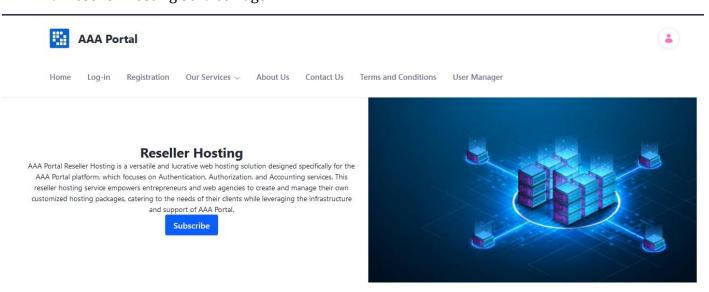
iii. Domain Name Service Page



iv. Shared Hosting Service Page



v. Reseller Hosting Service Page



vi. Cloud Hosting Service Page



About Us

Contact Us

Cloud Hosting

AAA Portal Cloud Hosting is an innovative and powerful web hosting solution specifically designed for the AAA Portal platform, which excels in delivering Authentication, Authorization, and Accounting services. This cloud hosting service harnesses the power of advanced cloud computing technology to $% \left\{ \left(1\right) \right\} =\left\{ \left(1\right) \right$ $offer \ unparalleled \ performance, \ scalability, \ and \ reliability \ for \ businesses \ and \ individuals \ a like.$

Subscribe



vii. VPS Hosting Service Page



AAA Portal

Registration

Our Services V About Us

Contact Us

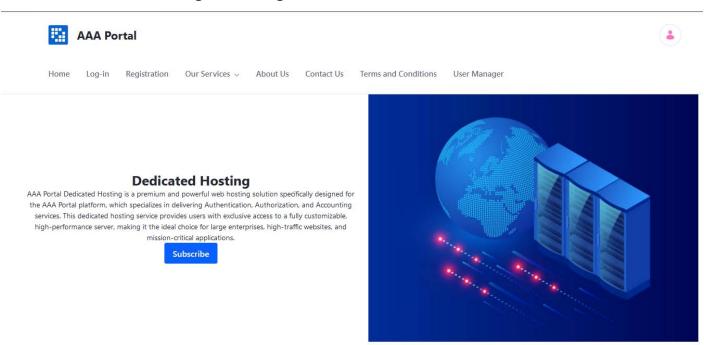
VPS Hosting

AAA Portal VPS Hosting is a flexible and high-performance web hosting solution designed specifically for the AAA Portal platform, which excels in providing Authentication, Authorization, and Accounting services. This VPS (Virtual Private Server) hosting service offers users the power and control of a dedicated server at a fraction of the cost, making it the perfect choice for growing businesses, developers, and individuals requiring greater customization and resource allocation.

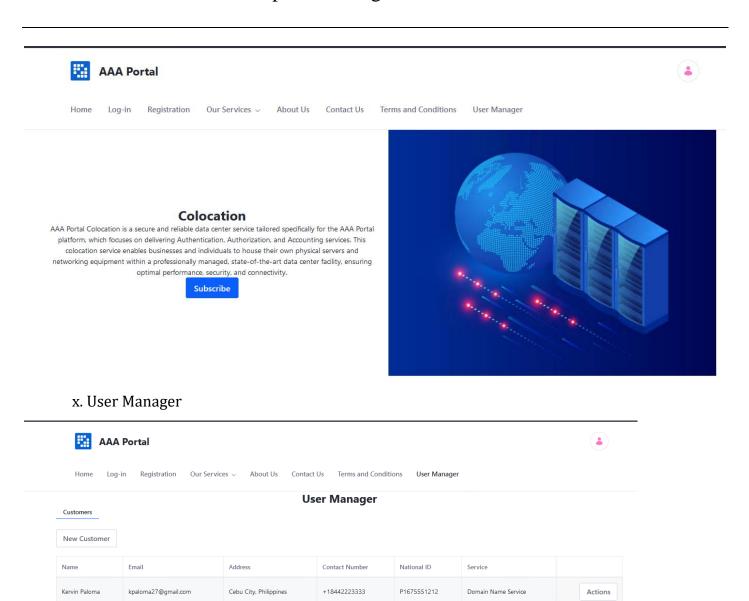
Subscribe



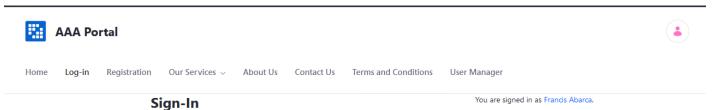
viii. Dedicated Hosting Service Page

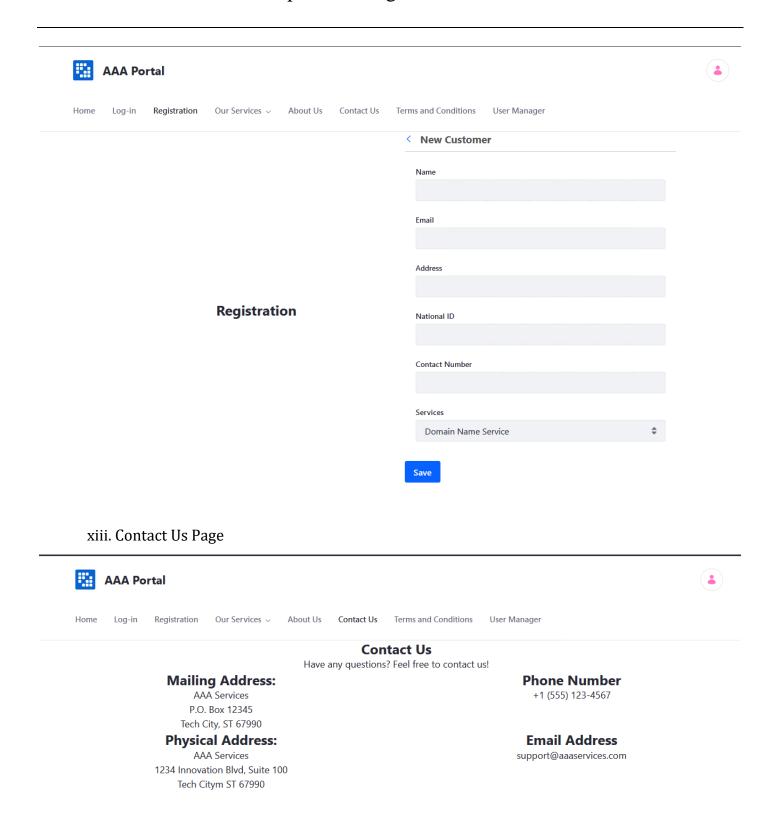


ix. Colocation Service Page



xi. Login Page







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About Us

AAA Portal is a leading technology company specializing in providing comprehensive and innovative solutions in the areas of Authentication, Authorization, and Accounting. With a steadfast commitment to excellence, we have developed a suite of products and services tailored to the diverse needs of businesses and individuals, ensuring a seamless and secure digital experience.

xv. Terms and Conditions Page



AAA Portal

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Terms and Conditions for AAA Portal

Introduction

Welcome to AAA Services! These Terms of Service ("Terms") govern your access to and use of our website, services, and products (collectively, the "Services"). By using our Services, you agree to be bound by these Terms, as well as our Privacy Policy, which is incorporated by reference. If you do not agree to these Terms, you are not permitted to use our Services.

Eligibility

You must be at least 18 years old to access or use our Services. By using our Services, you represent and warrant that you are 18 years of age or older and have the legal capacity to enter into a binding contract.

Account Registration

To access certain features of our Services, you may be required to create an account. When creating an account, you must provide accurate and complete information. You are solely responsible for maintaining the confidentiality of your account and password and for all activities that occur under your account. You agree to notify us immediately of any unauthorized use of your account or any other breach of security.

User Conduct

As a condition of your use of the Services, you agree not to:

- Use the Services for any illegal or unauthorized purpose;
- Access, tamper with, or use non-public areas of the Services, our computer systems, or our technical delivery systems,
- Attempt to probe, scan, or test the vulnerability of any system or network, or breach or circumvent any security or authentication measures;
- . Use any robot, spider, or other automated system to access, monitor, or extract data from the Services;
- Impersonate any person or entity or misrepresent your affiliation with any person or entity;
- · Post or transmit any content that is defamatory, obscene, pornographic, abusive, offensive, or otherwise violates any law or infringes upon any third-party rights.

Intellectual Property

All content, features, and functionality on the Services, including but not limited to text, graphics, logos, icons, images, and software, are the exclusive property of AAA Services or its licensors and are protected by international copyright, trademark, and other intellectual property laws. You may not reproduce, distribute, modify, create derivative works of, publicly display, publicly perform, republish, download, store, or transmit any of the material on our Services without our prior written consent.

Termination

provisions of these Terms which by their nature should survive termination shall survive, including but not limited to ownership provisions, warranty disclaimers, indemnity, and limitations of liability.

Disclaimer of Warranties

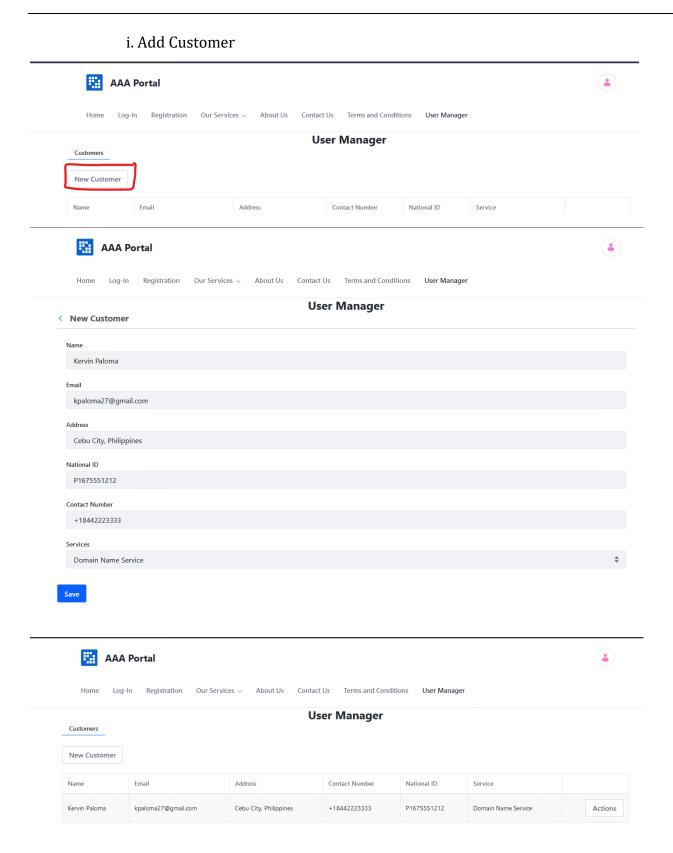
Our Services are provided "as is" and "as available," without warranty of any kind, express or implied, including but not limited to warranties of merchantability, fitness for a particular purpose, and non-infringement. AAA Services does not warrant that the Services will be uninterrupted, secure, or error-free, or that any defects will be corrected.

Limitation of Liability

In no event will AAA Services, its affiliates, or their respective officers, directors, employees, or agents be liable for any indirect, incidental, special, consequential, or punitive damages, including but not limited to loss of profits, data, use, or goodwill, arising out of or in connection with these Terms or your use of the Services, whether in an action under contract, tort, or otherw

xvi. Scenarios:

$BDSE-WFS-Web\ Development\ Using\ Platforms$



ii. Update Customer

