

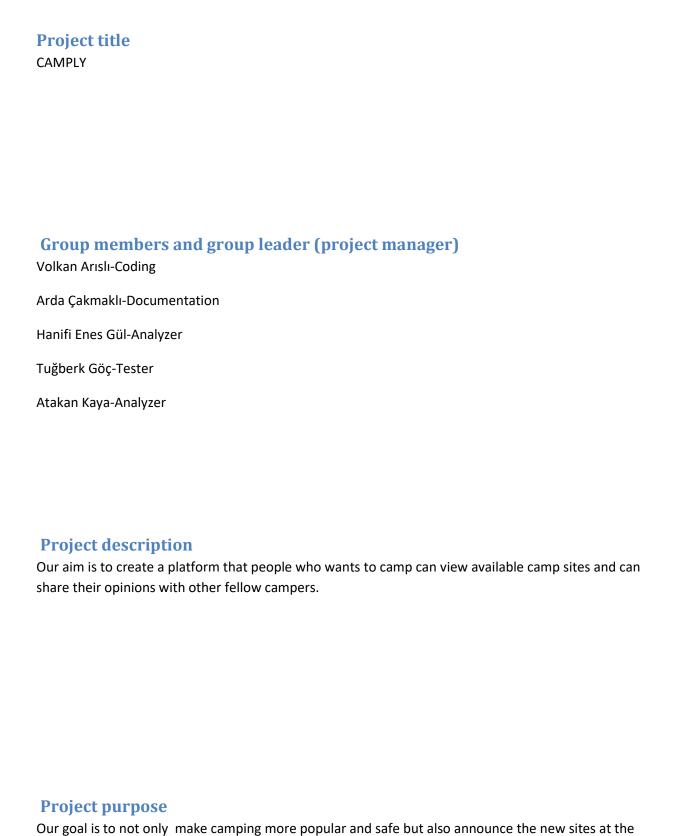
# 2018-2019 Education Year Faculty of Engineering and Natural Sciences Term Project

**CMPE 331** 



https://camplycamping.herokuapp.com/

VOLKAN ARISLI HANİFİ ENES GÜL TUĞBERK GÖÇ ARDA ÇAKMAKLI ATAKAN KAYA

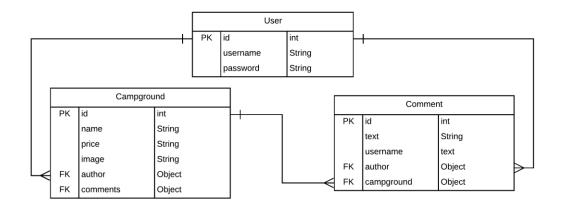


environment

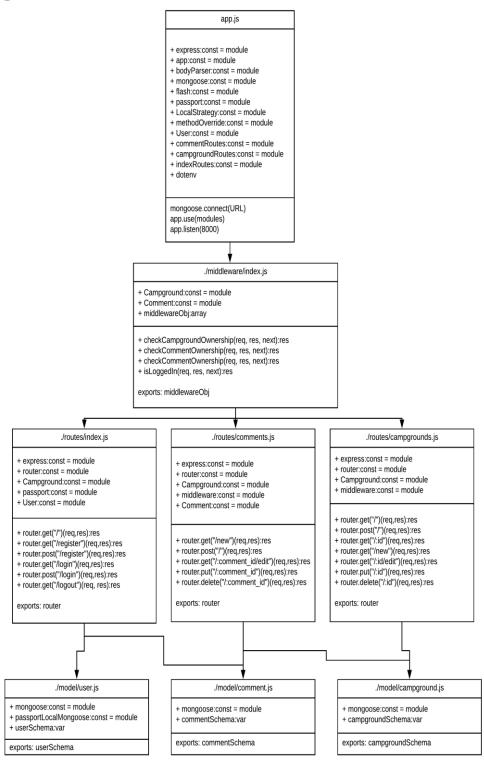
# Project planning and schedule



# **Structure of your Data Base**



#### **UML Diagram**



#### **Software Process**

We worked in a agile system which we showed in our planning schedule. We split the stages of the project in 5 pieces such as; Analyze, Design, Coding, Testing and Documentation. These stages started in different timelines because some of the stages are not connected.

#### **Project testing**

Our website's important stages are admins and users authorizations. These are the cases we tested in our project.

- Can admin edit and delete posts(expected:true/actual:true)
- Can admin edit and delete comments(expected:true/actual:true)
- Can none logged in user post camp sites. (expected:false/actual:false)
- Can none logged in user comment. (expected:false/actual:false)
- Can none logged in user sign up(expected:true/actual:true)
- Can logged in user post(expected:true/actual:true)
- Can logged in user comment. (expected:true/actual:true)
- Can logged in user edit their post and comment(expected:true/actual:true)
- Can logged in user edit and delete any post(expected:false/actual:false)
- Coverage test with using mocha library(expected:true/actual:true)

#### **Libraries and Functions**

```
body-parser: "^1.18.3",
connect-flash: "^0.1.1",
dotenv: "^6.2.0",
doxygen: "^0.3.2",
ejs: "^2.6.1",
env: "0.0.2",
  esdoc: "^1.1.0",

    esdoc-standard-plugin: "^1.0.0",

  express: "^4.16.3",
  express-session: "^1.15.6",
method-override: "^3.0.0",
moment: "^2.22.2",
  mongoose: "^5.2.9",
nodemon: "^1.18.4",
passport: "^0.4.0",
  passport-local: "^1.0.0",
  passport-local-mongoose: "^5.0.1",
  underscore: "^1.9.1"
  assert: "^1.4.1",
  checkCampgroundOwnership()//checks if logged in user owns that campground
  checkCommentOwnership()//checks if logged in own that comment
• isLoggedIn()//checks if user logged in
```

#### **Future Works**

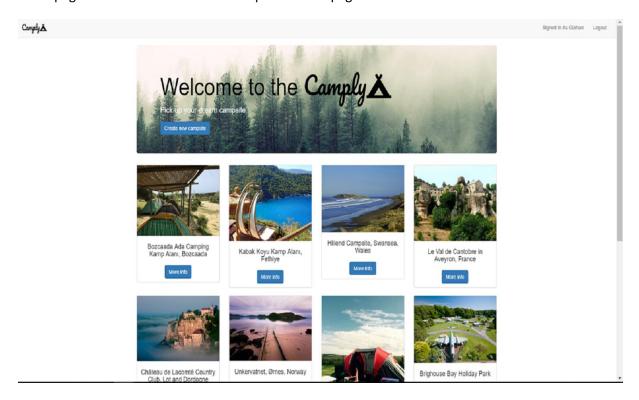
- Email authentication
- Ranking System
- User profiles
- Forum page
- Advising algorithm
- Campsite of the week
- False advertisement presentation algorithm
- Date of posts
- Upcoming events

#### **Platforms used**

- Visual Studio Code
- GitHub
- WebStorm
- Trello
- MongoLab
- Heroku

#### **Screenshots**

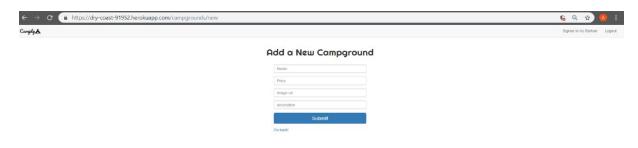
Homapage-Viewers can see all the campsites in the page



## This is our campsite viewing page



### This is our camp site creating interface



# This is our user login page

