

# **Internship Project Report**

05-07-2023

Sai Akshith Arthi
<a href="mailto:saiakshith.arthi@sprinklr.com">saiakshith.arthi@sprinklr.com</a>

# **About this Document:**

This document contains detailed implementation of my internship Project.

# **Introduction about the Project:**

# **Project Title:**

Real-time GitLab Notifications Integration with Microsoft Teams

#### **Problem Statement:**

Sprinklr Organization uses GitLab as their version control system and project Management Platform. GitLab usually sends Email about any type of updates in the project, like comments, merges, pipeline statuses, and job results. The objective of this project is to send those notifications directly to the relevant team member through personal chat Message in Microsoft Teams.

The following events occurred in Gitlab are expected to be handled in this project:

#### Comments

- Comment on Issue.
- Comment on Merge Request.
- Comment on Commit.
- Comment on Snippet.

#### Merge Request Events

- Opening Merge Request
- Closing Merge Request
- Reopening Merge Request
- Merging Merge Request
- Updating Merge Request
- Approving Merge Request
- Unapproving Merge Request

#### • Pipeline Updates

- Pipeline Success
- Pipeline Failed

# • Job Updates

• Job Success Failed

All the notifications are expected to contain proper links and details about the event.

# Pre-Mid-Evaluation Progress, and changes after Mid-Evaluation:

# Pre-Mid Evaluation Implementation Details:

Pre-Mid-Evaluation, I have implemented this Project using Microsoft Power Automate, to send messages. The Progress can be seen here: <a href="https://sprinklr-my.sharepoint.com/:w:/p/saiakshith\_arthi/EUS57y2s4exGkpKAAa3Q-L4BOr02XvQntSSo9uoyd2aVQw">https://sprinklr-my.sharepoint.com/:w:/p/saiakshith\_arthi/EUS57y2s4exGkpKAAa3Q-L4BOr02XvQntSSo9uoyd2aVQw</a>. As this feature is premium, I have changed my implementation, and implemented my Project in two other ways.

Post Mid-Evaluation, I have implemented my project in 2-ways.

- 1. Using Microsoft Graph API
- 2. Using Microsoft Bot Framework.

# Microsoft Graph API:

Microsoft Graph exposes REST APIs and client libraries to access data on the following Microsoft cloud services. In our use case, we are using these API's for sending messages as a delegated user in Microsoft Teams. This way, we could send notifications to the users, in an organization. But, with this method, we could only send the messages, but we couldn't listen to messages (unless we poll the last message received in teams). So, we could only implement limited number of features.

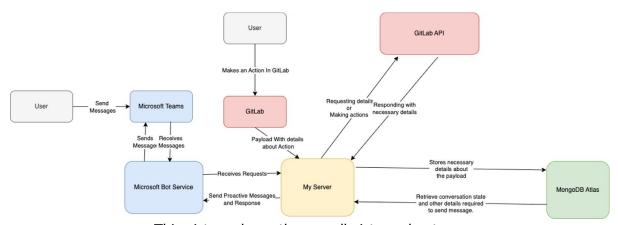
#### Microsoft Bot Framework:

Microsoft Bot Framework provides a framework for various languages. This framework relates to a channel (like Microsoft Teams, skype, etc), and is used to make conversational Bots. We can think it as a web application, which receives requests and produces responses, whereas the channel can be thought as a browser, which initiates the requests. Apart from this, it also sends notifications to the channel, without the channel making request. This makes Bot Framework interesting and powerful and allows two-way communication between users.

So, I thought of Implementing this Project using Microsoft Bot Framework, as it allows the two-way communication between user and server. Further details about this implementation are given right after this section.

# **Implementation using Microsoft Bot Framework:**

GitLab Repo Link: Repo link Microsoft Bot Framework.url



This picture shows the overall picture about

how the Project works.

# Project implementation:

Listening for the payload

```
ackage com.sprinklr.InternProjectBot.Controller
     import ...
      @RequestMapping(@~"/api/gitlab")
19 🛇
      public class GitlabController {
          @Autowired
          private PayloadFactory payloadFactory;
          @Qualifier("botMessageSender")
          private MessageSenderInterface messageSender;
          @PostMapping(@~"/")
31 🍅
          void receivePostRequest(@RequestBody Payload payload) {
              PayloadParser payloadParser = payloadFactory.getPayloadParser(payload);
              if(payloadParser == null){
                  System.out.println("Payload not supported");
              }else{
                  payloadParser.parsePayload(payload);
                  List<Message> messages = payloadParser.getMessagesToBeSentInHtml();
                  messageSender.sendMessages(messages,payload);
          @GetMapping (@~"/test")
45 🍽
          void test(){
48
```

Figure – 1.1

- a. Gitlab Controller will listen to the /api/gitlab endpoint, and whenever it gets a post request from the GitLab (which can be thought of an event, the controller will call payload factory to get the object which is responsible to parse the given type of payload.
- b. This then checks whether the type of payload and checks whether the payload is valid or not.
- c. This then sends the message via messageSender interface, which sends the message to relevant user accordingly.

# 2. Classifying the Payload

```
oublic class PayloadFactory {
   @Autowired
   private GitLabAPI gitLabAPI;
   @Autowired
   @Qualifier("dataAccessLayerImplMongoDBAtlas")
   private DataAccessLayer dataAccessLayer;
   public PayloadParser getPayloadParser(Payload payload){
       if(payload.getObject_kind().equals("note")){...}
       if(payload.get0bject_kind().equals("merge_request")){
           if(payload.getObject_attributes().getAction().equals("open")){
              return new MergeRequestOpenedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("close")){
               return new MergeRequestClosedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("reopen")){
              return new MergeRequestReopenedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("merge")){
               return new MergeRequestMergedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("update")){
               return new MergeRequestUpdatedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("approved")){
               return new MergeRequestApprovedPayloadParser(gitLabAPI);
           if(payload.getObject_attributes().getAction().equals("unapproved")){
               return new MergeRequestUnapprovedPayloadParser(gitLabAPI);
       if(payload.getObject_kind().equals("build")){
           if(payload.getBuild_status().equals("success")){
               return new JobSucceededPayloadParser(gitLabAPI);
           if(payload.getBuild_status().equals("failed")){
               return new JobFailedPayloadParser(gitLabAPI);
       if(payload.getObject_kind().equals("pipeline")){
           if(payload.getBuild_status().equals("success")){
               return new JobSucceededPayloadParser(gitLabAPI);
           if(payload.getBuild_status().equals("failed")){
               return new JobFailedPayloadParser(gitLabAPI);
```

Figure - 2.1

a. After receiving the payload, the payload is classified based on the fields of the payload. PayloadFactory creates the relevant object for each payload to parse the payload.

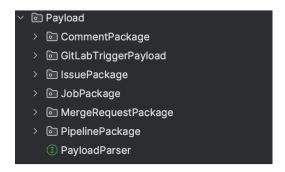


Figure - 2.2

b. You can see these are the different parsers for different payloads.

### 3. Parsing the payload:

Figure - 3.1

- a. The above picture shows how the payload is parsed. The above picture shows how the payload is parsed. When the payload is parsed, if needed, it is fetching necessary details from the database, and through gitlab api, and stores it as its instance variable.
- b. Here, the above parser is an example of the implementation of the interface PayLoadParser. Figure 3.2 below:

```
package com.sprinklr.InternProjectBot.Payload;
import ...

public interface PayloadParser {
    public void parsePayload(Payload payload);
    public Boolean isValidPayload(Payload payload);
    public List<Message> getMessagesToBeSent();
    public List<Message> getMessagesToBeSentInHtml();
}
```

c. getMessagesToBeSent method get the list of Messages, where Message is class, which contains the following fields:

```
package com.sprinklr.InternProjectBot.MessageUtils;
public class Message {
  private String receiverEmail;
  private String receiverGitLabHandle;
   private MessageBody messageBody;
  public void setReceiverGitLabHandle(String receiverGitLabHandle) {
      this.receiverGitLabHandle = receiverGitLabHandle;
   public Message(String receiverEmail, String receiverGitLabHandle, MessageBody messageBody){
      this.receiverGitLabHandle = receiverGitLabHandle;
      this.receiverEmail = receiverEmail;
      this.messageBody = messageBody;
  public String getReceiverEmail() {    return receiverEmail; }
   public void setReceiverEmail(String receiverEmail) { this.receiverEmail = receiverEmail; }
  public MessageBody getMessageBody() {    return messageBody; }
```

#### Figure – 3.3

- d. This message body contains receiverEmail, receiverGitLabHandle, and messageBody. These values are set by getMessageToBeSent Method inside the payloadParser. (The class which implements the payloadParser).
- e. Message body contains the details that will be used in the body of the message, which we will send. You can see the fields of the Message Body below:

```
import com.fasterxml.jackson.databind.ObjectMapper;

public class MessageBody {
   private String title;
   private String text;
   private String discussionThreadURL;
   private String commentBetweenLines;
   private String messageTypeID;
   private boolean isDiscussionThread = false;
   private boolean containsResolveThread = false;
```

- f. These values are set while constructing the message body.
- g. Now, as the message is constructed, we will go to next layer, where we send the message.
- 4. Sending the Message

```
package com.sprinklr.InternProjectBot.MessageSender;

import ...

public interface MessageSenderInterface {

    void sendMessage(Message message, Payload payload);
    void sendMessages(List<Message> messages, Payload payloadx);
}
```

Figure - 4.1

- a. The messages are sent through MessageSenderInterface, which has two functions, sendMessage and sendMessages.
- b. The layer which implements these functions differentiate between the implementation using Microsoft Bot Framework and Microsoft Graph API.

```
| Solution | Comparison | Compa
```

Figure – 4.2

c. In Bot Framework, this is the implementation. In the first step, it collects the details of the receiver, by using conversationReferences, which gives the whole ConversationDetails object.

d. In the conversationDetails Object, you have the following fields:

```
package com.sprinklr.InternProjectBot.Database.Models;
import com.sprinklr.InternProjectBot.Database.DataAccessLayer;
import com.microsoft.bot.schema.ConversationReference;
import com.sprinklr.InternProjectBot.State;
public class ConversationDetails {
   public String conversationId;
   public String gitLabHandle;
   public State state;
   public ConversationReference conversationReference;
   private final DataAccessLayer dataAccessLayer;
   public ConversationDetails(DataAccessLayer dataAccessLayer){
        this.dataAccessLayer = dataAccessLayer;
        this.state = new State();
   public void save(){
        System.out.println("saving conversation details");
       System.out.println(dataAccessLayer);
        dataAccessLayer.saveConversationDetails(this);
```

Figure – 4.3

- e. ConversationDetails contains the conversationId, which is unique to each and every conversation and state, which contains the details of the current conversation state (It also contains gitlab access token taken from the user), and conversation Reference, which captures the details of the conversation channel, service url etc. You will know the importance of them later in this doc.
- f. Coming back to sendMessage method, once we get conversationDetails, you start constructing actual message, which we are going to send, by using variuos cards etc.
- g. We will check whether the current user is unsubscribed to receive this kind of message. If yes, then we will stop sending message.

Figure – 4.4

- h. Next, we will just get the code content, where the comment is made, through gitlab API. Also, we will make sure that we will add a reply box If the comment is on a discussion thread, where you can reply.
- i. Now, using Cards, we create the message and send it to the relevant user, to whomsoever this message may concern.
- j. This was all about how the user receives Notification.
- k. In the next section, we see the other way communication, how the user interacts with the Bot.

- 5. Listening for responses from the user.
- a. In Bot Framework implementation, we also receive response from the user. We will act on the responses from the user. We will how the step by step interaction occurs.

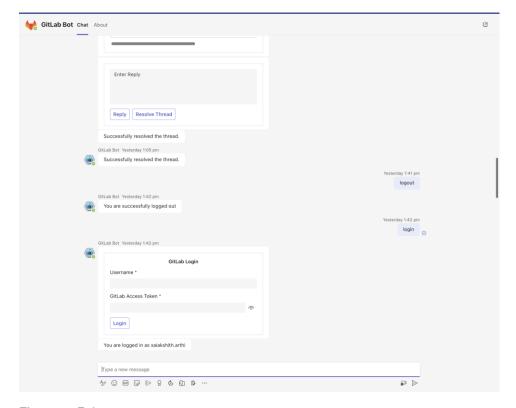


Figure – 5.1

b. In the above picture, we can see the bot. So, whenever the user enters login, it will give us the login form, where the user is allowed to enter his credentials.

Figure - 5.2

c. GitLabBotController is the class, where the request from the Bot, and responses are handled. We can think this whole bot as a web application, where you can think the channel (here Microsoft Teams) through which communication Is happening as a browser, where you make requests and you get response. (Actual communication is also similar, but through REST API).

Figure – 5.3

- d. Whenever some message get received from bot, the Bot Framework will trigger this function: onMessageActivity, and the turnContext contains all the details about the message the user typed, and other conversation details, which helps us to communicate with Microsoft Teams, in our Project.
- e. Now, you can see how login is handled here:

```
String inputText = turnContext.getActivity().getText();

List<String> firstAndLastWords = StringOperations.getTheFirstAndLastWords(inputText);

String firstWord = firstAndLastWords.get(0);

String lastWord = firstAndLastWords.get(1);
```

Figure - 5.4

Figure - 5.5

f. Here, the server is checking whether the firstword is login, and if login, it is sending a card related to the login.

```
♀$schema": "http://adaptivecards.io/schemas/adaptive-card.json",
"type": "AdaptiveCard",
"version": "1.5",
    "size": "medium",
"weight": "bolder",
    "text": "GitLab Login",
"horizontalAlignment": "center",
    "style": "text",
    "id": "gitLabHandle",
"label": "Username",
    "isRequired": true,
    "errorMessage": "Username is required"
    "type": "Input.Text",
    "style": "password",
"label": "GitLab Access Token",
    "isRequired": true,
    "errorMessage": "Password is required"
"actions": Γ
    "title": "Login",
       "button": "login'
```

Figure - 6.2

- g. In the above, you can see how the login card looks.
- h. To retrieve any card, you use the Cards class, which has the implementation of the implementation, to get the card as an attachment.

Figure - 6.3

i. A sample method to get a card is shown above, other methods are similar. You can see that LoginCard.json is being used, which is the json file I have shown above.

# 6. Storing the conversation details:

```
String conversationId = turnContext.getActivity().getConversation().getId();

ConversationReference conversationReference = turnContext.getActivity().getConversationReference();

if (turnContext.getActivity().getValue() != null) {

    LinkedHashMap<String, String> hashMap = (LinkedHashMap<String, String>) turnContext.getActivity().getValue();

    System.out.println(hashMap.size());

    boolean isReply = (hashMap.get("button") != null) && (hashMap.get("button").equals("reply"));

    boolean isResolveThread = (hashMap.get("button") != null) && (hashMap.get("button").equals("resolveThread"));

    boolean isSubscribe = (hashMap.get("button")!=null) && (hashMap.get("button").equals("unsubscribe"));

    boolean isSubscribe = (hashMap.get("button")!=null) && (hashMap.get("button").equals("subscribe"));

    boolean isLogin = (hashMap.get("button")!=null) && (hashMap.get("button").equals("login"));
```

Figure - 6.1

a. So, whenever you press login after typing your credentials in the form as shown in Figure - 5.1, Bot Framework will invoke the function onMessageActivity as shown in Figure - 5.3, and then, you get retrieve the button as shown in the above picture Figure - 6.1.

```
| else if(istogin){
| String gitlabAuthenticationToken = hashMap.get("gitLabAuthenticationToken");
| String gitlabAuthenticationToken = hashMap.get("gitLabAuthenticationToken");
| String gitlabHandle = hashMap.get("gitLabHandle");
| boolean isLoggedin = conversationReferences.handlelogin(gitLabHandle.gitLabAuthenticationToken.conversationReference);
| if(isLoggedin){
| return turnContext.sendActivity(MessageFactory.text(StaticMessages.loggedIn + gitLabHandle))
| .thenApply(sendResult -> null);
| else{
| return turnContext.sendActivity(MessageFactory.text(StaticMessages.loginFailed))
| .thenApply(sendResult -> null);
| henApply(sendResult -> null);
| }
| }
```

Figure – 6.2

b. Now, it checks whether it is login. It handles login in conversationReferences object, where it store all the conversation details into database (Conversation Details is shown in Figure – 4.3).

```
plic boolean handleLogin(String gitLabHandle, String gitLabAccessToken, ConversationReference conversationRefere
                                                  \textbf{String obtainedGitLabHandle} = gitLabAPI.getGitLabHandleGivenGitLabAccessToken(gitLabAccessToken) \\ = gitLabACcessToken(gitLabAccessToken) \\ = gitLabACcessToken(g
                                                 String conversationId = conversationReference.getConversation().getId();
                                                  if(obtainedGitLabHandle == null){
                                                  if(obtainedGitLabHandle.equals(gitLabHandle)){
                                                              ConversationDetails conversationDetails = new ConversationDetails(dataAccessLayer);
                                                              conversationDetails.conversationId = conversationId;
250
251
252
253
254
255
256
257
258
                                                           conversationDetails.state = new State();
conversationDetails.gitLabHandle = gitLabHandle;
                                                               conversationDetails.conversationReference = conversationReference
                                                              conversationDetails.state.gitLabAuthenticationToken = gitLabAccessToken
                                                             conversationDetails.state.isLoggedin = true;
                                                              conversation Id To Conversation Details. {\tt put(conversationId, conversationDetails)};
                                                              gitLabHandleToConversationDetails.put(gitLabHandle, conversationDetails)
                                                              conversationDetails.save();
                                                   return false;
```

Figure - 6.3

- c. Figure 6.3, shows the handleLogin function, which is verifying the user's identity, and storing the conversation details in the database. This method is of conversationReferences object. From now on, we have the state of the user stored.
- d. Also, when the user logs out, all the conversationDetails about the user will be deleted as shown in the Figure below:

```
public boolean handleLogout(String conversationId){
    if(isLoggedInGivenConversationId)){
        getStateGivenConversationId(conversationId));
        getStateGivenConversationId(conversationId).isLoggedin = false;
        getStateGivenConversationId(conversationId).gitLabAuthenticationToken = null;
        setGitLabHandleGivenId(conversationId, Nandle null);
        dataAccessLayer.removeConversationDetailsGivenConversationId(conversationId);
        return true;
    }
    else {
        return false;
    }
}

283
    }
284
}
```

Figure - 6.4

e. This is the brief overview of how I am storing the conversation details. Also, kindly note that each conversation will have unique ID, called as conversation ID, and if you have conversation reference for a conversation, you can continue conversation. I will show the database and gitlab functions later below.

#### 7. Database and GitLab API:

```
ackage com.sprinklr.InternProjectBot.Database;
                                        import com.sprinklr.InternProjectBot.Database.Models.ConversationDetails:
                                   public interface DataAccessLaver {
                                                     void pushEmailIntoDiscussion(String email, String discussionID)
                                                      void pushHandleIntoDiscussion(String handle, String discussionID);
                                                     void unsubscribeUserId(String id);
                                                     void unsubscribeUserEmail(String email);
                                                     void subscribeUserId(String id);
                                                     void pushLastCommentIntoDiscussion(String lastComment, String discussionID);
                                                            oid saveConversationDetails(ConversationDetails conversationDetails);
                                                     String getUserEmailFromUserIdDatabase(String id);
                                                    String getLastCommentInDiscussion(String discussionID);
List<String> pushUnsubscriptionListGivenGitLabHandle(String gitLabHandle , List<String> unsubscriptionList);
List<String> pushUnsubscriptionListGivenConversationId(String conversationId, List<String> unsubscriptionList);
20
21
22
23
24
25
26
27
28
29
30
31
                                                     \textbf{List} \small \texttt{String} \\ \begin{array}{l} \textit{pushSubscriptionListGivenGitLabHandle} \\ \textbf{(String gitLabHandle , List} \\ \textbf{String} \\ \textbf{subscriptionList} \\ \end{array}
                                                     List < String > push Subscription List \\ Given Conversation \\ Id (String conversation \\ Id, List < String > subscription \\ List \\ String > subscription \\
                                                    List<String> getAllEmailsInDiscussion(String discussionID);
List<String> getAllHandlesInDiscussion(String discussionID);
                                                    List<String> getUnsubscriptionListGivenConversationId(String conversationId); List<String> getUnsubscriptionListGivenGitLabHandle(String gitLabHandle);
                                                    List<String> getSubscriptionListGivenConversationId(String conversationId)
                                                    List<String> getSubscriptionListGivenGitLabHandle(String gitLabHandle);
                                                     {\tt ConversationDetails\ getConversationDetails\ Given ConversationId (String\ conversationDetails\ Given ConversationDetails\ G
                                           ConversationDetails getConversationDetailsGivenGitLabHandle(String gitLabHandle)

void removeConversationDetailsGivenConversationId(String conversationId);
                                                        void removeConversationDetailsGivenGitLabHandle(String gitLabHandle);
```

Figure – 7.1

- a. These are the functions I have implemented in database. I have used MongoDB as my database Implementation. I am using database to achieve following functionalities.
  - Get the details about gitLab handles in a discussion, given discussion ID.
  - Get the Conversation Details given conversation ID
  - ② Get the Conversation Details given GitLab ID.
  - Get the Unsubscribed Messages of the user.
  - 2 All the set functions of the above-mentioned bulleted points as well.
- b. I have indexed the Mongo DB database to retrieve the above queries.
- c. Below sample shows a snapshot of the MongoDB Atlas interface.

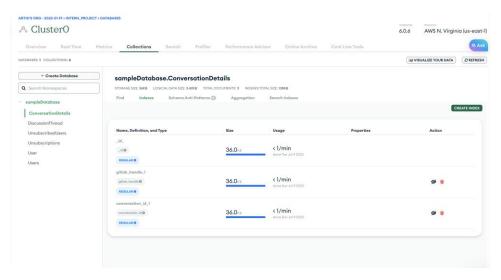


Figure – 7.2

d. Now, I am using GitLab API's to perform various functions, which I needed to make on GitLab Platform, like commenting on a discussion thread, resolving a thread, getting user details given user id, getting the code content on which the comment is made etc. I can provide you all the functions which I implemented below:

```
depository
ublic class GitLabAPI {
  @Value("${GitLabWebsiteURL}")
private String gitlabWebsiteURL;
 eValue("${GitLabAccessToken}")
private String gitlabAccessToken
 private Map<Integer ,ObjectNode > userIDToUserCache = new HashMap<>();
 public void replyToAMessage(String accessToken, String discussionThreadURL, String message) throws Exception[...]
  public void resolveThread(String accessToken,String discussionThreadURL) ....
      ate ObjectNode getUserFromID(Integer ID)....
 public String getHandleFromID(Integer ID){...}
 public List<String>getHandleFromIDs(List<Integer> IDs){...}
 public String getEmailFromUsername(String username){...}
 public String getUsernameFromEmail(String email) {...}
 public String getURLFromID(Integer ID){...}
 public String getDiff(Payload payload, String gitlabAccessToken)....
         boolean isValidPayload(Payload payload) ....
 public \ String \ getCommentBetweenLines(Payload \ payload, \ String \ gitlabAccessToken) \cite{Lines}
 private \ boolean \ liesInBetween (int number, int leftNumber, int rightNumber) \hline \{ \dots \}
 private List<Integer> getStartingNumbersLineOfDiff(String diffLine){...}
  public String getURLFromUsername(String username){...}
 public \ List < Integer > \ last Two Numbers In Line Code (String \ input) \ \hline \{ \dots \}
 public String getGitLabHandleGivenGitLabAccessToken(String gitlabAccessToken)[...]
  public List<String> getEmailsFromIDs(List<Integer> IDs){...}
```

Figure – 7.3

e. The above picture shows all the functions I have implemented in GitLab API class, I have minimized the implementation of the functions as the whole code is more than 400 lines. But you can see that these are all the functions, which were required for me. So, this ends the implementation details of my code technically. Below section gives the functionalities implemented.

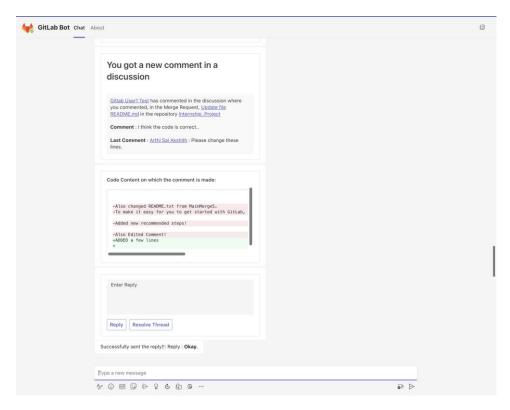
# Overview of Features Implemented:

It is highly recommended to watch the video made by me, to know about the features visually:

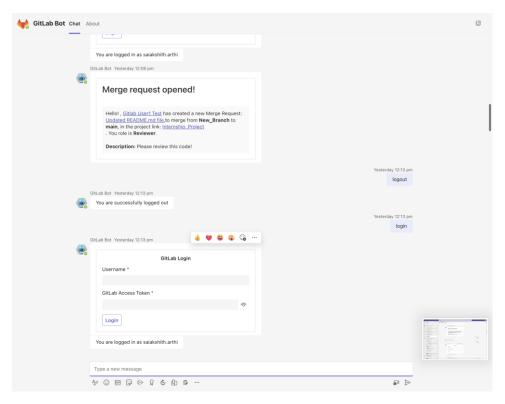
#### Video Demo.mov

- a. Notification through teams for various GitLab events: Comments, Merge Request events, Pipeline events, Job events.
- b. Notifying the people in the discussion thread when a new comment is added.
- c. Notifying the people when someone got mentioned in a comment.
- d. Links are provided in the Notification to visit the event.
- e. Code content on which the comment is made is visible with proper colors displaying the diff.
- f. Last comment in the discussion thread is visible.
- g. Reply on the thread from the Microsoft Teams.
- h. Resolve the Discussion thread from Microsoft Teams.
- i. User Authentication.
- j. Persisting the conversation state in the database.
- k. Subscribe and Unsubscribe feature.
- I. Used Cards to display rich text and HTML content in Teams chat.

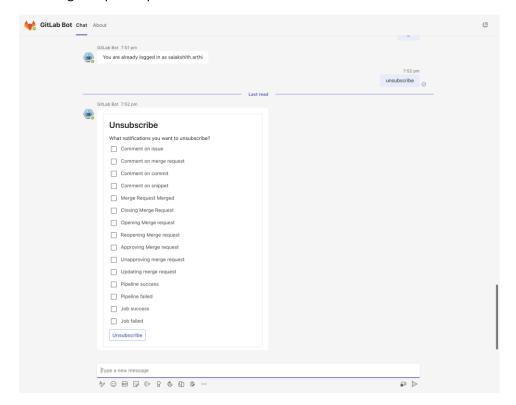
# Some screenshots of the features:



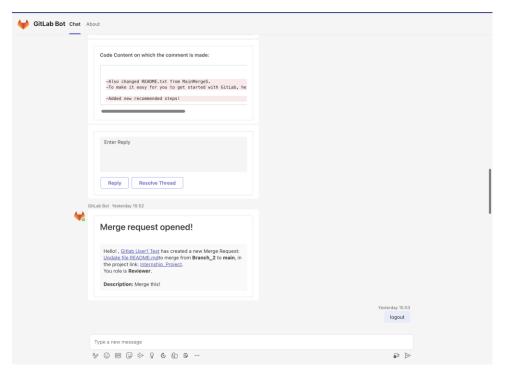
a. You can see a sample notification, how it looks like. In the top, it has the notification content with links and comment, with last comment. Below it, you can see the code content on which the comment is made. It is scrollable, so even if you make a comment on some 50 lines, the notification wont overflow. Below, you have an option to reply to the message, and you can also resolve the thread. The live functionalities of the features are shown in the video: <u>Video Demo.mov</u>



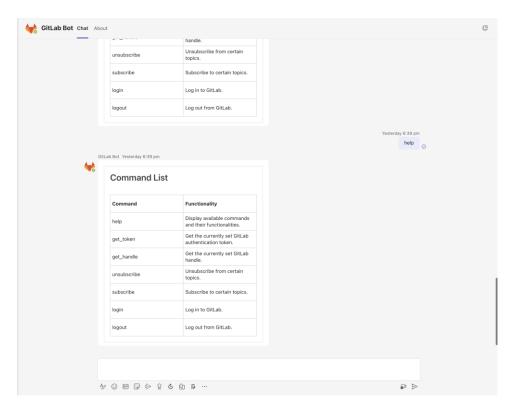
b. The above picture shows login feature for GitLab. It also shows logout feature. You can see the Merge Request Opened notification as well.



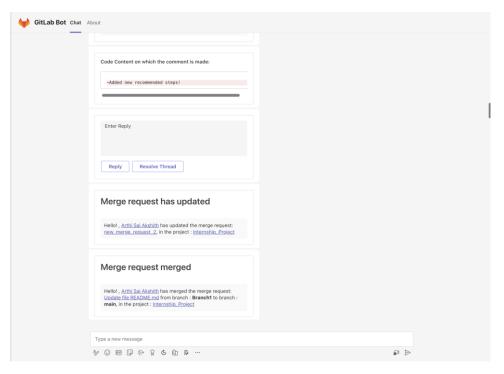
c. Unsubscribe feature.



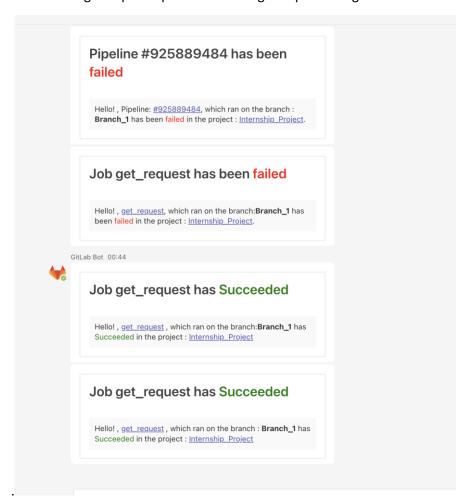
d. Merge Request Event, Merge request Opened.



e. Help feature.



f. Merge Request updated and Merge Request Merged



g. Job failed , succeeded, pipeline features.