# **CSCI 5308**

# ADVANCE TOPIC IN SOFTWARE DEVELOPMENT CONCEPTS

Brownie Point
Group 03
Project Report

#### 1. Objective:

Brownie Point is a mobile application designed to revolutionize the way teachers and students interact in the classroom. This React Native-based app provides a seamless user experience, allowing students to register and log in, view their enrolled courses, while teachers can log in, edit courses, and award points to students by scanning QR codes of each student. With Brownie Point, educators can effortlessly monitor student progress and encourage engagement, while students can stay on top of their coursework and track their progress with ease.



#### 2. Requirements and design considerations for the Brownie Point application:

#### **Requirements:**

- 1. User Roles: The application should support two user roles Teachers and Students.
- 2. *Registration and Login*: Students should be able to register and login to the application. Teachers should be able to login to the application.
- 3. Course Management: Teachers should be able to add and delete courses.
- 4. *Point Management*: Teachers should be able to assign points to students for a specific course by scanning the QR code generated by the student.
- 5. *Profile Management*: Students should be able to view their profile.
- 6. *Course Enrollment:* Students should be able to see the list of courses they are enrolled in and their corresponding points.

#### **User Interface Design:**

1. The application has a simple and intuitive interface.

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- 2. The login and registration screens are easily accessible and easy to use.
- 3. The course management screen should allow teachers to add and delete courses easily.
- 4. The point management screen should allow teachers to scan the QR code and assign points to students easily.
- 5. The student profile screen should allow students to view.
- 6. The course enrollment screen should allow students to view the list of courses they are enrolled in and their corresponding points easily.

#### Technology Stack:

Frontend: React Native.
 Backend: JAVA Springboot

3. Database: MYSQL

4. Authentication: By Using JSON Web Token (JWT).

#### 3. The following dependencies are essential for the functioning of this project:

React Native - React Native is an open-source mobile application framework created by Facebook. It is used to develop applications for Android, iOS, and Web using React, which is a popular JavaScript library.

*Redux* - Redux is a predictable state container for JavaScript apps. It helps to write applications that behave consistently, run in different environments (client, server, and native), and are easy to test.

*React Navigation* - React Navigation is a library that helps to handle navigation in React Native apps. It provides a consistent navigation experience across different platforms, including iOS and Android.

Axios - Axios is a popular JavaScript library used to make HTTP requests from the browser or Node.js. It provides an easy-to-use API for making AJAX requests and handling responses.

React Native Elements - React Native Elements is a library of UI components for React Native. It provides pre-designed UI elements, including buttons, forms, icons, and more, to speed up the development process.

React Native Vector Icons - React Native Vector Icons is a library that provides a set of customizable icons for React Native apps. It includes icons from popular icon sets

React Native Image Picker - React Native Image Picker is a library that provides an easy-to-use interface for selecting images from the user's device or camera. It supports both iOS and Android

*Spring Boot Starter Data JPA*: This dependency provides the Spring Data JPA library, which simplifies the implementation of JPA-based repositories.

Spring Boot Starter Security: This dependency provides the Spring Security framework, which allows for authentication and authorization in the application.

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*Spring Boot Starter Web*: This dependency provides the Spring Web MVC framework, which enables building web applications and RESTful APIs.

*Spring Boot Starter Mail*: This dependency provides the Spring Framework's email sending capabilities.

*Lombok*: This is a utility library that provides annotations to simplify the implementation of common Java boilerplate code, such as getters and setters.

*JWT*: This dependency provides the JSON Web Token (JWT) implementation for authentication and authorization in the application.

*Spring Boot Starter Test*: This dependency provides testing tools for the Spring Boot application, such as JUnit and Mockito.

*MySQL Connector/J*: This is the MySQL JDBC driver that enables communication with a MySQL database.

JAXB API: This is the Java Architecture for XML Binding API, which provides functionality for converting XML data to and from Java objects.

JUnit: This is a testing framework for Java applications.

OpenCSV: This is a library for reading and writing CSV files in Java.

Annotations: This dependency provides JetBrains annotations that can be used to improve static code analysis and documentation generation.

#### 4. Build/Deployment:

Here are the steps to set up a Brownie point React Native mobile application for the frontend and Spring Boot in the backend using JWT tokens for responses:

#### Backend:

- 1. Create a new Spring Boot project using your preferred IDE, we choose Intellij.
- 2. Add the necessary dependencies to your pom.xml file, including spring-boot-starter-datajpa, spring-boot-starter-security, junit ,jjwt-api, spring-boot-starter-web, jjwt-impl, jjwtjackson, lombok, spring-boot-starter-test, mysql-connector-java, jaxb-api, opencsv, annotations, spring-boot-starter-email, spring-boot-maven-plugin.

#### Frontend:

- 1. Create a new React Native project using the npx react-native init command.
- 2. Add the necessary dependencies to your package.json file, including react-native, react-redux, redux-saga, axios, native-base, react-navigation, and jest.
- 3. Create the necessary screens and components for the login and registration forms, teacher and student flow.

4. Implement the necessary functionality to send HTTP requests to the backend API endpoints for login and registration forms, teacher and student flow, including storing and retrieving JWT tokens.

5. Build and deploy our frontend application on emulator by following the steps outlined in the prompt.

#### CI/CD:

Thought Process of Implementing CI/CD (We have implemented complete CI/CD including deploying the code on server and running from here.)

The idea behind CI/CD is to automate the process of building, testing, and deploying software changes so that developers can focus on writing code instead of worrying about the logistics of deployment.

The file starts with some variables that will be used throughout the process, such as the Maven options and the container image. Then, it defines the different stages of the pipeline that the code will go through.

The first stage is called "smells," The idea behind this stage is to use a tool called DesigniteJava to analyze the code and detect "code smells," which are patterns that could indicate deeper issues with the code. This stage is responsible for detecting code smells and generate the terminal output as shown while running Designite.jar file in our system. The artifacts have been used to pass on the smells generated in this stage.

The next stage is called "issue," and it depends on the "smells" stage. This stage uses Python to read the csv files developed on running the smells stage and generate the code issues in the issues section of the Gitlab in the tabular form.

The third stage is called "build," and it uses Maven image described in the image tag to build the maven project from source code.

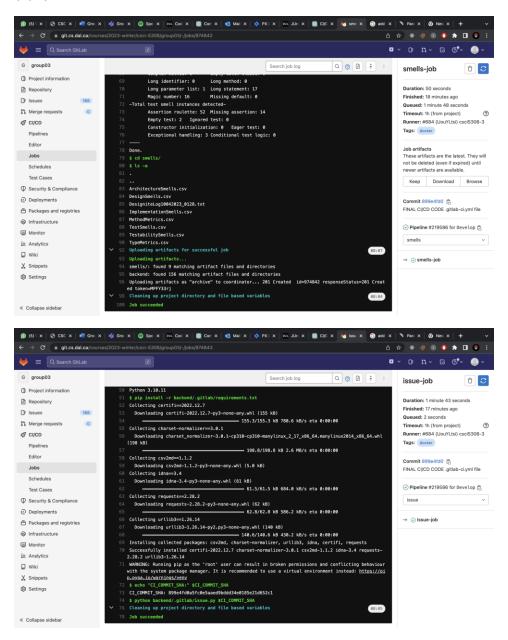
The fourth stage is called "test," and it uses Maven image described in the image tag to run the project's test suite.

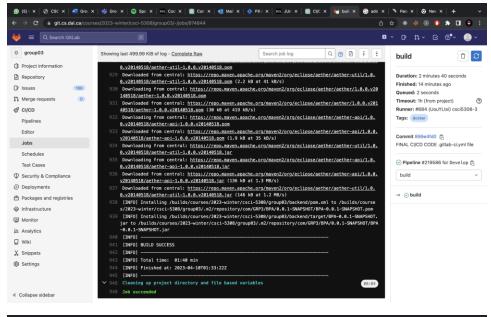
The fifth stage is called "package," and it uses Maven image to package the project into a JAR file. This JAR file is then stored as an artifact of the pipeline, meaning that it can be accessed and used later in the pipeline.

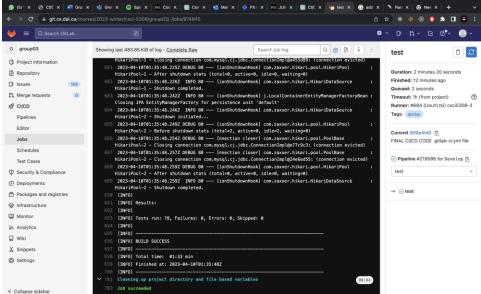
Finally, the sixth stage is called "deploy," and it uses Docker to deploy the application to a remote server. To store the docker images we had multiple options like Docker Hub, Gitlab container registry and many others but we decided to go through GitLab container registry. This stage depends on the "package" stage, since it needs the JAR file that was created in that stage. The stage starts by building a Docker container and pushing it to a Docker registry. Then, it uses SSH to copy the JAR file to the remote server or virtual machine, pull the Docker container, and run it on the remote server. The SSH key generated is of ECDSA type rather than RSA because it was mentioned in the lab that the ECDSA type of SSH key has more compatibility with the GitLab runners. But sometimes private SSH key that we copy in Gitlab CI/CD variables can be malformed and it can be any reason like extra space or missing characters, so we use base64 encoding to

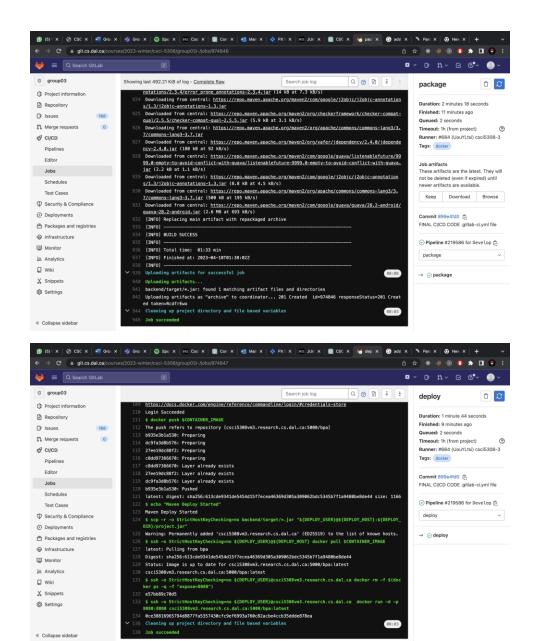
make sure the key is formatted properly. One thing to note is that while running the docker image on virtual machine, once the specific port has been assigned to the docker image, we cannot do the continuous deploy on that port again because it would be already assigned, that's why we need to remove the container running on the port and then run the new docker container.

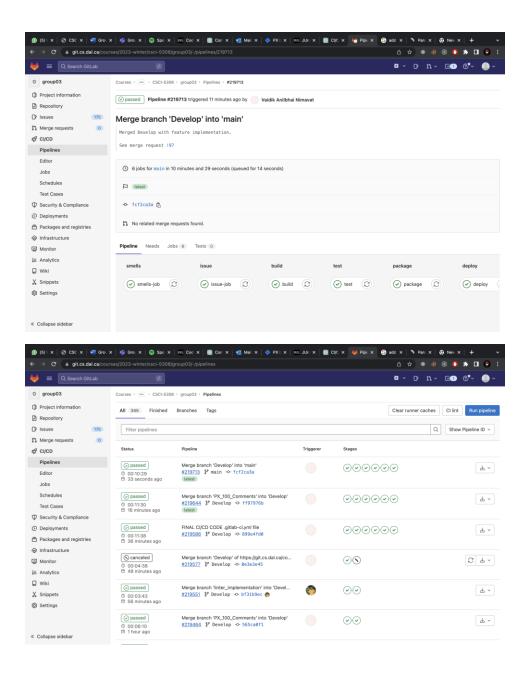
The "only" keyword is used throughout the file to specify which branches should trigger each stage. For example, the "package" stage only runs when changes are pushed to the "Develop" branch.











#### 5. USER FLOW OF BROWNIE POINT

A teacher logs into the Brownie Point app and creates a new course for their class. They add the course details, such as the title and description.

A student downloads the Brownie Point app and creates a new account. They provide their name, email, Banner ID and password to register, and then log in to the app. Once logged in, the student can see a list of available courses and enroll in the ones they want to take.

The teacher goes to their course page in the Brownie Point app and sees a list of enrolled students. They can view each student's profile and performance on the course, as well as the number of points they have earned so far. The teacher can also delete the course details, as needed.

In class, the teacher uses the Brownie Point app to award points to students who answer questions or participate in activities. The teacher simply scans the QR code on the student's phone, which instantly awards them the designated number of points.

Outside of class, the student can log into the Brownie Point app to view their point balance and the courses they are enrolled in.

At the end of the semester, the teacher may use the Brownie Point app to generate a report of each student's performance in the course, including their final point balance and any comments or feedback. The teacher can then use this report to assign grades or assess the students' progress.

#### 6. The Development process for Brownie Point:

#### Team Collaboration:

- 1. The team consisted of two frontend developers, three backend developers, with all being OA.
- 2. The team worked together including daily stand-up meetings, sprint planning, and retrospectives.
- 3. Communication was facilitated using tools such as TEAMS and in person Meet-ups

#### Project Organization:

- 1. The project was divided into sprints, with each sprint lasting two weeks.
- 2. Each sprint was organized based on the user stories and tasks that needed to be completed.
- 3. Tasks were assigned to team members based on their strengths and areas of expertise.

#### Tools and Methodologies:

- The frontend was developed using React Native, while the backend was developed using Spring Boot.
- 2. Version control was managed using Git, and code reviews were conducted using GitHub pull requests.
- Continuous integration and deployment were managed using -----?
- 4. In the beginning, JUNIT testing was performed on the system's backend in accordance with the Test-Driven Development (TDD) methodology. Integration test cases were added to the system once the building was finished. Combining the two situations resulted in a total of 162 test cases, all of which were passed.

5. Overall, the development process for Brownie Point was well-organized and followed best practices in software development. The team will be able to successfully deliver the project on time.

#### 7. API:

GET API: http://localhost:8080/api/user

This API is used to retrieve information about a user in the system. It is a GET request and is expected to return user details such as Name, Banner ID, email, and other relevant information.

GET API: http://localhost:8080/status

This API is used to retrieve the status of the server. It is a GET request and is expected to return information about the server running or not.

POST API: http://localhost:8080/api/auth/login

This API is used to authenticate a user in the system. It is a POST request and is expected to take in the user's credentials such as email id and password and return an access token if the user is authenticated.

POST API: http://localhost:8080/api/auth/register

This API is used to register a new user in the system. It is a POST request and is expected to take in the user's details such as First Name, Last Name, email, BannerID and password and create a new user in the system.

POST API: http://localhost:8080/api/auth/reset-password

This API is used to initiate the process of resetting a user's password. It is a POST request and is expected to take in the user's email and send a password reset email to the user's email address containing the OTP.

POST API: http://localhost:8080/api/auth/reset-password-matchotp

This API is used to reset a user's password after they have verified their identity through an OTP. It is a POST request and is expected to take in the user's email, OTP, and new password.

POST API: http://localhost:8080/teachers/courses/addCourse

This API is used to add a new course for a teacher in the system. It is a POST request and is expected to take in the course details such as course code, Course Name and course description.

GET API: http://localhost:8080/teachers/courses

This API is used to retrieve all the courses that a teacher has created in the system. It is a GET request and is expected to return a list of courses with their details.

POST API: http://localhost:8080/teachers/courses/addCourses

This API is used to add multiple courses for a teacher in the system. It is a POST request and is expected to include a list of course details such as name and description.

DELETE API: http://localhost:8080/teachers/courses/removeCourse

This API is used to remove a course created by a teacher in the system. It is a DELETE request and is expected to take in the course ID and delete the course from the system.

PUT API: http://localhost:8080/teachers/courses/{courseId}/{studentId}

This API is used to add a student to a course created by a teacher in the system. It is a PUT request and is expected to take in the course ID and the student ID and add the student to the course.

#### 8 .Testing and QA:

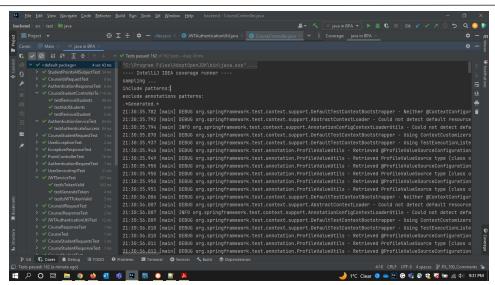


Figure 1 Test Cases

Figure 1 demonstrates that we have successfully completed 162 test cases, and Figure 2 demonstrates that our code coverage is around 70%.

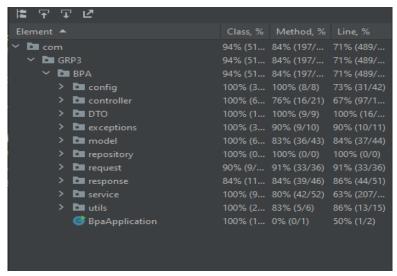


Figure 2 Code Coverage of Test Cases

#### 9. Results and Evaluation:

The results achieved for Brownie Point were quite successful in meeting its objectives. The application was developed as per the requirements and design outlined in the project report. The application was tested rigorously, and the bugs were fixed promptly to ensure that the application is stable and reliable. The application was deployed successfully on Android.

In terms of user engagement, the application may receive positive feedback from both teachers and students who will use it. The user interface is designed keeping in mind the target audience and is found to be user-friendly, intuitive and easy to navigate. The application is successful in addressing the pain points of both teachers and students, and it will help them manage their courses and points effectively.

Overall, the project is deemed successful as it achieved its goals of developing a mobile application that would help teachers and students manage courses effectively, and the project meets the required quality standards.

#### 10. Snapshots of the User Interface Design:

#### 10.1 Home Page:



Figure 10.1 Home Page

## 10.2 Registration Page:

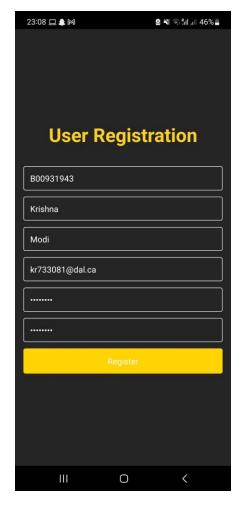


Figure 10.2 Registration Page

10.3 Login Page:

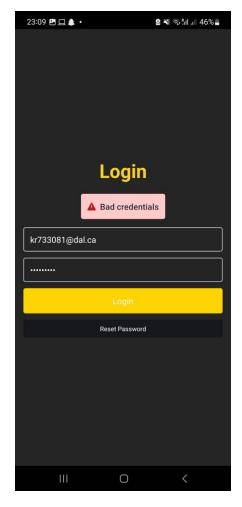


Figure 10.3 Login Page

# 10.4 Student User Home Page

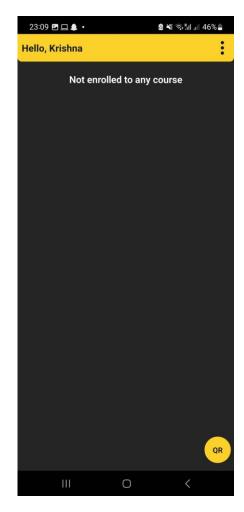


Figure 10.4 Student Home Page

#### 10.5 User Profile

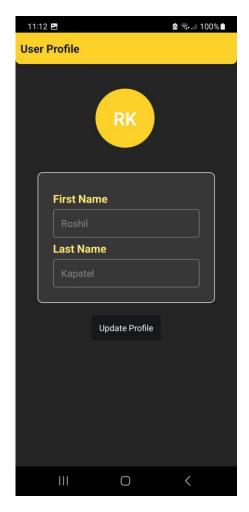


Figure 10.5 User Profile

# 10.6 Teacher Adding Students



Figure 10.6 10.6 Teacher Adding Students

#### 10.7 Teacher EDIT COURSE

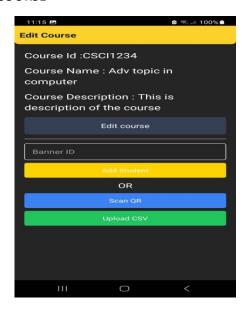


Figure 10.7 Teacher EDIT COURSE

#### 10.8 Teacher Delete Course

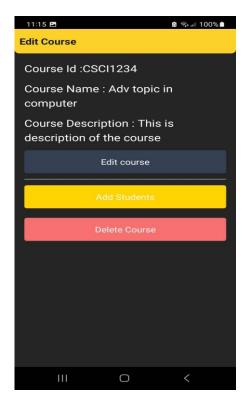


Figure 10.7 Teacher EDIT COURSE

10.8 Teacher Scanning QR



Figure 10.8 Teacher Scanning QR

10.9 Point Added

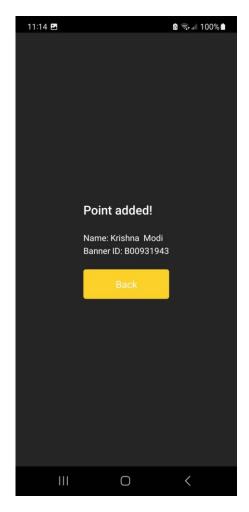


Figure 10.9 Point Added

# 10. 10 Teacher Home Page

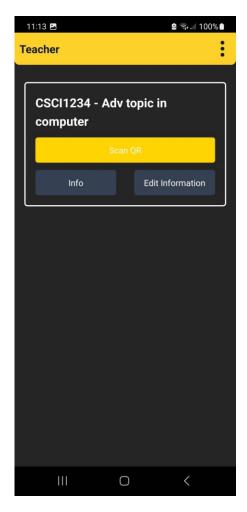


Figure 10. 10 Teacher Home Page

#### 10.11 Teacher Add Course

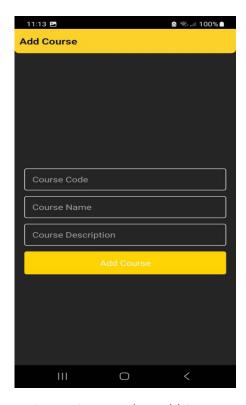


Figure 10.11 Teacher Add Course

## 10.12 Techer Home without subject

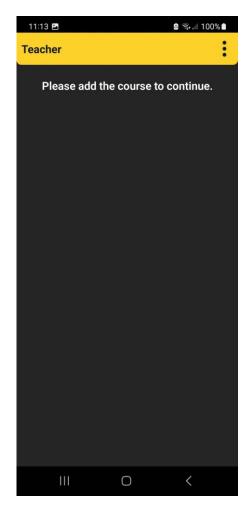


Figure 10.12 Techer Home without subject

10.13 QR Code Generation



Fig 10.10 QR code on Student's screen

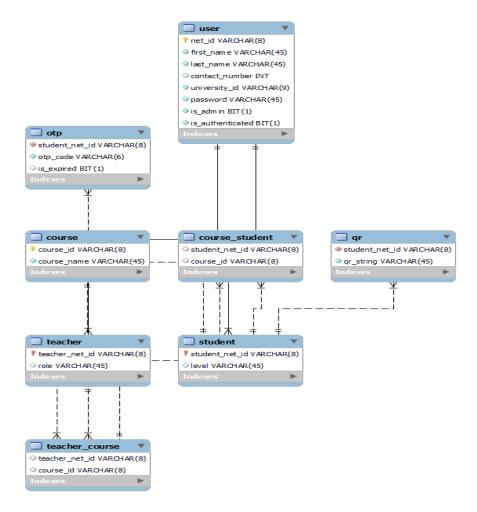
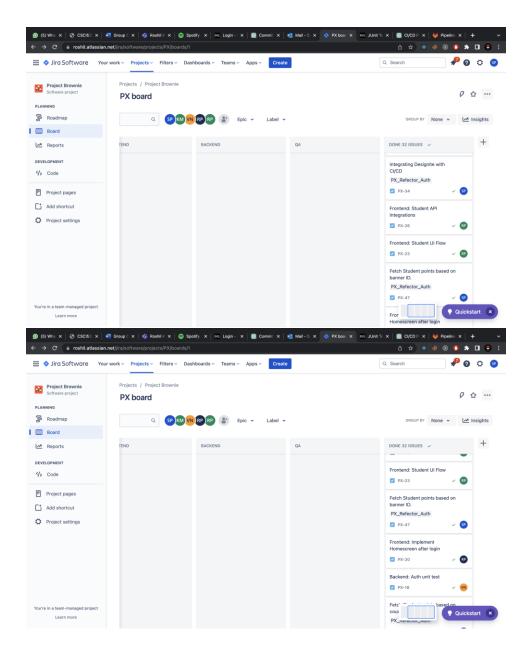
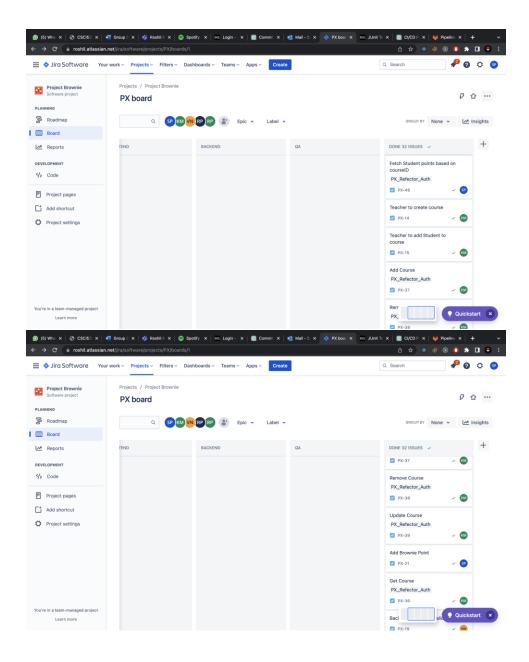
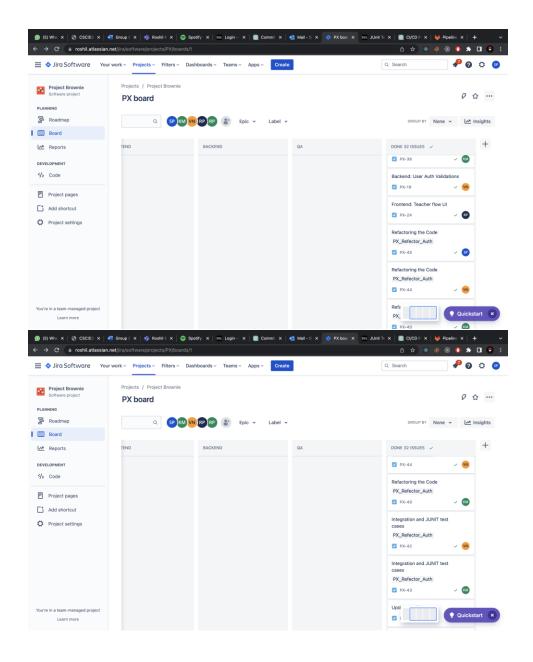


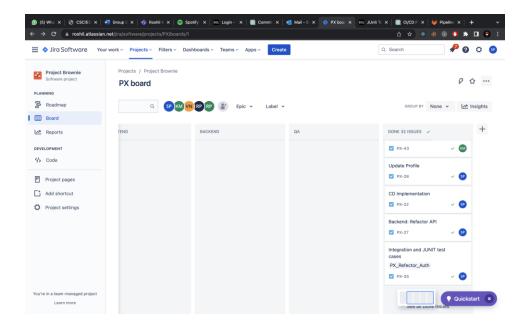
Figure 10.14 ERD for Brownie Point

#### 10.15 JIRA BOARD









#### **Lessons Learned:**

During the development process of Brownie Point, the team learned several valuable lessons. Firstly, communication and collaboration among team members were critical for the successful completion of the project. The team used daily stand-up meetings to ensure that everyone was on the same page and that any issues were addressed promptly.

Secondly, proper planning and organization were key factors in ensuring that the project was completed on time. The team used tools such as JIRA to manage tasks and ensure that everyone was working on the right thing at the right time.

Lastly, the team learned that it is essential to gather and incorporate feedback from users (our client team) during the development process. User (Client Team) feedback helped the team to identify issues and make improvements to the application, resulting in a better user experience.

Overall, the team was able to successfully complete the project, but there were several areas for improvement. For future projects, the team could improve our documentation process, Reduce Code Smells and implement stricter testing and quality assurance measures to further enhance the application's performance and user experience

# **Individual Contribution:**

Table 1. Feature Contribution

Sr	Team	Feature Contributed /	Member's	Number of meetings
no	Member	Implemented	contribution	attended
			to the	With TA WITH
			project (in	
			percent)	
01	Sarthak Patel	Backend-	20	9
		Ci/CD configuration, Brownie		
		point distribution, Update		
		Profile,		
		Create API student point,		
		Create API for teacher from		
		that they can see points,		
		Test cases,		
		Smell handling		
02	Roshil Ka	Frontend-	21	9
	Patel	User Registration, Reset		
		Password, Home screen for		
		Teacher Flow – Course,		
		Course Information,		
		Edit Course and Scanner for		
		Brownie Point with backend		
		integration		
03	Riya Patel	Frontend-User Login, Home	17	9
		Screen for Student Flow –		
		User Profile, Qr code		
		generation for Brownie Point		
		With backend integration		
04	Vaidik	Backend- Authentication	21	9
	Nimavat	flow, JWT implementation,		
		Security Configuration,		
		Reset/Change password,		
		Integration test cases, API		
		Status confirmation,		
		API refactoring, Smells		
		handling		

05	Krishna Modi	Course Service: get, add, update and delete course/courses CourseStudent Service: get, add, delete student/students from course API end points in Course and Course Student Controllers Customizable Exception, Major Refactoring to follow SRP, Unit test cases: Course and Course Student workflow, Implementation smells handling in Controller, Architecture smell handling.	21	9
	Total		100	9

#### **Conclusion:**

• In conclusion, the Brownie Point project has been a successful mobile application that meets the needs of both teachers and students. The team was able to deliver all the required features and design a user-friendly interface that was easy to navigate.

- During the development process, the team encountered some challenges, including code smells and time constraints, but we were able to overcome them and deliver a quality product.
- In terms of future development, if we got an extra time permit, the team could consider adding more features such as chat functionality between teachers and students. Additionally, the team could explore ways to optimize the application's performance and security.
- Overall, the Brownie Point project has been a success.

#### **References:**

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  <a href="https://www.youtube.com/watch?v=qP8kir2GUgo&t=2629s&ab\_channel=TechWorldwith">https://www.youtube.com/watch?v=qP8kir2GUgo&t=2629s&ab\_channel=TechWorldwith</a>
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