SSNoC Final Presentation

SV7 Warriors



Contents of the presentation

- Vision of the SSNoC
- Functionalities
- Quality attributes
- software architecture
- SE Practice
- Lessons Learnt

Vision SSNoC

Emergency situation:

- Communication is disconnected
- Transportation and supply are cutted off
- People are wounded or get trapped...

What we need in such situation:

- Communication
- Supply management (food/water)
- Location information
- Damage/situation report
- ..



General functionalities:

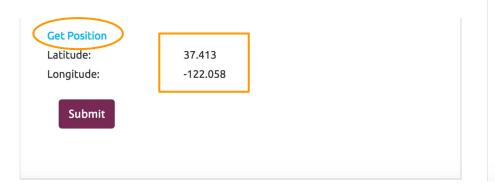
- Join community
- Chat publicly
- Chat privately
- Post announcement
- Search information
- Measure performance
- Administer profile

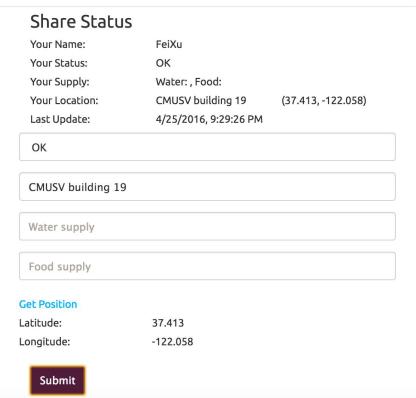
Unique functionalities:

- Share location
- Send image
- Supply management
- Video chat

Unique functionality -- Share location

- Using Geolocation api
- Get the latitude and longitude of the user's current location





Unique functionality -- Share location

- See others' shared location
- Get the direction and distance of other people

User Directory

Get Position

FeiXu Online Water: 10;Food: 6	VideoChat	CMUSV building 19 NE 5 m	4/26/2016, 10:57:00 AM
takuma Online Water: 15;Food: 10	Help VideoChat	CMUSV building 19 N 3 m	4/26/2016, 10:29:50 AM
qqqq Offline Water: 20;Food: 10	Emergency VideoChat	CMUSV building 19 SE 3 m	4/26/2016, 10:27:29 AM
SSNAdmin Offline Water: ;Food:	OK VideoChat		

takuma



Status: Help (Online)

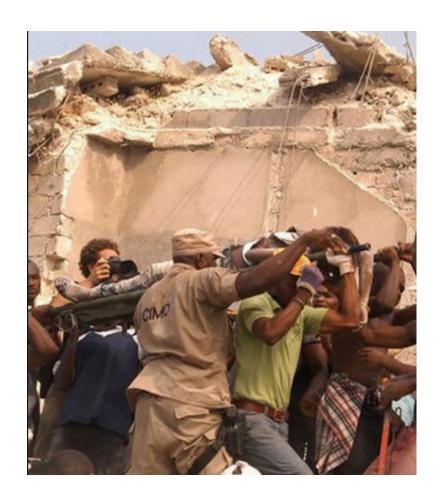
Location: CMUSV building 19 (37.410, -122.060)

Measure Distance Complete Acquisition NE 4.9 m

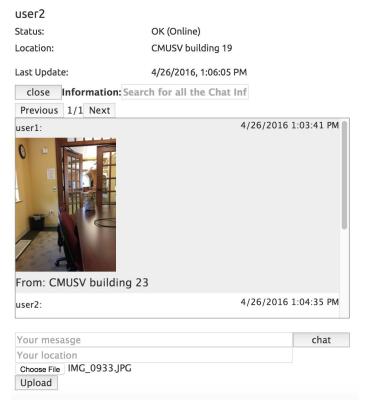
Last Update: 4/26/2016, 11:00:05 AM

Unique functionality -- Send image

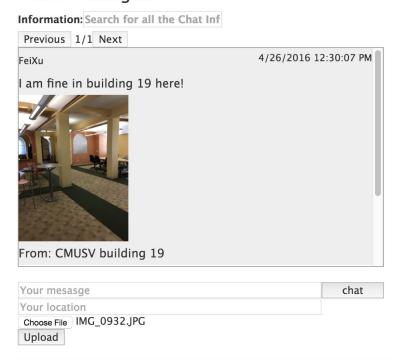
- Image information provide more information for damage report or rescue team than text
- Save energy than audio calling or video chat



Send privately image to certain person
 Post image publicly to the public wall

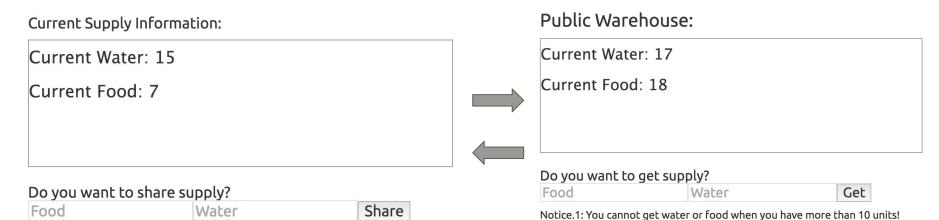


Public Messages:



Unique functionality -- Supply Management

- Personal private supply management(share supply to public)
- Public warehouse(get supply from public warehouse)



Notice.2: You cannot get water or food more than 10 units at one time!

Notice: You cannot share water or food when less than 5 units!

Unique functionalities -- Real time Video Chat

Stream control:

- Mute
- Unmute
- Stop
- Pause
- resume

videoChat

usr1

Status: Undefined (Online)

Location:

Last Update:

Close mute unmute pause resume Video

chat

SSNAdmin



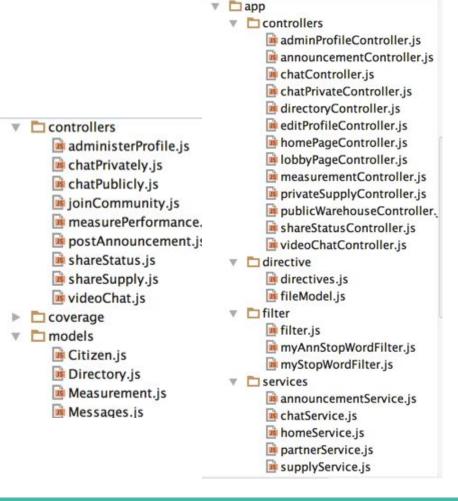
usr1



Quality Attributes

- → Maintainability:
 - Isolate the faulty code
 - Refactor for new requirement

- → Solution:
 - ◆ OOAD
 - AngularJs(MVC)
 - Naming Convention



Quality Attributes

- → Testability:
 - Easy to reveal and remove faults
 - Improve the reliability

- → Solution:
 - Modularity
 - Unit Test(server&client side 50 + 11)
 - API(PostMan)
 - Selenium

```
Writing coverage object [/Users/Ethan/Desktop/new/S16-SV7-SSNoC/coverage/coverage.json]
Writing coverage reports at [/Users/Ethan/Desktop/new/S16-SV7-SSNoC/coverage]

Coverage summary

Statements : 96.37% ( 186/193 )
Branches : 84.78% ( 39/46 )
Functions : 93.02% ( 40/43 )
Lines : 96.37% ( 186/193 )

>> Done. Check coverage folder.
```

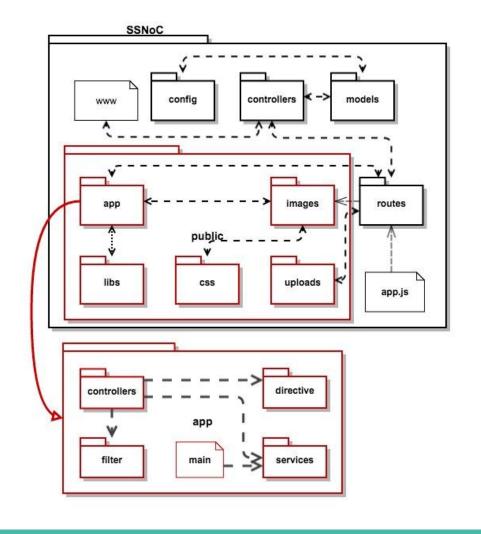
```
Running "karma:unit" (karma) task
25 04 2016 21:46:06.236:INFO [karma]: Karma v0.13.22 server started at http://localhost:9876/
25 04 2016 21:46:06.244:INFO [launcher]: Starting browser PhantomJS
25 04 2016 21:46:06.999:INFO [PhantomJS 2.1.1 (Mac OS X 0.0.0)]: Connected on socket /#-BDORYh-lwYESPMVAAAA with id 1182441
PhantomJS 2.1.1 (Mac OS X 0.0.0): Executed 11 of 11 SUCCESS (0 secs / 0.041 secs PhantomJS 2.1.1 (Mac OS X 0.0.0): Executed 11 of 11 SUCCESS (0.007 secs / 0.041 secs)
Done, without errors.
```



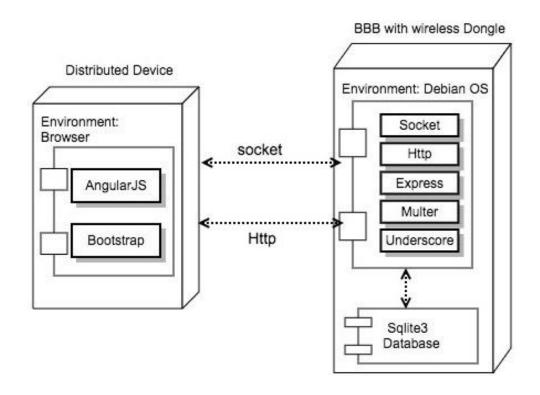
Quality Attributes

- → Sustainability:
 - ◆ Durable
 - Minimize BBB Energy Consumption

- → Solution:
 - ◆ Thick client
 - AngularJS:
 - Search Information



- → Architecture Styles
 - Client
 - AngularJS
 - Karma+Jasmine
 - WebRTC
 - Server
 - Multer
 - Underscore



- → Architecture Styles
 - Client/Server
 - MVC
 - Object Oriented
 - Event Driven
 - Publisher and Subscriber

- → Design Pattern
 - ◆ Filter pattern
 - filter

```
▼ ☐ filter
i filter.js
i myAnnStopWordFilter.js
i myStopWordFilter.js
```

```
li.message(ng-repeat="msg in messages | lowercase | stopWordFilter: query.message " +
"| startfrom : pageSize*currentPage| limitTo: pageSize;" track by $index)
```

- → Design Pattern
 - **♦** Facade
 - router

```
var router = express.Router();
var joinCommunity = require('../controllers/joinCommunity.js');
var postAnnouncement = require('../controllers/postAnnouncement.js');
var shareStatus = require('../controllers/shareStatus.js');
var administerProfile = require('../controllers/administerProfile.js');
var chatPublicly = require('../controllers/chatPublicly.js');
var chatPrivately = require('../controllers/chatPrivately.js');
var measurePerformance = require('../controllers/measurePerformance.js');
var shareSupply = require('../controllers/shareSupply.js');
```

```
router.post("/messages/public", chatPublicly.postPublicMsg);
router.get("/messages/public", chatPublicly.getPublicChatMsg);
router.get("/messages/private", chatPrivately.getPrivateChatMsg);
router.post("/messages/private", chatPrivately.postPrivateMsg);

router.post("/pictures/public", upload.single("publicfile"), chatPublicly.postPublicPicName);
router.get("/pictures/public", chatPublicly.postPublicPic);
router.post("/pictures/private", upload.single("file"), chatPrivately.postPrivatePicName);
router.get("/pictures/private", chatPrivately.postPrivatePic);
```

- → Design Pattern
 - Observer pattern
 - Sockets

```
var socketsForAdmin = {};//a map of username and socket
exports.updateSocket = function (connectedUsers) {
    socketsForAdmin = connectedUsers;
};
socket.broadcast.emit('send:active', name);
```

- Singleton
 - Directory

```
var directory = require('../models/Directory.js');
```

```
socket.on('send:inactive', function (data) {...});
```

SE Practices ★ Estimation & Planning (Trello)





SE Practices ★ Version Control (Github)

Jan 24, 2016 - Apr 26, 2016

Contributions to master, excluding merge commits

Contributions: Commits ▼







SE Practices

- ★ Static Analysis
 - WebStorm (JSHint & JSLint plugin)
 - Grunt (JSHint)

```
Mac-2:S16-SV7-SSNoC ODA$ grunt testjshint
Running "jshint:files" (jshint) task
   models/Citizen.js
             return {food : Citizen.publicFood, water : Citizen.publicWater}
ssing semicolon.
   controllers/joinCommunity.js
                     res.send('inactive')
     39
                                          ^ Missing semicolon.
   public/app/controllers/editProfileController.js
                                     $window.alert('You made some change(s) to t
     76 I
he user, please check the instruction below the button!')
                                                          ^ Missing semicolon.
     84
                                     $window.alert('failed to update profile!')
```



SE Practices

- **★** OOAD
- ★ Pair Programming
- ★ Code Review
- ★ Unit Test / Integration Test / Coverage with CI
- ★ User Story / UI mockup
- ★ Refactoring

Lessons Learned

What worked well



- Version Control
- Regular Meeting
- Task Assignment

Use Case	 + Efficient + Getting familiar with both sides technology - Nasty merge conflict - Inconsistency (technical debt)
Front End Back End	 + Consistent design and coding style + Involved code reviews + Take advantage of the strengths (if you have) - Many communications

Lessons Learned

What worked well



- Unit Test
- Integration Test
- o Cl
- Code Coverage
- Client-side Testing

```
Unit Test for Share Supply

√ Update supply

√ Give supply with success

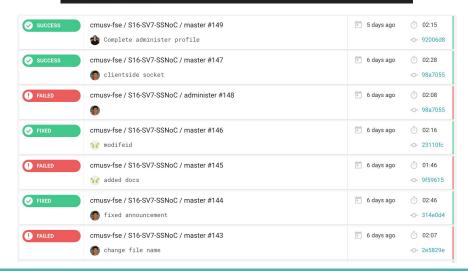
√ Give supply with failure

√ Get supply with success

√ Get supply with failure

√ Delete All Data in DB

 52 passing (298ms)
Writing coverage object [/tmp/circle-junit.8y2L7fH/coverage/coverage.json]
Writing coverage reports at [/tmp/circle-junit.8y2L7fH/coverage]
: 96.46% ( 191/198 )
           84.78% ( 39/46 )
Functions : 93.33% ( 42/45 )
          : 96.46% ( 191/198 )
------
  Done. Check coverage folder.
```



Lessons Learned

What could be improved

- → Time management
- → Learning Method

Thank you