

## CORSVIEW

CS3216 Assignment 1 Group 4: Wang Kunzhen, Wu Lifu, Wang Yichao, Li Zhenshuo

**Aspiration 1:** Choose to do a Facebook Canvas application, a standalone application, or both. Choose wisely and justify your choice with a short write-up.

Type of FB app: standalone

reason: Since the core features of our website (namely review and materials sharing) can be enjoyed by the users without a facebook account, our website is not highly dependent on facebook, thus we choose to build it as a standalone app first. However, we have to admit that building our app as a facebook canvas app can increase the visibility of our app, and we decide that we may build the canvas app as well if time permits.

**Aspiration 3:** Give your newborn application some love. Go to the App Details page and fill the page with as much appropriate information as you can. And yes, we expect a nice application icon!

The app details are listed in

[https://www.facebook.com/games/corsview/?fbs=-1&preview=1&locale=en\\_US](https://www.facebook.com/games/corsview/?fbs=-1&preview=1&locale=en_US)

**Aspiration 4:** Integrate your application with Facebook. If you are developing an Facebook canvas app, then users should be able to visit your app and at least see their name (retrieved using the API) on the page. Similarly, if you are developing a standalone app, users should be able to login to your app using their Facebook account and see their own name appearing.

We show user's facebook profile photo on the right top corner of the website when user logs in. And when you click the profile photo, user's name will be shown in sub-menu.

**Aspiration 6:** Share with us some queries (at least 3) in your application that require database access. Provide the actual SQL queries you use and explain how it works.

1. `$newQuery = sprintf("SELECT * FROM " . MODULE_REVIEWS_TABLE . " WHERE Module_Code = '%s' AND Deleted = 0", $mysqli->real_escape_string($moduleCode));`

This query selects all the reviews of a module. We select those with "Deleted = 0" to guarantee only undeleted reviews are fetched. We also use `$mysqli->real_escape_string` to avoid potential Mysql injection.

2. `$newQuery = sprintf("UPDATE " . USERS_TABLE . " SET Access_Token = '%s' WHERE Facebook_ID = '%s' LIMIT 1", $mysqli->real_escape_string($user['accessToken']), $mysqli->real_escape_string($user['facebookID']));`

This query update user's access token as he/she logins.

```
3. $newQuery = sprintf("SELECT * FROM " . MODULES_TABLE . " WHERE (Module_Code  
RLIKE '%s') OR (Module_Title REGEXP '^%s.') LIMIT 10",  
$mysqli->real_escape_string($keyWord['keyWord']),  
$mysqli->real_escape_string($keyWord['keyWord']));
```

This query select modules whose code or title matches with search key word partially. We use regular expression to ensure the first few letters of module title is matched with key word. Also, we limit the number of results entry to 10.

**Aspiration 7:** Show us some of your most interesting Graph queries. Explain what they are used for. (2-3 examples)

```
1. FB.api('/me/friends',function(response){...});
```

We retrieve user's friends who are also using our website. In the module page, users will find their friends on side bar.

```
2. FB.api('me',function(response){...});
```

We retrieve user's info like facebook id, name, gender etc. We'd like to show the gender parity index of a module.

**Aspiration 8:** We want some feeds! BUT remember to put thought into this. Nuisance feeds will not only earn you no credit but may incur penalization!

Users can share a review/module he/she likes and post onto facebook.

**Aspiration 9:** Your application should include the Like button for your users to click on. Convince us why you think that is the best place you should place the button.

We put the like button on the nav bar in the index page.

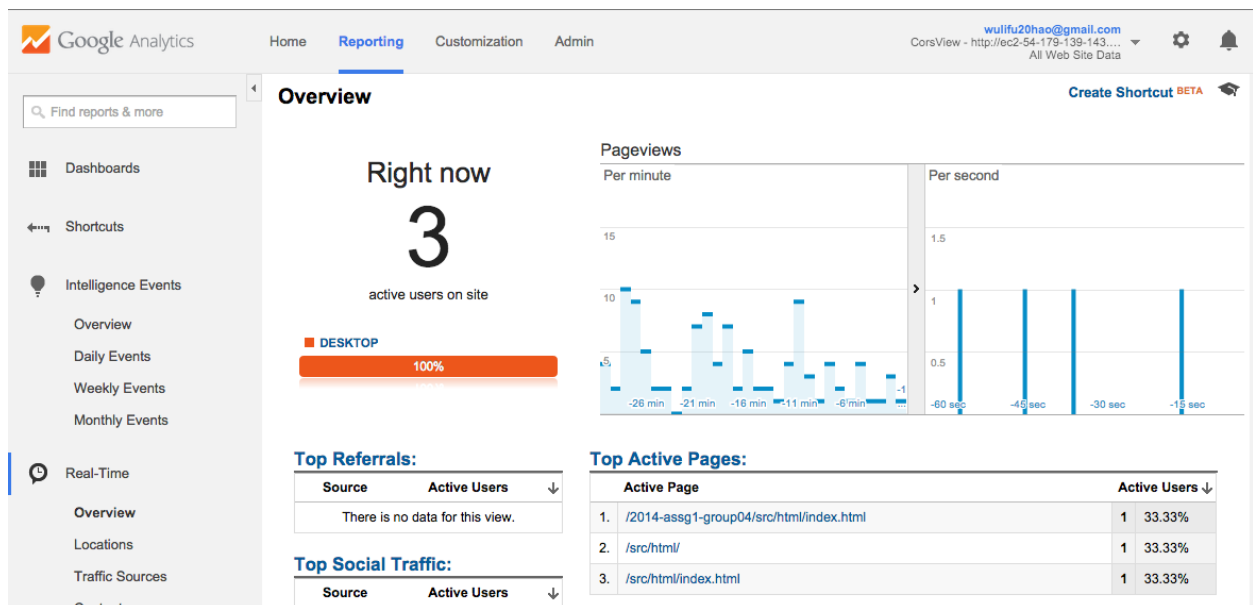
We put it here because of two reasons, firstly the like button is near to the user's own profile picture (if they've logged in), secondly the search area on the left of the nav bar also increase the possibility of the users noticing the like button, since they will inevitably need to use the search box.

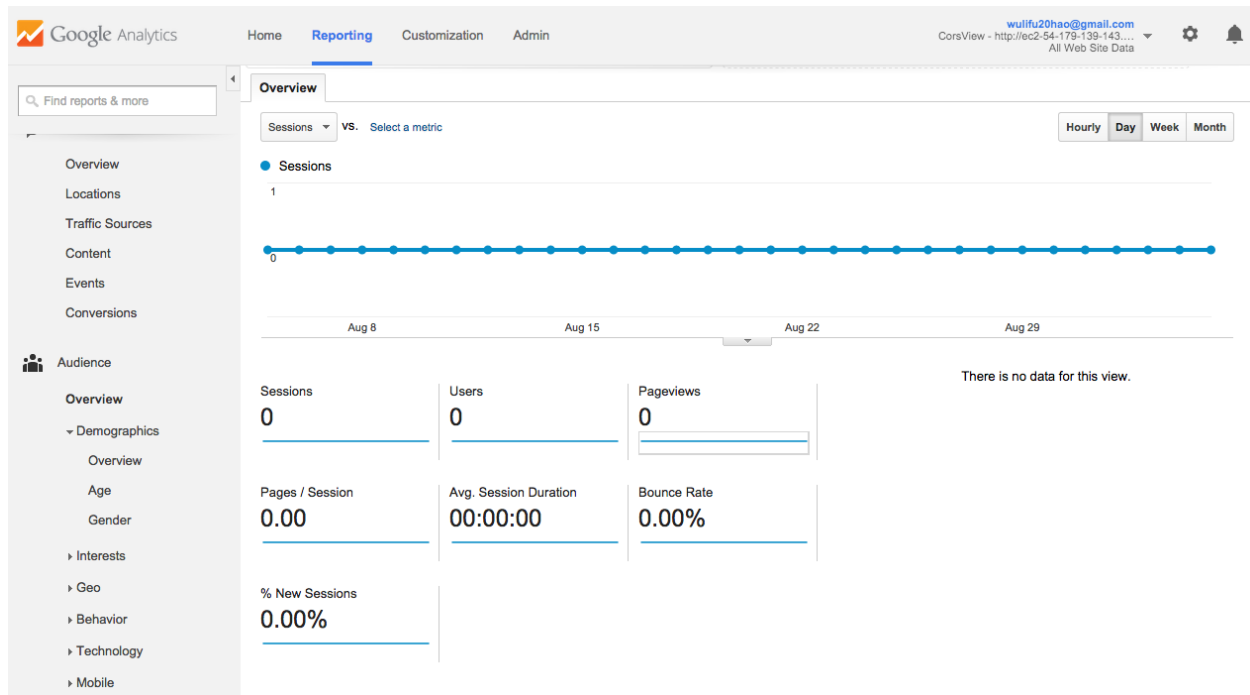
**Aspiration 10:** First, include the feature to let users invite their friends to use your application. Next, create a page showing either (a) all friends who are users of your application; or (b) all friends (or some sensible subset) who are not users of your application.

As Facebook change their SDK, inviting friends is only allowed for Games (Canvas Application). For standalone application, we can only retrieve friends, who also use our app, of user. In our application, we can share module page.

**Aspiration 11:** Explain how you handle a user's data when he removes your application. Convince us that your approach is necessary and that it is the most logical. Do also include an explanation on whether you violate Facebook's terms and conditions.

**Aspiration 12:** Embed Google Analytics on all your pages and give us a screenshot of the report.





**Aspiration 13:** Describe 3 user interactions in your application and show us that you have thought through those interactions. You can even record gifs to demonstrate that interaction! It would be great if you could also describe other alternative that you decided to discard, if any.

**Aspiration 14:** Show us an interesting DOM manipulation through jQuery that occurs in your application.

We used Underscore.js templates to implement reusable HTML elements.

**Aspiration 15:** Implement at least one Story involving an Action and Object in your application. Describe why you think it will create an engaging experience for the users of your application.

Our story: "somebody took module1.title, and n other modules this semester on NUS CorsView"

Purpose: Users can record what modules they are taking on their timeline

Workflow: In the user's personal page, they can import the modules they've taken from IVLE, and there is a share button besides for them to share the modules.

**Aspiration 16:** Describe 2 or 3 animations used in your application and explain how they add value to the context in which they are applied. (Optional)

1. At welcome.html, we will show a famous saying randomly with animation. This is implemented with textillate.js.

2. When mouse hovers over a particular module, the rest modules on the screen will dim out.

3. In module page, the reviews are placed in a sliding panel. User may slide the panel for more (if have) reviews.

**Aspiration 17:** Describe how AJAX is utilised in your application, and how it improves the user experience. *(Optional)*

We use AJAX for communications between front-end and back-end. When user searches for a module, the result modules information is loaded asynchronously. In this case, if the internet connection is sluggish, users can view modules which are fetched already instead of waiting for the query complete. Similarly, the reviews of a module are also loaded asynchronously.

**Aspiration 18:** Tell us how you have made use of any existing jQuery plugins to enhance your application functionality. Impress us further by writing your own reusable jQuery plugin. *(Optional)*

We used Backbone.js, Underscore.js, jQueryUI.js, Bootstrap.js and Textillate.js in our project. In addition, we implement our sliding panel for reviews by our own written jQuery plugin. You may find more from <https://github.com/theflyingwolves/slidingPanel>