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# Description

**FILES:** This section lists the files in the Decision Time web app. In many cases a folder has an action and an ajax folder. Action folders contain files that perform actions that update the database. Ajax folders have content that is loaded on the page as primary content or content in a popup. For the most part many of the files have names that are self-explanatory. If not, I provide a brief explanation

**Functions:** The app is primarily made up of js functions. The only php function is the database connection function

# Files

## Connect Files

### connectProject301.php

#### connects to the database

### authenticate.php

#### this file starts or checks for the php session with the session variables.

## Root Files

### editor.css & editor.js

#### these files were used to try out styles on the splash screen. They can be deleted

### index.php

#### this is the main file. It calls the login file if needed or redirects to /dashboard/index.php

### logout.php

#### file the logs out the user and redirects to the login page

### search.php

#### I’m not sure what this is doing here

## Decision Time

### This folder has all the files for the prototype iOS/android app

## Admin

#### This folder has all the files for creating and editing stories.

##### db.php

#### this has all the general database queries

### /glossary

#### This folder has the files for editing the glossary

* index.php
* terms.css
* terms.js

### /glossary/actions

#### this folder has all the actions that are run on the database. The files do the their names suggest.

* addTerm.php
* deleteTerm.php
* findTerms.php
* new\_term.php
* term\_change.php

### /glossary/ajax

#### these are files that are loaded and then actually seen.

### term.php

#### this is the list of terms

### term\_editor.php

#### this is the content in the popup for editing the term

## /map

#### these are the files for creating/managing story map layouts

* admin.css
* admin.js
* image-creator.css – this hasn’t been fully developed, but was part of the image creator
* index.php – this is the main file

### /map/actions

* add\_author.php
* add\_lines.php
* add\_relation.php
* change\_lines.php
* change\_location.php
* delete\_page.php
* delete\_relation.php
* edit.php – this is the file that edits the story info
* removeUser.php
* select\_pages.php
* toggleFinish.php – toggles if the page is set/unset as a finish page
* update\_relation.php
* update\_start.php – changes the start page
* update\_summary.php – changes the summary page

### /map/ajax

* authorList.php
* edit.php
* linkToStory.php
* new\_page.php
* page\_relation.php
* permissions.php

### /page

#### this has the files for editing the content on a page

* page.css
* page.js
* page.php

### /page/actions:

* addSubheading.php
* deleteLink.php
* getContent.php – gets content to borrow content from another page
* save\_image.php – this is part of the image creator which currently doesn’t work
* updateLinks.php
* update\_order.php
* update\_page.php

### /admin/page/ajax

* contentBorrower.php – loads the content borrow
* imageCreator.php - loads the image creator content
* worksheetList.php – worksheet content

### /print

#### these are the files for the print functionality

* index.php
* print-config.css
* print.css
* print.js

### /print/actions

* save.php
* update\_order.php

### /print/ajax

* item-list.php – list of pages
* load-saved.php – loads a previous layout
* print.php
* saves.php – list of saved layouts

### /quiz

#### this is the quiz editor folder

* index.php
* quiz.css
* quiz.js

### /quiz/actions

* deleteItem.php
* deleteResponse.php
* newItem.php
* newResponse.php
* updateAnswer.php
* updateItem.php

### /quiz/ajax

* itemList.php – lists all the items

### /worksheet

#### this is the folder for editing the worksheet items

* index.php
* worksheet.css
* worksheet.js

### /worksheet/actions

* delete\_item.php
* newItem.php
* updateEmbedded.php – toggles is the item is embedded or not
* updateItem.php
* updatePage.php
* update\_order.php
* worksheet\_counter.php – counts the number of worksheet items, this is important to keep the badge current and the data printout accurate

### /worksheet/ajax

* worksheetList.php – list the items on the worksheet

## dashboard

* admin.php – loads special features for the super user
* authenticator.php – used to authenticate a user with facebook, google, or yahoo
* dashboard.css
* dashboard.js
* dashboard.php – this is the actual dashboard
* index.php – this file loads the dashboard
* openid.php – this is used to authenticate google and yahoo

### /actions

* create\_class.php
* create\_story.php
* delete\_story.php
* enroll.php
* request-teacher.php

### /ajax:

#### for the most part these files load the actual content into the dashboard

* class-list.php
* class-story-list.php
* create-new-class.php – popup dialog
* enroll.php
* new-story.php – popup dialog
* story-list.php

### /class

#### this folder is for managing the class

* class.css
* class.js
* index.php
* stories.php – lists the stories for moving around
* worksheet-data.css – formats data (this file may need to be altered. It has caused some funky formatting on all the tables.

### /class/actions:

* add\_User.php
* delete-user.php
* newList.php
* progressClear.php
* quizClear.php
* remove-story.php
* save-new-code.php
* worksheetClear.php

### /class/ajax

* add-member.php
* member-list.php
* quiz-data.php
* story-list.php
* user-data-window.php
* user-edit.php
* worksheet-data.php

### /rss2html

#### this folder is/was used to get the github rss feed to show changes

* FeedForAll\_XMLParser.inc.php
* rss2html.php
* sample-template.html

## images

#### This folder has all the files that users upload for use in the story

## Img

#### This folder has the images that are used for the interface and styles

## Js

#### Contains javascript files used by various parts of Decision-time

### common.js

#### this has common js functions (it’s pretty small, I was planning to move more functions to it later)

### jquery-scroll.js

#### this was a jquery extension I tried to use

### jquery-ui.js

#### jquery ui file

### jquery.client.js

#### this is a jquery extension I used for getting client information

### jquery.js

#### jquery 1.6.2, 1.7.2 seems to conflict with xinha

### scroll.js

#### another exention I tried to use.

## Scripts

#### This folder has some scripts that I used to fix data in the database. Some of these have been implemented into the actual program. I kept them just in case I needed them in the future.

### apos.php

#### converts, deletes and edits apostrophes.

### fix.php

#### cleans up some of the data

### sqlite/

#### this folder has scripts for making an sqlite database

* backup.php
* db.db
* index.php

## story

#### these files are the actual story that the end user sees

* creaky\_door.wav – sound file used to show unlocking
* db.php – loads the database files needed
* index.php
* quiz.css
* quiz.php
* quizResults.php
* story.css
* story.js
* unlock.wav – sound file used to show unlocking

### /actions

* get\_definition.php
* instructionsShowing.php – records instruction toggle setting
* progressClear.php – secret action triggered by pressing C
* quizClear.php – secret action triggered by pressing X
* update\_answer.php
* worksheetClear.php – secret action triggered by pressing Z

### /ajax

#### each of these is loaded from the footer menu

* answer.php
* appendixes.php
* discuss.php
* glossary.php
* map.php
* summary.php
* worksheet.php
* worksheetEm.php

## styles

* Sunshine-Poppy.ttf – font used on logon page
* cl.ttf – font used on logon page
* login.css – login stylepage
* style.css – common styles used in all sections of the web app
* stylist.css – styles used on story pages that are used by xinha

## xinha

#### this folder has the html editor

### my\_config.js

#### this has all the parameters for the settings including the plugins being used

### my\_config\_term.js

#### settings for the html editor used in the term dialog

# Functions

These are only the names functions. The anonymous functions are tied to events. If I had more time, I would turn more of them into named functions and then bind them to the events.

## Admin.js

* togglePageClass(e) – changes page type (i.e. teaching, story, etc.)
* logoutFromMenu – logs user out
* editStory – brings up story edit popup
* permissions(e) – loads permission popup
* newPage(e) – loads new page popup
* keyboard(e) – uses escape to close popup (this should be implemented in other sections)
* selectorStart(e) – records information when clicking to select a region of pages
* selectorMove(e) – selects pages while mouse is down
* selectorEnd(e) – records ending spot when selecting multiple pages
* editPage(e) – launches page editor
* deletePage(e) – deletes page
* pageRelation(e) – brings up page relation editor
* relatePage – loads php file to make relation in db
* closeOnClick – closes popups
* highPageRightClick – hide right page click
* startMover(e) – start option for moving pages on map
* showContextMenu(e) – shows replacement right click menu
* toggleFinish(e) – toggle finish status on a page
* showTop(e) – may no longer be used. I believe it used to toggle the toolbar opacity
* hideTop(e) - may no longer be used. I believe it used to toggle the toolbar opacity
* hudShow(e) – reveals admin hud
* hudHide(e) – hides admin hud
* removeUser(e) – loads php to remove user
* linkToStory(e) – loads php to link story to another story
* bindThemAll – binds all the functions to event listeners
* unbindThemAll – unbinds all the functions from the event listeners (this is helpful for speeding things up
* movingMany (top\_dis, left\_dis, dragger) – function used to move many pages at the same time. Top\_dis = distance traveled from the original top position. Left\_dis = distance traveled from the original left position. Dragger = ??(not sure but it is important
* close – actually closes the popup
* open(width, height) – opens a popup with the specified width and height
* update\_story – loads php script to update story info
* update\_relation – loads php to update relation
* delete\_relation(child) – loads php to delete a relation (child is the child relation being deleted)
* line(parent, child, relation\_id, magT, magL) – draws the lines parent = parent id, child = child id, relation\_id = relation id, magT and magL is the current magnification
* resizeGrid(lowest, rightest) – resizes the grid (based on zoom) and passes the lowest page on the grid and the rightest page on the grid
* zoomValue(x) – zooms the grid, x=the multiplier
* addLinkToStory() – loads php to create a link to a new story
* deleteLinkToStory(relation\_id) – loads php to delete a link to a new story

## class.js

* Story(h, w) – no longer used
* showData(id) – shows worksheet data, id = id of the story
* quizData(id) – shows quiz data, id = id of the story
* deleteUser(user\_id) – loads php to delete user
* editUser(user\_id) – loads php to edit user list
* clearProgress(test), clears the progress of the user for that story, test is the actual object clicked
* clearWorksheet(test) – clears the worksheet of the user for that story, test is the actual object clicked
* clearQuiz(test) - clears the quiz of the user for that story, test is the actual object clicked
* open(width, height) – opens popup
* close – closes popup

## Common.js

* toggleGreeting – changes format of greeting

## Dashboard.js

* Update\_height – changes the height of various divs based on content
* Update\_classes\_height – changes class div height
* Update\_stories\_height – changes the story div height
* Close – closes the popup
* Open(width, height) – opens popup
* Create\_story – loads php to create new story
* Delete\_story(story) deletes story, story = id of story
* Create\_class – loads php to create class
* showClassList – loads classList in a div when a class is selected
* showAll – shows all stories and not just the ones for the class
* enroll – loads enroll php

## editor.js

* refreshSwatch – refreshes the swatch
* hexFromRGB(r, g, b) – converts hex
* changeHeight – changes height of the background img

## Page.js

* addSubheading – loads php to create subheading
* updateNavigationOrder – loads php to update the navigation order
* popup(id, width, height) - loads whatever popup you pass to it (id = filename)
* close – closes popup
* updatePage – saves changes
* update\_exit(left, top, page) – saves changes and returns to map in original location
* view(page\_id) – loads the selected page in the story
* updateOrder – updates the order of the page links.

## Print.js

* formatGlossary – changes the style of the glossary for printing
* addTitle – adds text to the styles
* updateOrder – changes the order of the printed sections

## Quiz.js

* updateList – updates the list and order of items on the test.

## Story.js

* Line(parent, child, relation\_id) – draws lines from parent(id) to child(id)
* Main() – checks for admin status and puts admin edit links, takes care of initial footer formatting
* Close – closes popup
* Update\_answer (user, name, value, story) – updates the users answer on the worksheet, user = user\_id, name=name of the item, value=user answer, story=story\_id
* Definition(term) – shows the definition of the selected term
* Google\_analytics – loads google analytics javascript
* showPageInstructions – toggles instructions
* navigate(target) goes to the specified page(map, worksheet, etc)
* toggleHelp –toggles help overlay
* formatGlossary – formats the look of the glossary when that page is loaded

## Terms.js

* termChange – loads php to change a term
* newTerm – loads php to save a new term
* editTerm – loads function to load popup
* deleteTerm – loads php to delete the term
* findTerms – looks for terms marked in the story that do not have a glossary entry and adds they to the list
* bindThemAll - binds events to the functions
* unbindThemAll – unbinds the events to functions. This speeds up processing.
* openInTermEditor – loads popup with term editor
* formatGlossary – formats the table that is the glossary
* markRed – marks undefined term in red

## Worksheet.js

* logoutFromMenu – logs the user out
* updateOrder – loads the php to change the order of the worksheet items