Web Development

Produced by

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Assignment 2

Specification & Grading Guidelines

Assignment 1 Specification

- 10 Spacebook 'Stories'

- Deadline: Sunday March 5th 11:00 pm

Story 1

- Lab 06: Exercise 4 introduced a 'data.yml' file in the conf directory containing initial user data loaded at startup

- Extend this data to include the full homer clan (and friends). Note, the number of spaces (4) before each field is significant.

```
User(homer):
    firstName: Homer
    lastName: Simpson
    email: homer@simpson.com
    password: secret

User(marge):
    firstName: marge
    lastName: Simpson
    email: marge@simpson.com
    password: secret
```

Story 2

- Extend the User Model to include the following new fields:

  - Age

  - Nationality

- These fields must be filled in when a user registers.

Story 3

- For the new fields accepted in Story 2, display them on the users Home Profile page.

- In addition, on the users 'Public' profile (then one a friend can see), display just the 'Nationality' field

Story 4

- Provide a way for a user, once logged in, to change some of their profile information. You could take two approaches to this:

  - Provide some extra fields on the home profile which could all be changed when the 'changeText' button is pressed.

  - Provide a link on the home profile - say 'edit details' - which takes you to a new page where you can edit the details.

Story 5

- The Members page now shows a list of all members - including the currently logged in member. This clearly makes no sense and we should try to remove the current member from the list.

- HINT: This is the Members controller index method:

```
public static void index()

{

  List<User> users = User.findAll();

  render(users);

}
```

- The challenge is to remove the current user from the users list before we send it to the view. Objects can be deleted from a list using the remove method:

```
user.remove(someUser);
```

Story 6

- In the members page - show each users name + their current status message.

Story 7

- If a user attempts to use a url (say http://localhost:9000/home) without being logged in, then the app immediately display the start screen..
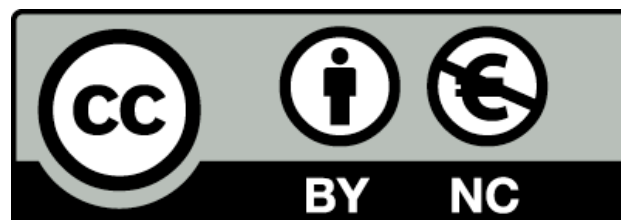
Story 8

- Turn the list of messages on the home page into a table - with two columns. One column for the message text, one for the senders name

Story 9

- In the messages table on the home page (story 8), make the senders name into a link to the senders profile. In this way users can easily navigate from a message directly to the sender, and perhaps leave a message.

Story 10

- Change the Message structure such that it will have a 'Subject' field. Make appropriate changes in the UI to support this new field

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