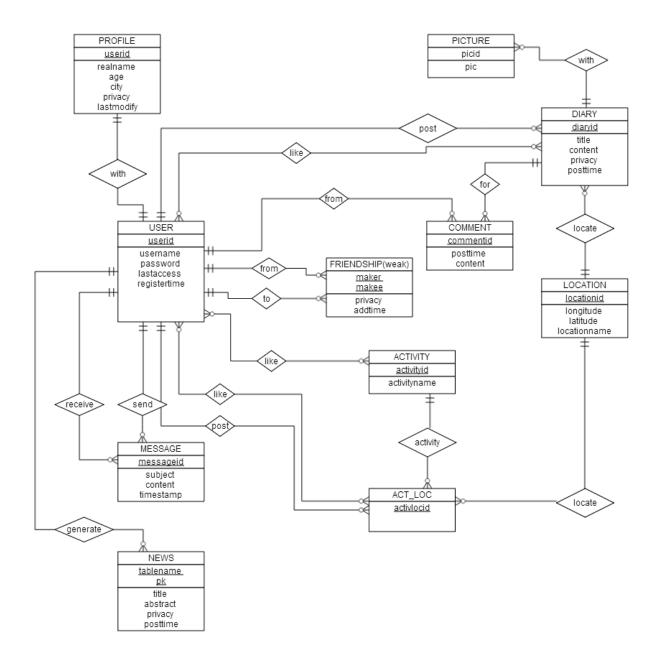
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**Project Report** 

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# Part 1. E-R Diagram



# Part 2. Relational Schema

#### USER(userid, username, password, lastaccess)

A user should have a username and password when register. Lastaccess is the timestamp.

# PROFILE(userid, realname, age, city, privacy, lastmodify)

userid refenrence USER.userid.

Profile contains realname, age, and city of the user(conrrespond to the userid). Lastmodify is the timestamp which automatically generated by the system when user modify his/her profile. Privacy is 0, 1, 2 or 3 which means public to everyone, only friends and fofs, only friends or only me.

## FRIENDSHIP(maker, makee, privacy, addtime)

maker, makee reference USER. userid.

Once one friendship was confirmed, 2 tuples will be inserted into this table. The privacy shows the privacy configuration of maker in this friendship. When the friendship is visible to everyone, privacy=0. Privacy is 0, 1, 2 or 3 which means this friendship is public to everyone, only friends and fofs, only friends or only me.

# DIARY(diaryid, title, content, privacy, posttime, userid, locationid)

userid, locationid reference USER.userid, LOCATION.locationid.

Content contains the diary's content. It could include text and pictures. Privacy is 0, 1, 2 or 3 which means public to everyone, only friends and fofs, only friends or only me. Userid is the author's userid, and locationid shows the diary's location. The location could be the corresponding activity's location, the current location of author, or NULL.

## COMMENT(commentid, content, userid, diaryid, posttime)

userid, diaryid refenrence USER.userid, DIARY.diaryid.

Content is the content of comment, which only support text. Userid is the current comment's author's userid. Diaryid indicates the diary which this comment belongs to. Posttime is timestamp.

# NEWS( tablename, pk, userid, title, abstract, privacy, posttime)

userid references USER.userid.

News can be a user post a diary or like a location for an activity. Tablename is the corresponding tablename that should be tracked. Pk is the primary key of the tracked table. For example, if this news is "some user post a diary", then tablename equals to "DIARY", and pk should equal to the corresponding diaryid. Userid indicates the owner of the news. Title is generated by webserver, which looks like "JASON: diary title", "ALICIA thinks sunset park is good for jogging". Abstract is also automatically gernerated by webserver, which is the first 100 words of a diary, or a brief introduction. Privacy is 0, 1, 2 or 3 which means public to everyone, only friends and fofs, only friends or only me. Privacy of the news equals to the corresponding diary's privacy, and is 0 when it's about like something.

# PICTURE (picid, diaryid, pic)

diaryid references DIARY.diaryid

We assume that pictures can only be posted as part of diary entries.

# ACTIVITY(activityid, activityname)

Activity includes fishing, hiking, and kayaking, and also could be modified by users. This record is inserted when a user likes some activity or a user shares some location that is suitable for this activity.

#### LOCATION(locationid, locationname, longitude, latitude)

Location includes any location, like some parks or hills, together with its coordinate. It can be added by user when s/he adds new location in diary, or adds a new activity-location relation.

#### ACT LOC(actlocid, userid, activityid, locationid)

userid, activityid, locationid reference USER.userid, ACTIVITY.activityid, LOCATION.locationid

This table stores the relations between activities and locations. A location may be suitable for serveral activities, and an activity can be carried out in serveral locations. Userid indicates the creator of each activity-location relation.

## LIKEDIARY( diaryid, userid, addtime)

diaryid, userid references USER.userid, DIARY.diaryid.

A diary can be liked by other users. Userid is id of the user who like this diary.

# LIKEACTLOC( actlocid, userid, addtime)

actlocid, userid reference ACT\_LOC.actlocid, USER.userid.

A activity-location relationship can be liked by users. Userid indicates the user who like it.

#### LIKEACTIVITY( activityid, userid)

activityid, userid references ACTIVITY.activityid, USER.userid.

A activity can be liked by users. Userid indicates the user who like it. It doesn't have addtime because it is like the user's profile which wouldn't change too much.

#### MESSAGE( messageid, posttime, title, content, senderid, receiverid)

senderid, receiverid reference USER.userid

Title for the message could be "FRIEND REQUEST" or other that written by sender. Content could be only text or together with a special-use button (for example, a friend request message could be with a "confirm" button which trigger the corresponding operation).

# Part 3. Functions, views and triggers

#### Function

We created a function getRelation in the database. Using this function, we can easily get the relation, indicated by an integer, between two users. This funtion is heavily used when computing whether or not a user could see a post with privacy setting.

```
CREATE DEFINER=`root`@`localhost` FUNCTION `getrelation`(x int, y int)
RETURNS int(11)
    DETERMINISTIC
begin
declare result int;
if x=y then
set result=3;
if exists (select * from friendship where maker=x and makee=y) then
      set result=2;
else
      if exists ( select * from friendship f1, friendship f2 where f1.maker=x
and f1.makee=f2.maker and f2.makee=y) then
      set result=1;
      else
            set result=0;
end if;
end if;
end if;
return result;
end$$
```

#### Trigger

To better manage the data, we created serveral triggers, including one that insert a empty row into profile table as initialization when a user entry is inserted, so that we do not have to care if users are creating a profile or updating a profile. We only have to update the profile table when users edit their profiles, so the system becomes simpler.

Another example is a trigger which deletes all the related data before we delete a diary, so we do not have to delete those data that breaks the foreign key constraints.

```
-- Triggers `diary`
--
DROP TRIGGER IF EXISTS `befDelDiary`;
DELIMITER //
CREATE TRIGGER `befDelDiary` BEFORE DELETE ON `diary`
FOR EACH ROW begin
delete from `picture` where diaryid=old.diaryid;
```

```
delete from `comment` where diaryid=old.diaryid;
delete from `news` where tablename='diary' and pk=old.diaryid;
delete from `likediary` where diaryid=old.diaryid;
end
//
DELIMITER;
```

## View

To better count how many times a post is liked by users and later will be used to build a ranking system, we also have some views for posts. For example, likediary\_num:

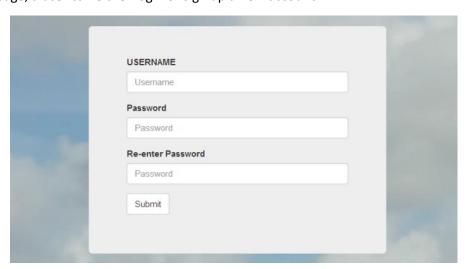
```
CREATE ALGORITHM=UNDEFINED DEFINER=`root`@`localhost` SQL SECURITY DEFINER VIEW `likediary_num` AS select `likediary`.`diaryid` AS `diaryid`,count(0) AS `like_num` from `likediary` group by `likediary`.`diaryid` union select `diary`.`diaryid` AS `diaryid`,0 AS `0` from `diary` where (not(`diary`.`diaryid` in (select `likediary`.`diaryid` from `likediary`)));
```

# Part 4. Functions of Wildbook

Index page



In the index page, a user can either login or sign up a new account.



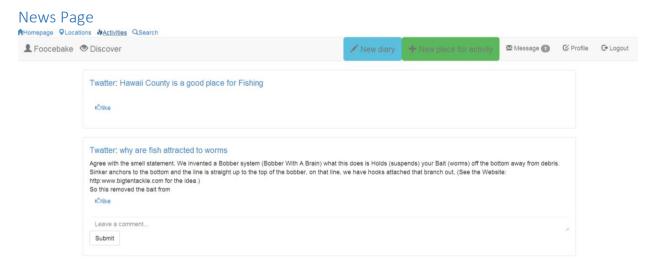
In the sign up page, we validate input from users in case they have mistype in the password or the username is already taken by anoter user.



In the login page, a user can input the username and password to login. Here for simplicity we just store the password in the database as plain text. In practical production, we will definitely process the password with salty hashing.

After user provide correct username and password, the server program will create a session for this user, store user id, user name, last access time and other information in the cookie, which will be later used by server in other web pages.

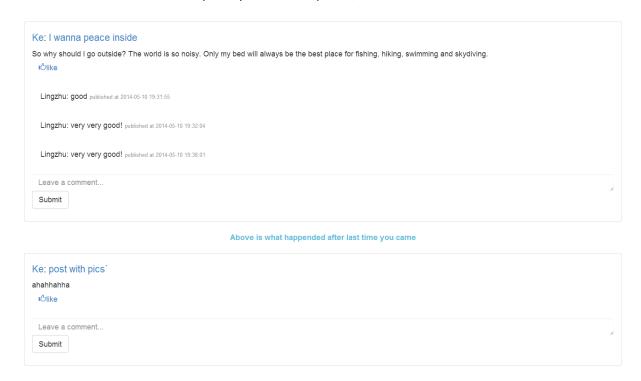
The last access time of users is stored in database. Every time a user login, the data in database will be updated, and will be updated again later when user quit the website.



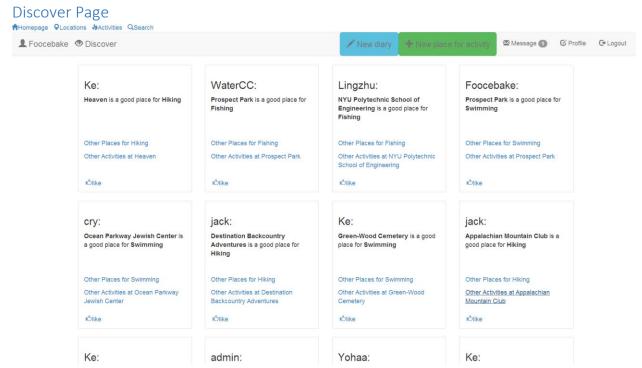
After a user successfully login, the page will be redirected to news page. In this page, news from others will be enumerated. When other users post a diary, or some certain place is good for some activity, the server will generate a news for this event, and then will be displayed in this page.

To avoid too much irrelevant infomation in this page, system will only display news relevant to the user's interests, for example, posts by friends or a friend of friend's. However, when a new user comes

to this page just after sign up, there is no friends, resulting in no news. In this case, system will recommend some news, whose privacy is set to be public, for the new user.

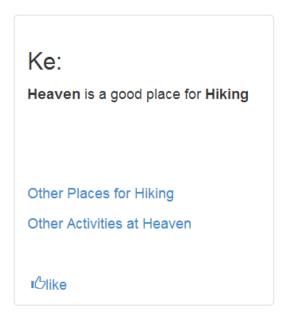


There will be a divide line to indicate which news is posted after last time the user accessed this website.

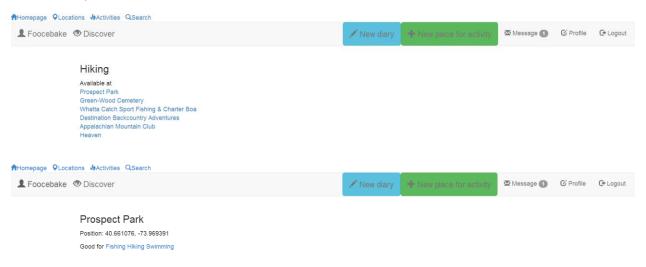


After a user logged in, he/she could click the "Discover" button in the navigation bar at the top of the

page and enter the discover page. It will show all the activity-location relationship in like-count order. Every single box contains the whole message like below

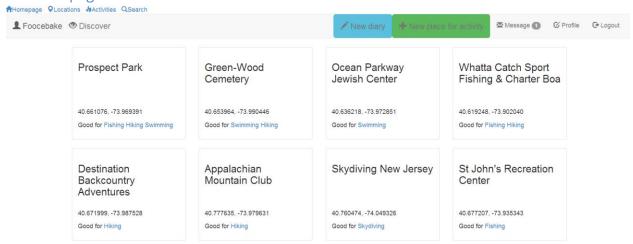


"Some user: Somewhere is a good place for Some activity". They will also followed by "other places for some activity, other activities at somewhere". User could click the link to see more information.



At the bottom of each box, there is a like button. User could like it and help it obtain a better rank.

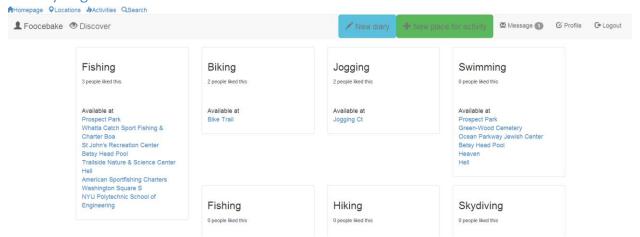
# Location page



After a user logged in, he/she could click the "location" button at the top of the page and enter the location page. In this page, users can see all the locations in the system along with their name, latitude, longitude and suitable activities. User could click an activity to see more suitable locations for it.

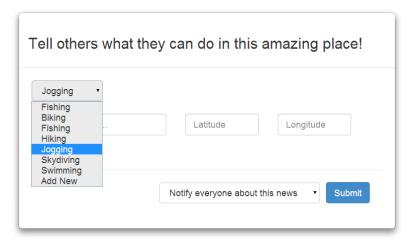
In this page, user could also click a location to see what other activities it is good for. These activities are found in actloc table.

# **Activity Page**

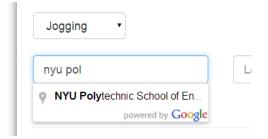


After a user logged in, he/she could click the "activity" button at the top of the page and enter the activity page. This page shows all the activities in like-count order. In each box, there is the activity name, number of likes and the available places. Available places are selected from activity-location relationship. User could click the link below and see more activities available at that place.

# Post a New place for an activity



There is also a "New place for activity" button in the navigation bar to enter this page, to post a place for an activity. In the dropdown button, user could select an exist activity, or choose "add new" to input a new activity in the poped out input area.

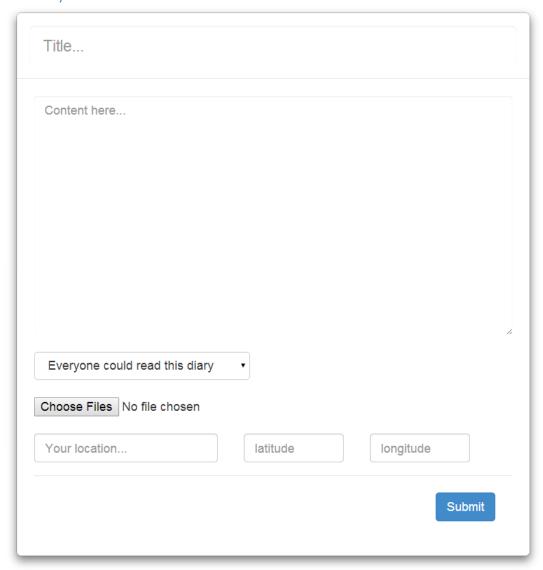


When a user types in the location name box, system will generate a dropdown menu containing possible locations that the user might want to input. This is done by using Google Maps place API. If users choose a location from the menu, latitude and longitude data will be automatically filled in the form. If there is no match place, users could also type in exact the name of this location together with its latitude and longitude manually.



There is a privacy option at the bottom, which indicates the privacy setting of the news for this post. If everything is done, user could click the "Submit" button and go back to the Discover page. If there is already a same location in the database, the insertion will be ignored.

# Post new diary

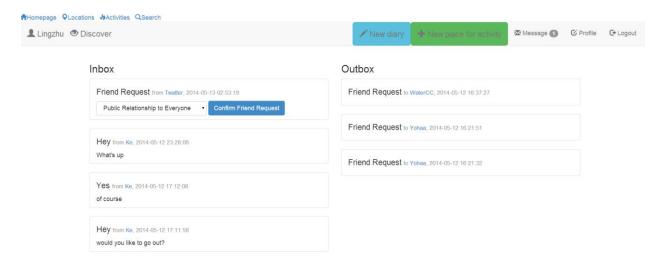


After a user logged in, he/she could write new diaries.

User could choose a picture from local drive to upload as part of the diary. Picture will be stored in picture table with the corresponding diary id. A location could also be indicated by user. The input of location is also build with Google Maps place API. Location could either be selected from the dropdown list, or mannually inputted by users. The locationid will be inserted into diary table.

## Message page

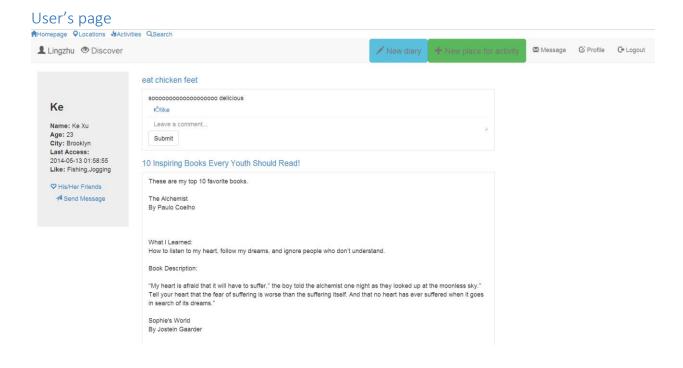
After a user logged in, there will be a badge indicating the number of new messages since last logged in. He/she could click the "Message" button to enter this page and view all the messages.



Inbox is at the left side and outbox at the right side. It will show the message's title, sender name, time, and message content. User could click the sender's name to enter the sender's personal page.

We also build the friend request system with this message system. A request for adding friend will be send as a message, and will be displayed in the message box. There will be a "confirm" button in the content area. The user could select the privacy setting of this friendship, and click confirm. If the user don't want to be friend of the sender, he/she could just leave the message there without dealing.

After a user successfully confirm a friend request, the request message will be deleted. Their relationship will be inserted into friendship table. If operation is not success, server wil pop-up an alert and tell the user try again.

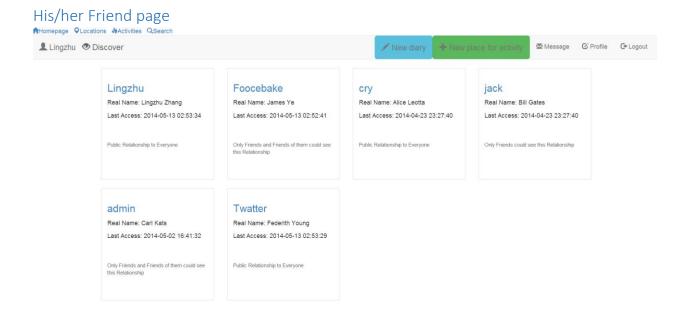


By clicking on a user's name in any page, we could enter his/her personal page. The user's profile information will be displayed on the left side of the page, and diaries on the right side. If the page owner and the current user are already friend, there will be a "send message" button in the profile area. If they are not friend, there will be an "add friend" button for sending friend requests.

Messages will be validated by system and cannot be empty.

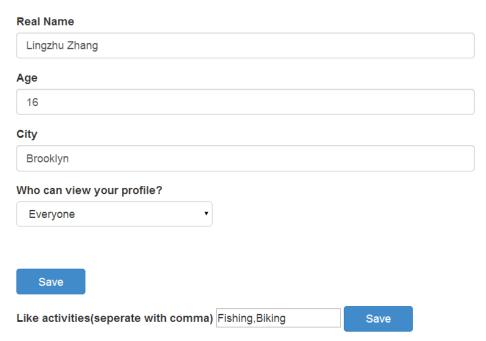
If the user sends a friend request successfully, server will prompt a success notification and then let the user return to the former page. If not successful, server will also alert the user.

On the right side is the diary list of the page owner on descent time order. Current user could also like, comment the diary, or click the diary title to view more.



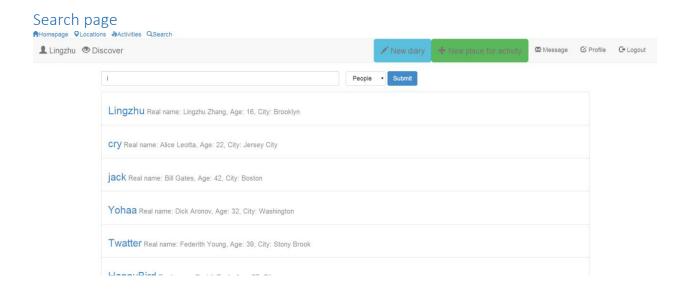
After a user logged in, there will be a "His/Her friend" on every user's personal page. The friend page shows all the page owner's friend which are public to the current user. User could click their name and enter their personal page.

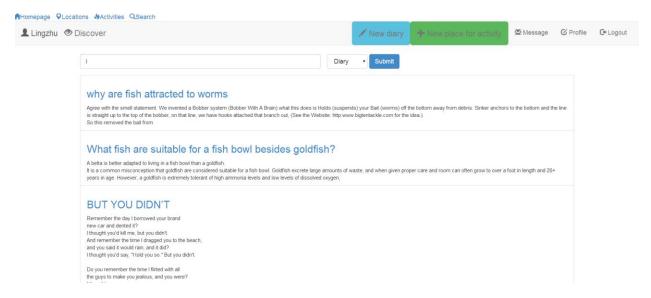
# Edit profile



In this page, user could modify profile including realname, age, city. Users could also input activities they like, as their tags. A user can like multiple activities, and this will be added up in the activity page. The lastmodify timestamp in profile table will be updated to record the last time a user updates the profile.

Users could also modify the privacy setting of their own profiles by modify the privacy option.





User could search other users, or search posts.

When user select "people" and search with a keyword, the server will try to find users whose username or realname contains the keyword. During this process, users' privacy setting will also be checked, which means a user can only search the profiles he/she has the privilege to view.

When user search a keyword in diary, the server will try to find a diary whose title, content or comment contains the keyword. A user could only search the diaries he/she has the privilege to view.

In the search result, each link is connected to the corresponding webpage.

# Summary

This website has designed front-end and a well-developed back-end server, which could support normal use as a website.