



# Lean Dashboard

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# Abstract

Nowadays is hard to keep track of all the information necessary to develop an application. As a project manager, you want to see all the information of your project as well as show it to your team, but this information can be scattered across different platforms. Information ranges from test results to the current sprints and are pieces of a much bigger picture and accessing the various platforms only to view can be tiring and complicated.

The goal of this project is to simplify a team's life, by developing a web application that allows a project manager to control and show all the team members the necessary information for their project. This application is a Single Page Application(SPA), it as a Web API, and an Extract, Transform and Load (ETL) procedure to extract and transform the information from the various data sources. This procedure extracts all the necessary information from the different platforms in order to be available through the web application.

**Keywords:** Information Aggregation, Project Managing, Project Information, Team Management, Single Page Application, Web API, no-SQL Database

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# Chapter 1

## Introduction

Nowadays, within a company, it is even more important to have an organized and cooperative team with knowledge of all the steps and goals that need to be worked on for the various projects they are currently participating in. Each member of the team must keep track of high amounts of information and since it is not uncommon that when working on a project a couple of platforms are used to keep track and share work done by the various members, useful information can be scattered on a vast amount of platforms, and sometimes even inside a single platform. The information relative to a project can be obtained from different sources and it is all aggregated in one place, readily available to be displayed to a work team to better guide a certain project's development.

The Lean Dashboard Project was developed to help the company's workers keeping track of all the possible tasks for their projects, gathering all the information needed for the various activities from the many sources that are necessary, presenting it on an easy to read and reactive web application. The project at hands was developed in partnership with Inetum[1] and centred around the development of a responsive web application capable of running on a multitude of devices, ranging from smartphones to desktop computers to large screens such as TVs. This web application displays to a work team of a company all the information regarding various projects being worked on. The information being displayed shows the team what needs to be addressed in the project at hands, such as milestones, bugs, and current errors in the project.

The project required the development of 3 principal components: an ETL procedure, a web API, and a client application. This report will explain these 3 components in more depth further on. The first two were developed using the Node.JS programming language while the client application was developed using the React library.

### 1.1 Report Organization

In this report, we explain the implemented solution to the problem at hand, as well as provide a more in-depth analysis of the architecture and technology choices. The organization of the report is based on the temporal order that we made throughout the project.

In the Functionalities chapter, we will expose the features that were implemented for the project's application.

Next up, in the Architecture chapter, we will discuss aspects such as the implementation of the software being developed, decisions made by us and how certain problems were solved.

On the Server Implementation chapter explain in further detail the implementation.

Furthermore, we dedicate a chapter to the research done regarding User Experience for our application where we display some of the steps we took in preparing our client application in terms of User Experience.

On The Client Implementation chapter, the team gives more details about the choice of technology and details the implementation on the client-side.

On the Client Application chapter, we explain the reason for the chosen development platform, how the client application works and display some of the web pages.

In the Tests and Deployment chapter, we explain the choices made for the deployment platform and how it was made, as well as the tests made to ensure the application was working as planned. Finally, in the Conclusion chapter, we expose the learned lessons and future work for forthcoming versions.

## Chapter 2

# Functionalities

The functionalities chapter details the features and solution that the application provides to the user. This solution is a responsive mobile-first web application that allows the user to consult and aggregate the information of various platforms. Inside a project, a manager is able to add various dashboards that will then have the desired widgets. The widgets are the structures that hold and show the desired information regarding issues, tests, and sprints from platforms such as Jira[2], Squash[3] and Azure[4]. A manager will then be able to add various users to its project so that those users can consult all the dashboards with the relevant information in each widget.

These are the features implemented within the application:

- Retrieving the data from the multiple APIs. We can access three supported APIs to obtain the relevant information, these being Jira, Squash and Azure.
- Authentication of local users using the Authization Module. With the help of the module, we can create and edit users, log in, and log out users of local accounts.
- In addition to users, we also support roles for the given users: Superuser, Manager, and Collaborator.
- Back-office functionality. With this, managers can do actions such as add new members to a project, remove current project members as well as give certain users roles.
- Creating new projects. Authorized users can add new projects to the platform and manage them.
- Creating various Dashboards inside an existing project. After creating a project, it is also possible to include new dashboards in said project.
- Transforming the retrieved data in a widget format.
- Creating a widget and adding it to an existing dashboard with the use of existing templates, that aid the user by showing them the type of existing widgets.
- Automatically updating widgets with the use of a scheduler. Users can set a period to refresh existing widgets, making sure the most up-to-date information is being displayed. The process and technology chosen for the scheduler are explained in the back-end portion of this report.
- Setting the credentials for all the platforms. When creating a widget, a user can set up the desired credentials, to choose the data source for a specific widget.
- Front-end client application based on React technology.
- Presentation mode for large screens. Dashboards are presented in slideshow format.

- Multi-language support for the client application.

Throughout this report, we will explain how we implemented these features (each in their respective chapter) and give further detail about them.



## Chapter 3

# Architecture

This chapter is dedicated to cover topics like the software's architecture and his components under which the application was developed.

### 3.1 Architecture Principles and Components

The software solution in the Lean Dashboard is divided into three main components: the ETL[8], the Lean Dashboard Server, and the client application.

The ETL component, which stands for Extract, Transform and Load, is responsible for obtaining the information from the various APIs and then transforming it to the desired format, the widgets, and then proceeding to store them in a database. Both the topics of widgets and the storage solution being used are addressed in this report in the Data model.

With the use of the ETL procedure in our application, we bring a couple of advantages to the way we interact with the data being displayed. Since having near-real-time information is enough, with the Extract component we can avoid making high amounts of requests to the various APIs and avoid overloading them.

Additionally, by adapting the extracted information (the Transform component) we can have a format of data that closely resembles the type and aspect of details we are trying to show to the user in each widget (we will also showcase the aspect of a widget in our application). Finally, with the information transformed to the desired format, when can then use a No-SQL database to store it and later use that information to display to the users

The Lean Dashboard server ends up serving as a gatherer of information. Inside this server, we have all the various projects, created by users, and each one will have its dashboards. Dashboards will be used to group the various widgets, and the user is the one to choose which dashboards will contain which widgets (these being the same widgets that we're created by the Extract, Transform, and Load procedure).

Lastly, we have the client application. The client application is responsible for showing the user all its projects. Users (if they are given these permissions) will be able to consult but also edit projects and dashboards. The main goal will be checking on the widgets inside a certain dashboard since those are the objects that contain the information being retrieved and transformed by the ETL.

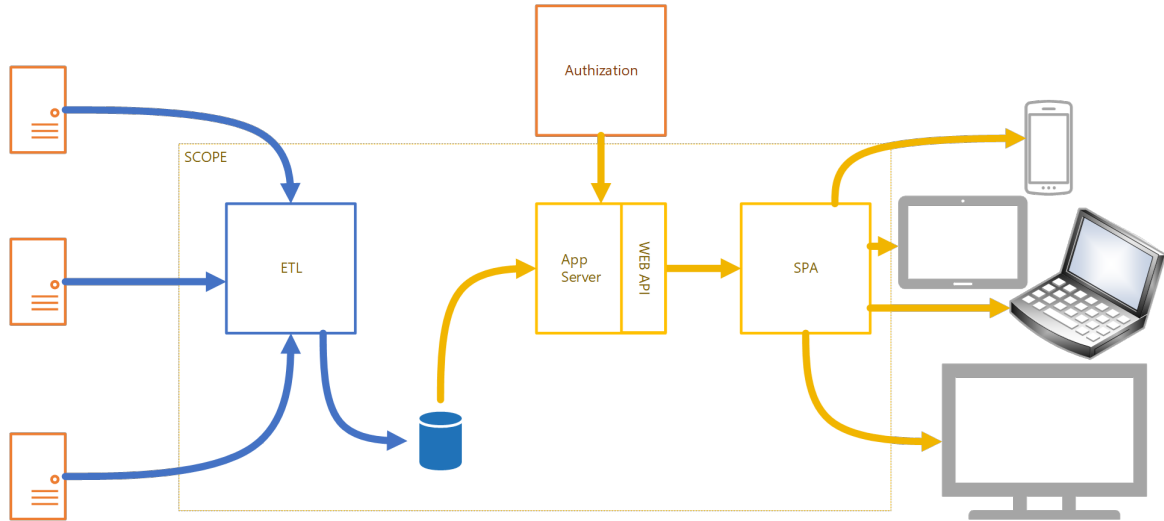


Figure 3.1: Lean Dashboard's Software Architecture and component interactions

## 3.2 Software Architecture

In Figure 3.1 it is depicted the various components of our application interacting with each other.

The rightmost part represents the information sources. These sources provide its users with an Application Programming Interface (API), this API will be used by the ETL to obtain solely the needed information.

This information can take different forms. The data objects received from the APIs will differ in terms of structure and information, for example, a project is different from an issue. This means it is crucial to implement an optimized Extract module within the ETL component of our application.

After extracting this information, the ETL will send it towards its respective Transformation module, where it will be treated and converted into a new data object with the necessary fields to represent it visually later.

The Load module of the ETL will grab this newly created Widget object and load it on a database.

The ETL procedure is constantly running and updating the existing widgets on the database, according to the widget's time settings that will be presented in this document.

In the middle of the scheme is the core of the application, the Web Server, and its API.

The Web Server is responsible for processing the requests that are sent by the Single Page Application (SPA), as well as managing the NoSQL database running on ElasticSearch[13]. It interacts with an authorization and authentication module, the Authziation module, to manage the users and their roles within the application.

The API supports a varied range of operations that can be called by the user to manipulate the information inside the database. It presents the user with methods to obtain, create, update, and delete the information in the database. The API's endpoints can be found with more depth within Appendix A present in this document.

Lastly on the rightmost side of the diagram, there is the SPA, the component that will be accessed by the application user on their preferred device. To provide the user with the best experience, this SPA was developed as a mobile-first, responsive web application capable of supporting different types of display screens, starting from the smartphone up to the bigger ones like a regular desktop computer

or a TV screen.

## Chapter 4

# Server Implementation

This chapter contains information on how the application works and how its various modules and components interact with each other, as well as the structure of the necessary information being stored in the database and the application's authentication and authorization flow.

### 4.1 Lean Server and Extract, Transform and Load(ETL) structure

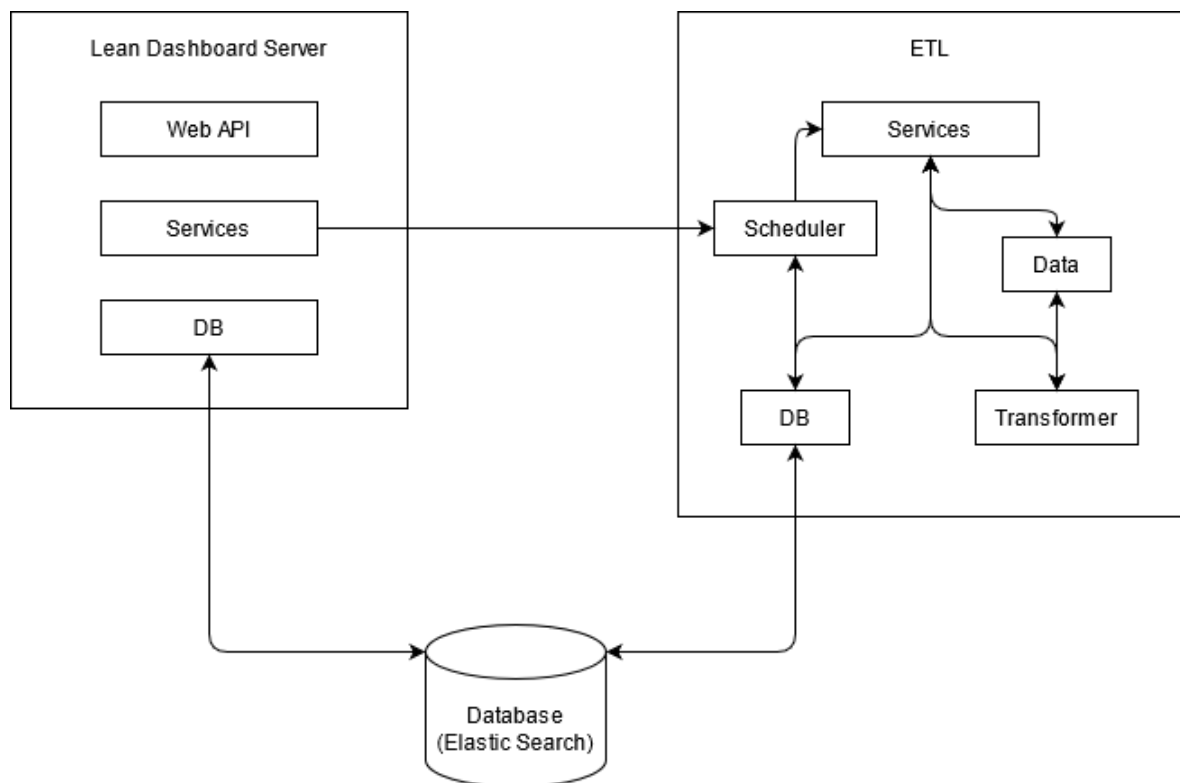


Figure 4.1: Back-end structure and modules interactions

Figure 4.1 depicts the application's back-end and the information flow between its main components. On the left, we have the Lean Dashboard Server and, on the right, the ETL Procedure, the

two key components of the application's back-end.

These two components interact with one another so that the ETL knows what sort of information it should obtain.

The Lean Dashboard Server is composed of 3 Node.JS[14] modules:

- The Web API module is responsible for handling the requests sent to the API, filtering the parameters and body fields, and sending them to the Services module.
- The Services module will process every request the Web API receives and forms a function call to the Database(DB) module. If the request consists of modifying or creating a Widget object it will make a call towards the Scheduler module in the ETL.
- The DB module is responsible to access and modify the ElasticSearch based database, containing all the necessary functions to create, obtain, delete, and edit the database. It also verifies if the inputted parameters are valid within the context of the application, preventing the existence of duplicates or the association of members to a project who aren't registered in the application, for example.

The ETL component, as we already mentioned, is responsible for accessing the various data sources and transforming them into a specific widget object.

It contains 5 Node.JS modules in its structure:

- The Scheduler module, accessed by the lean-Services module, is responsible for scheduling the automatic ETL process that will update the created widgets according to the time settings a user provides. It accesses the DB module to retrieve the necessary information to execute the correct Services function.

The module is implemented using the node-cron[15] module so that we can easily create and configure jobs to execute at a set time. It contains 2 Map objects with distinct functionalities, the widgetMap is responsible for providing the scheduler with the necessary ETL-Services function to execute for the various widgets according to the function parameter contained within the widget's structure, and the widgetJobs associates a widgetId to its currently running job so that we can reconfigure them later.

- The ETL-Services module acts as a coordinator for the ETL procedure, it obtains the necessary filtered data from the Data module and then gets the transformed information from the Transformer module.

After the process of obtaining information is complete it calls the DB module so that this information can be stored.

- The Data module's task is accessing the selected information sources, currently Azure, Jira, and Squash, and sending them to the Transformer module for some light filtering, returning the retrieved object with only the necessary information for its transformation.
- The Transformer module's job is to transform the data into the required information for the widget to be displayed. It transforms the data into widgets such as a Pie Chart, a Data Table, or a Gauge Chart.
- Finally, the DB module is responsible for updating the widget's information with the updated data obtained from the ETL procedure.

## 4.2 Data Model

For the Data model and the storage of the information, we chose the No-SQL database Elastic Search.

To better facilitate the getting and storage of information, we divided each object into its own index, as displayed in the following scheme:

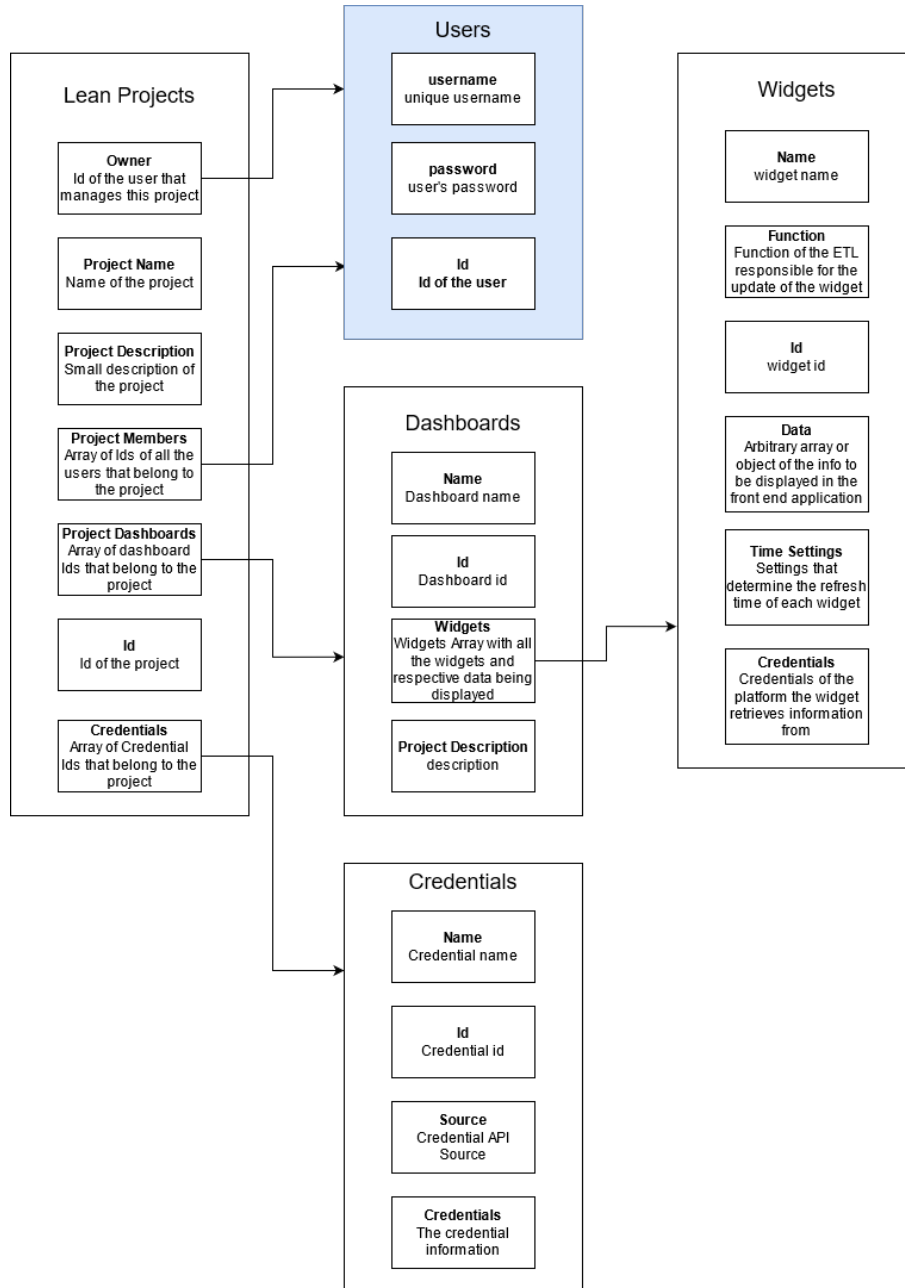


Figure 4.2: Database Data Model

Figure 4.2 depicts the application's data model and the object's structures. Each of these objects contains the necessary fields to store the needed information for the application.

Each object is detailed as the following:

### **Lean Projects**

This is the index where all the Projects created with our application are stored, acting as the main gatherer of information.

It has information over who created it (Owner), the Project's name, its description, and a unique identifier.

Each project can contain a varied number of members, dashboards, and credentials.

This information is stored inside an Array of identifiers, these being Project Members for the members that are currently associated with the project, Project Dashboards for the dashboards, and Credentials for the credentials.

The members simply act as viewers of the information within the project, they can only access dashboards and view the information on the widgets.

### **Users**

The users are highlighted in a different colour on the scheme to better differentiate them from the data model since they aren't being stored in the database our application manages and are being stored in the Authization module's database.

Each user will have a username and a password so they can log in to our application, as well as a unique identifier within the database to be used by the array of members within the Lean Projects Objects.

### **Dashboards**

The dashboards are where the widgets will be stored. They don't exist if there isn't at least an already existing Lean Project and will be presented as a web page with all the widgets within the dashboard being displayed.

The dashboard objects contain a name, an Array of Widget identifiers that are associated with the dashboard, a description, and a unique identifier within the database.

### **Credentials**

The credentials consist of a specific object containing a name, a source (Azure, Jira, or Squash), and a credential object containing all the credentials themselves.

This credential object is structured as such for each of the information sources:

Each source requires a different form of credential so that the authentication on their web API is successful. These credentials are mandatory as the ETL procedure cannot access the specified information source's API without them.

According to figure 4.3:

Azure requires an email, a token, and an Instance field related to the project within the API.

Jira requires an email, a token, an APIPath for the project within the API, and an APIVersion that refers to the API version to be used.

Squash only requires a username, a password, and the APIPath.



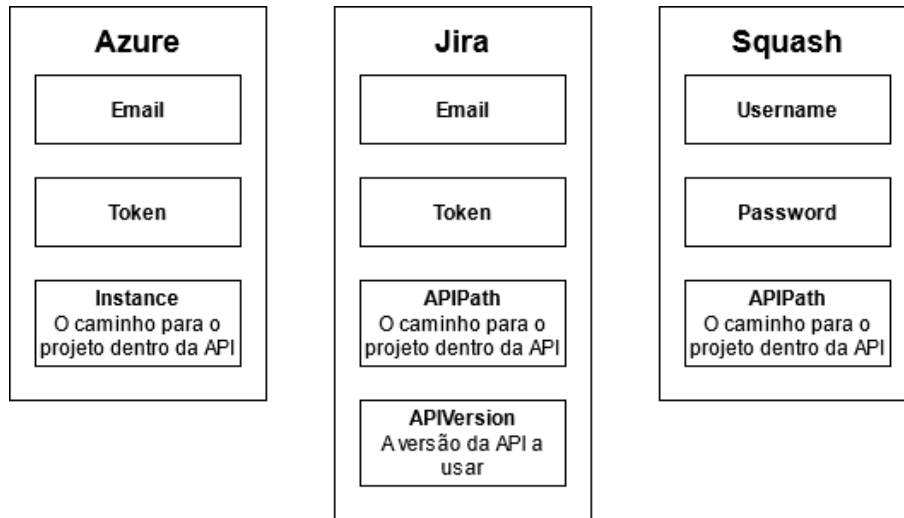


Figure 4.3: Credentials and their structure for each data source

## Widgets

The widgets are the result of the ETL procedure.

They are created by the user through the selection of a widget template that will serve as a widget with temporary data to be displayed.

Widgets consist of several fields like a name, a function, a data object, the time settings for the ETL schedule, the required credentials, and a unique identifier.

The function field refers to which ETL function the scheduler needs to call to start the node job.

The time settings are an object that contains information related to the interval at which the ETL procedure is executed to update the widget.

Each field of this object is structured in CronTab format and consists of:

- seconds;
- minutes;
- hours;
- day of the month;
- month;
- day of the week;

The credentials are the credential object associated with the project.

Without them obtaining information is impossible, making it a required field when creating the widget.

The data object is where all the transformed ETL information will be stored. It is the main reason the application utilizes an ElasticSearch database, as the information contained within this object will vary from widget to widget, making it a hard task to store consistently within a relational database like PostgreSQL.

### 4.3 Authization module, Backoffice and Access control

As per request from Inetum, we implemented a solution to let users create accounts, and have different levels of access based on their roles, which can vary according to their authorizations inside of the application. As solution, we use a Node module called Authization[9].

As a reference point, this module was a project developed by the ISEL students Tiago Matias, Diogo Leandro, and João Barata of the LEIC programme as a final project of the Project and Seminar course, and was also developed in partnership with Inetum. This module allows us to set up an RBAC model with various roles, permissions and decide which roles should have access to what permissions. The module will also take care of aspects such as login, logout, and the creation of users. Since the module requires a SQL Database for the storage of users, we had to use PostgreSQL[10] to handle the storage of users, the created roles, and permissions.

As for the RBAC model, it was requested that there were three types of users: a master user, with every kind of access and ultimate control (that includes access to every existing project, both seeing and editing them), a user that would be able to manage certain projects and create new ones and finally a user with only permission to see projects he is a part of. With that said, we came up with an RBAC model with the roles Superuser, Manager, and Collaborator, with the following accesses:

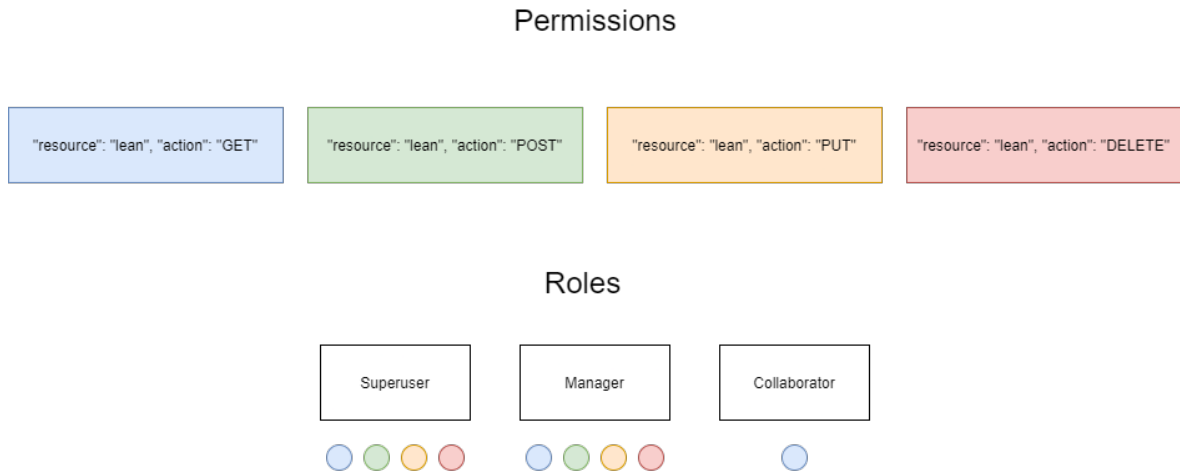


Figure 4.4: Application User Roles and their respective permissions

As said before, we defined three roles. The Superuser will have access to all the defined permissions, being able to access and modify all projects, without having to be a part of them. Below the Superuser, the Manager role will act in a similar way to the Superuser but will only be able to modify projects that we're created by himself. Additionally, he will only be able to visualize projects (and the dashboards and widgets associated with the said project) if he is a member or instead, the creator of that project. A manager will be able to manage aspects of a project such as its name, description, containing dashboards and widgets, as well as all the members in it. Finally, the role of Collaborator. Being the role with fewer permissions, users with this role will only be able to access projects they are members of.

## Chapter 5

# User Experience Research

This section covers our User Experience research and studies on how our application should be controlled.

Our research on every necessary item to develop an application that is easy and intuitive to use will be presented here.

User Experience, commonly called UX, is the term used when referring to how users interact with a certain product. If we use an analogy, if we were to open a door, it is more about how the door handle is used than what shape or colour it has, or what material it is made from.

UX is also greatly impacted by the context a product is being used and the type of users using said product. Inetum conducted UX research using contextual interviews with potential users of Lean Dashboard to understand their real needs. After studying the observations, 2 Personas were created that focus on the needs of the real target. That list of personas would help us take into consideration how we would address the UX design of our early digital prototypes (which later reflect on the client application), by having various types of users with specific personalities, most wanted features, and specific positions inside a company.

Following that, we developed a digital prototype that would allow us to make a series of usability tests with real users. Those tests would allow us to better determine what needed to be addressed in our digital prototype and solve issues before any implementation was being done.

With that said, we believe the User Experience research done by the group is something that can greatly improve the result of the client application, whilst saving implementation time by allowing us to make some decisions beforehand. Usually, problems are easier to solve in a digital prototype than they are in code.

### 5.1 Red routes diagram

A Red Routes matrix is developed to aid a designer in identifying the crucial and frequent tasks which users perform with our product. It consists of a matrix that delivers the frequency of performing, as well as the number of users who perform a specific task.

In the process of identifying Red Routes, there are some factors to be considered:

- Critical: Tasks that deliver relevant value to users.
- Frequency: Tasks that are performed at high frequency, usually represent the use cases of over

90% of users.

- Key-value drivers: Red Routes drive the key business metrics.
- Impact: Red Routes significantly affect the overall user experience.

Through identification of our users' top tasks, we can:

- Foresee users' needs.
- Develop a website utilizing users' needs.
- Target fundamental website pages.
- Conduct usability tests.

Regarding the identification of Red Routes' major advantage, it aids the team in identifying the most important content and functionality rooted in usefulness to most users. Further, it supports a team in the selection of the minimum viable product (MVP), which leads to a more significant product roadmap design with the purpose of continuous iteration and overcome potential usability barriers on relevant user journeys.

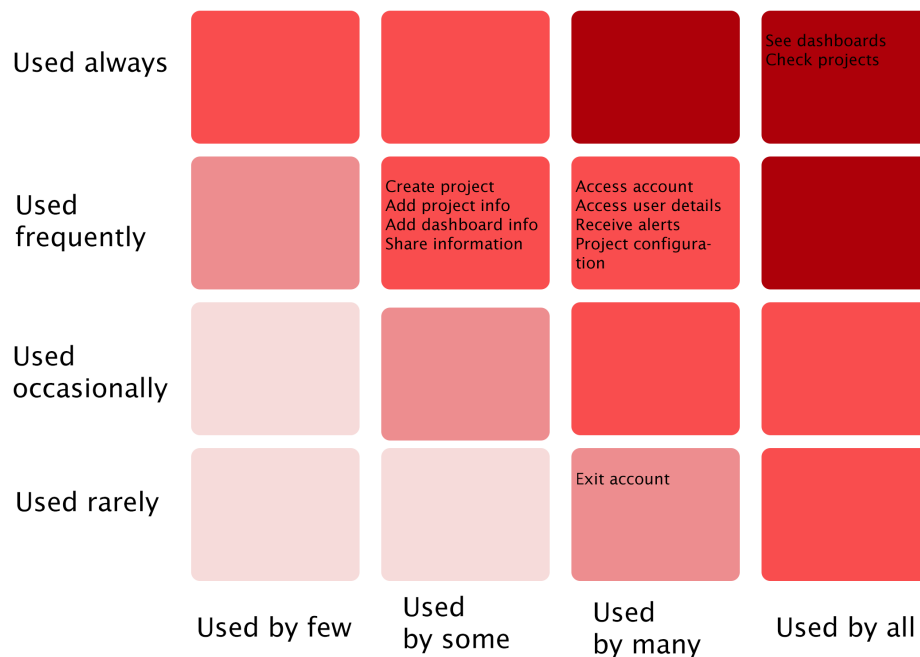


Figure 5.1: Red Routes Diagram

The team designed the Red Routes for the Lean Dashboard application, as we can see in figure 5.1, based on the list of Personas that Inetum provided. We considered the above factors to create the Red Routes in the best way possible.

## 5.2 Information Architecture

Information architecture (IA) consists of the capability of sorting and designing the content of not only the web but also websites and mobile applications. The main purpose of information architecture is to organize content to facilitate the users' process of tuning to the product's functionality and thus, finding anything they might want easily. There are several elements that can affect the content structure, among which, IA experts tend to regard the specifics of the target audience's needs. This can be justified by the fact that the IA prioritizes user satisfaction. The main factor that leads people to visit different websites is content. It is commonly shared that producing valuable content for users is crucial, but so is ensuring that the content is easily found. We use Personas that Inetum provided as a tool to find the most adequate IA and run usability tests.

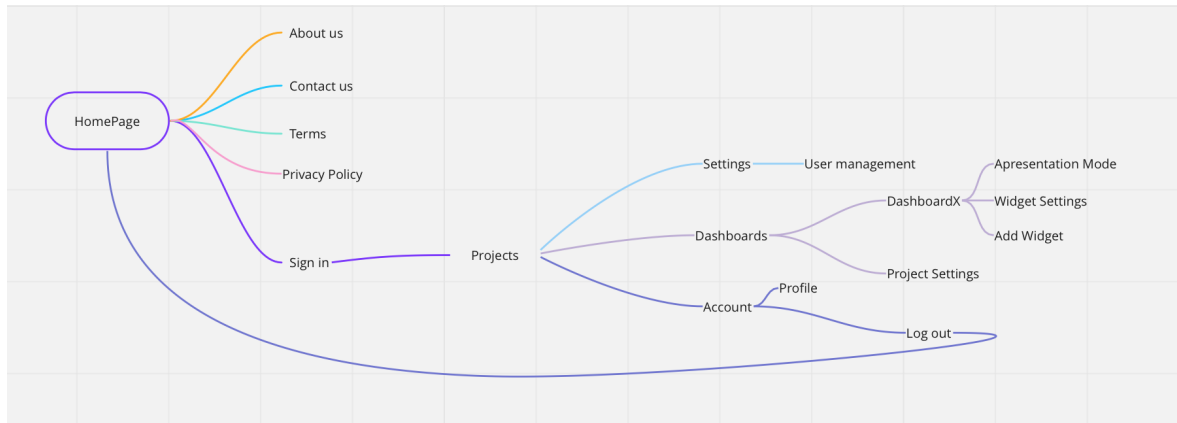


Figure 5.2: Information Architecture Diagram

With this diagram, we can better plan the making to the various resources by achieving a flowchart that dictates if the various flowchart accesses make sense (and easily correct them if they don't).

## 5.3 Digital Prototype and Usability Tests

A Digital Prototype is a tool used in UX research to develop a mock user interface that can be utilized in use-case tests. These tests gather a small group of people and establish a task that all users need to complete.

A Digital Prototype is how we validate our basic idea and the premises underpinning it by collecting user feedback. With the obtained results, we can then determine what aspects need to be addressed in the Digital Prototype.

The usability tests were performed by five Inetum employees, the team used five simple use-cases to test the digital prototype. These are the use-cases that were used:

- USE CASE 1: A user creates a Lean Dashboard account and creates a project. Then log out of their account.
- USE CASE 2: A user already with an account created, creates a dashboard in an existing project.
- USE CASE 3: A user with an account created creates a widget in an existing project and dashboard.
- USE CASE 4: A user with an account created, adds a member to his existing project.
- USE CASE 5: A user with an account created, changes the project's name.

After performing all tests, the team changed some web flows, buttons and created new pages based on the interviewee's feedback.

This research and planning done beforehand (before the full implementation of the client application) can greatly decrease implementation costs since it is much easier to make modifications to this mocked user interface than it is to make some of the same changes on the client application code. We utilized the platform Figma[12] to develop our Digital Prototype on figure 5.3:

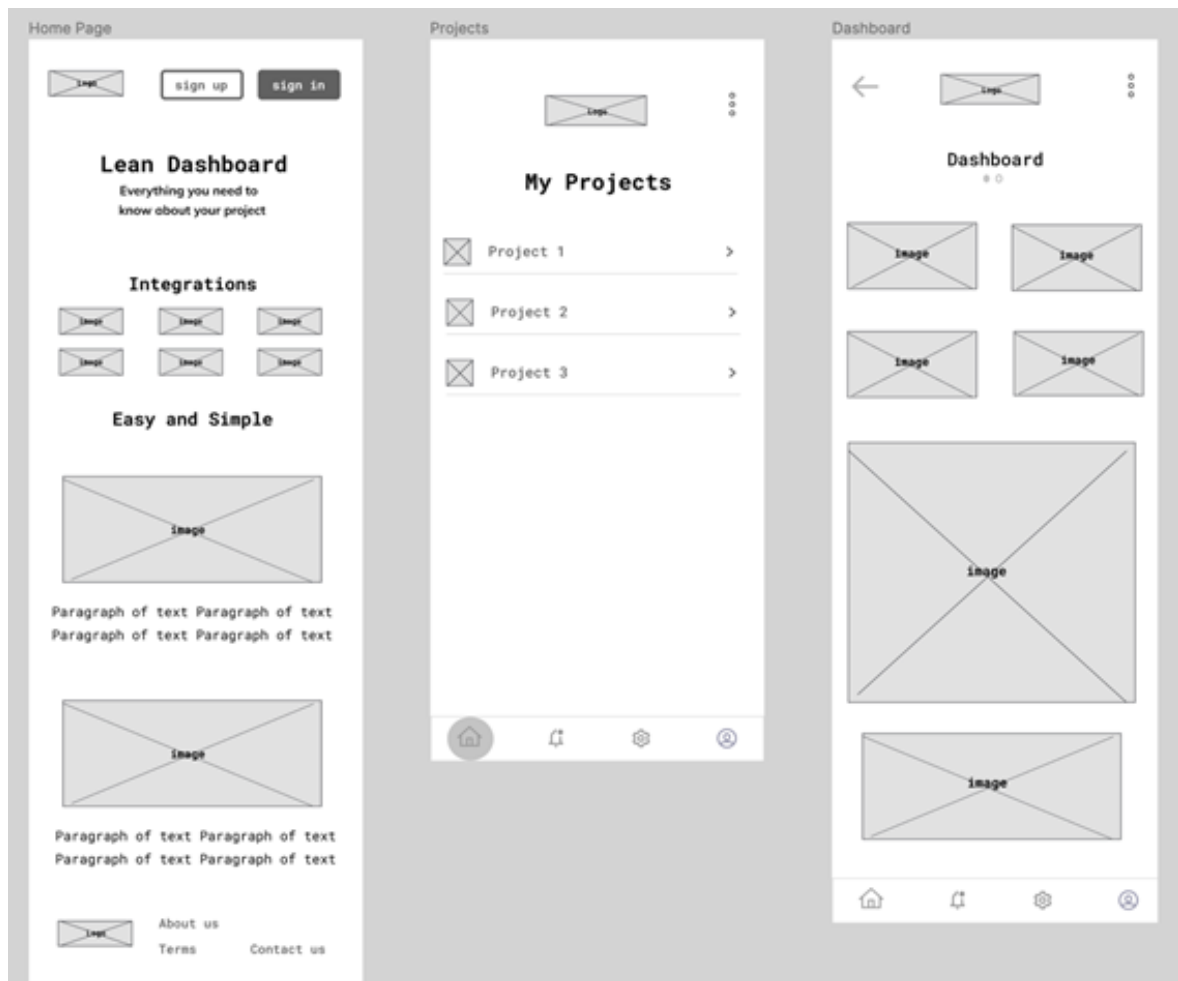


Figure 5.3: Application Digital Prototype

## Chapter 6

# Client Implementation

The following chapter explains the implementation of the application on the client's side. This chapter explains the decision of implementing the client-side.

### 6.1 React vs Angular

React is an open-source JavaScript library focused on the development of user interfaces. With this library developing web applications, SPA (Single Page Application), or mobile applications turns into a very easy task since it offers great benefits in modularity and promotes a very clear flow of data and events. This greatly facilitates the development and planning of complex apps. We make use of the React Router library for the routing of the application. It enables the navigation among views of various components in a React Application and keeps the user interface in sync with the URL. It greatly helps with developing the application's navigation and how each page should look like. React was our choice over Angular. The reason behind such a decision was that Angular has a lot of concepts and syntax to learn, as well as the fact that Angular's documentation is much longer, and we believe it might take some time to learn a new language given that the time frame was relatively short. React is easier to learn in the short term and the group that developed this project would attend a course to learn react, which would be an asset.

### 6.2 React Hooks

React has very powerful tools to use when writing code for an application. These tools are known as "Hooks".

Hooks are functions that allow us to "hook into" React state and lifecycle features from function components. The state object is where you store property values that belongs to the component. When the state object changes, the component re-renders. Components are the building blocks of the React app, they are a JavaScript function that optionally accepts properties and return a React element that describes how a section of the User Interface should appear on the user screen. Most of the hooks are built-in with the React library. By using these Hooks, we can use state and other React features without writing a class.

Since we ended up using the React technology for the development of the application front end, it is essential to give shed some details about the most important Hooks we used. On our client application we use 4 main hooks, these being:



- `useState`[16]:

This hook is used to store the state within our components. Throughout the application, we mostly used it to save the data we fetch from our API and input from the user, but also to save information regarding the user rules (for example, if the user logged in as a manager, that information will be saved in state variable when the user is checking their profile).

- `useEffect`[17]:

`useEffect` is a hook that allows us to run and control certain effects on our components. The effect is run whenever a component is loaded or when the data in one of the dependencies is changed. In the context of our application, we use this hook to run the necessary functions to obtain data from the API and store it in the state.

- `useContext`[18]:

This hook is used to store the context within our application. Within our application, we use it to save the session context of the application. Whenever a user logs on to the application, their credentials are stored as context, and it is used to ensure the user is still logged onto the application.

- `useFetch`[19]: `useFetch` is a custom hook that allows us to make fetch requests to our API.

## 6.3 Client Architecture

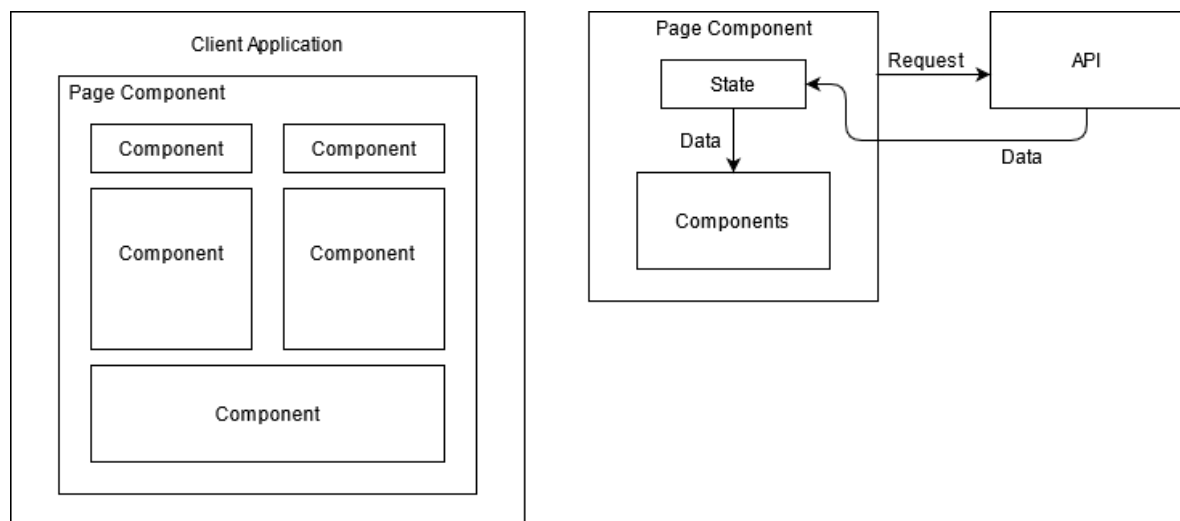


Figure 6.1: Application Components and Data Fetch

On Figure 6.1 is our client's structure.

On the leftmost part of the diagram, we have the component organization, these can be distinguished by page components and regular components. The page component is where all the smaller components are organized.

The page component is also the one responsible for making the requests to the API and save the data on the state, as shown on the rightmost part of the diagram.

The state is then passed down to the regular components so they can display the necessary data to the user. The regular components can be reused on various page components.

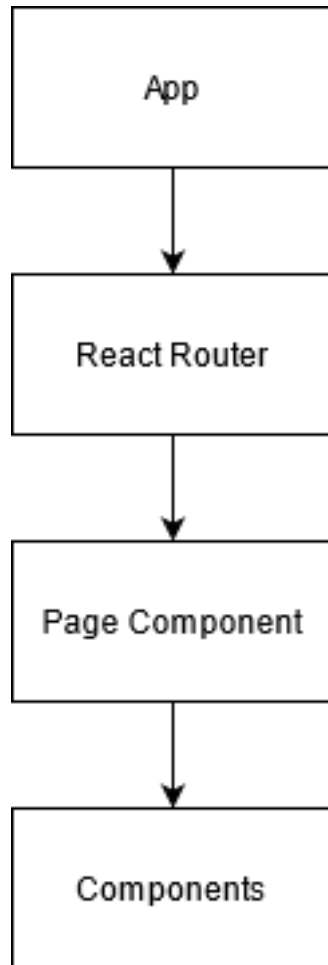


Figure 6.2: Application Data Flow

Figure 6.2 is the data flow of our application. The App is the main entrance to our application, this is where the routing and session context verification is done. The app accesses the React Router to define the necessary URL for the application. Depending on the URL, the Router provides the user with the specific page component if the user context stored with `useContext` has valid credentials.

## 6.4 Client Side Widgets

Widgets are among the most important parts of our application. They are how the information obtained from the various APIs will be displayed.

As such each type of widget we support is its separate component.

We provide 4 types of different widgets:

- Gauge Chart (figure 6.3)
- Pie Table (figure 6.4)
- Bar Chart (figure 6.5)
- Data Chart (figure 6.6)

These widgets were developed in such a way that they can adapt to any form of data that is sent to them, for example, the Data Table will have the necessary columns to display the data and the Pie

Chart will have as many divisions as required. To help the creation of the charts we use packages like react-chartjs-2 and react-gauge-chart.



Figure 6.3: Gauge Chart



Figure 6.4: Pie Chart

# TITLE

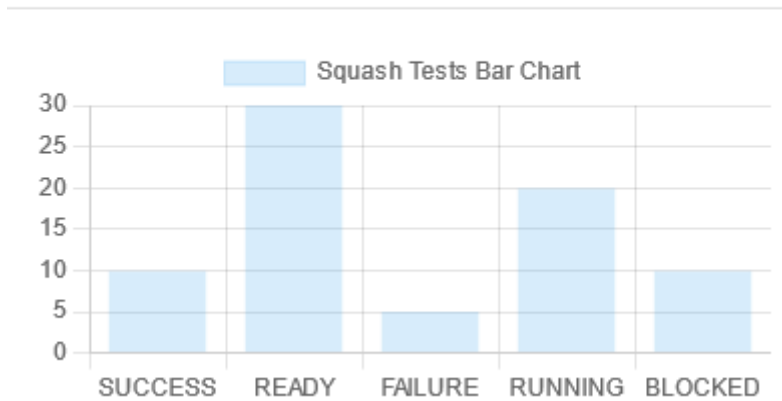


Figure 6.5: Bar Chart

summary	state	issuetype...	key	
okok	Issue Test	Story	SP-6	
qwretyeqwrt	To Do	Story	SP-5	
Test something	To Do	Bug	SP-4	
Start front end	In Progress	Story	SP-3	
Store things in DB	Done	Story	SP-2	

1-5 of 18 < >

Figure 6.6: Data Table

## 6.5 Client Side Access Control

To keep in line with the rules of access to each project and its dashboards, in each project and dashboard a given user tries to access, a set of verifications are put in set.

Usually, a list of the user's projects is shown right after the login, and the user chooses which project it wants to interact with and see all its dashboards by clicking on it:

The projects presented in that list only include the projects the user is allowed to see, and thus no further verification is necessary. However, a user can try and access a specific project's dashboards by typing the entire URL. To control possible illegal accesses, we must verify the result of each request made:

Using the react hook use-http (the hook used for all the requests to the server) we fetch all the project's dashboards. Depending on the result, the page shown to the user can be the project's corresponding dashboards, in case of a successful request:

Home

Settings

Account

LeanDashboard

My Projects

Project ↕	State	Manager	Completion
Project #1	Open	superuser	10%
abc	Open	superuser	100%
dsdsdsd	Open	superuser	100%

+ ADD NEW

Figure 6.7: Projects page presented to every user after logging in

```

async function loadDashboards() {
  const getDashboards = await get(`/api/lean/projects/${id}/dashboards`)
  if (response.ok) {
    setDashboards(getDashboards)
  } else {
    setError(getDashboards)
  }
}

```

Figure 6.8: Function responsible for fetching all the projects

Home

Settings

Account

Project #1

Dashboards

Dashboard #1

Dashboard #2

Dashboard #3

Dashboard #4

Dashboard #5

+  
⚙

Figure 6.9: The dashboards page shown to a user, after selecting a specific project

Otherwise, the user will be greeted with an error page, in case it tries to see the dashboards of a project it doesn't have access to:

Additionally, if a user tries to access a specific dashboard's widgets by manually entering the URL, the application will have the same behavior and display an error page.

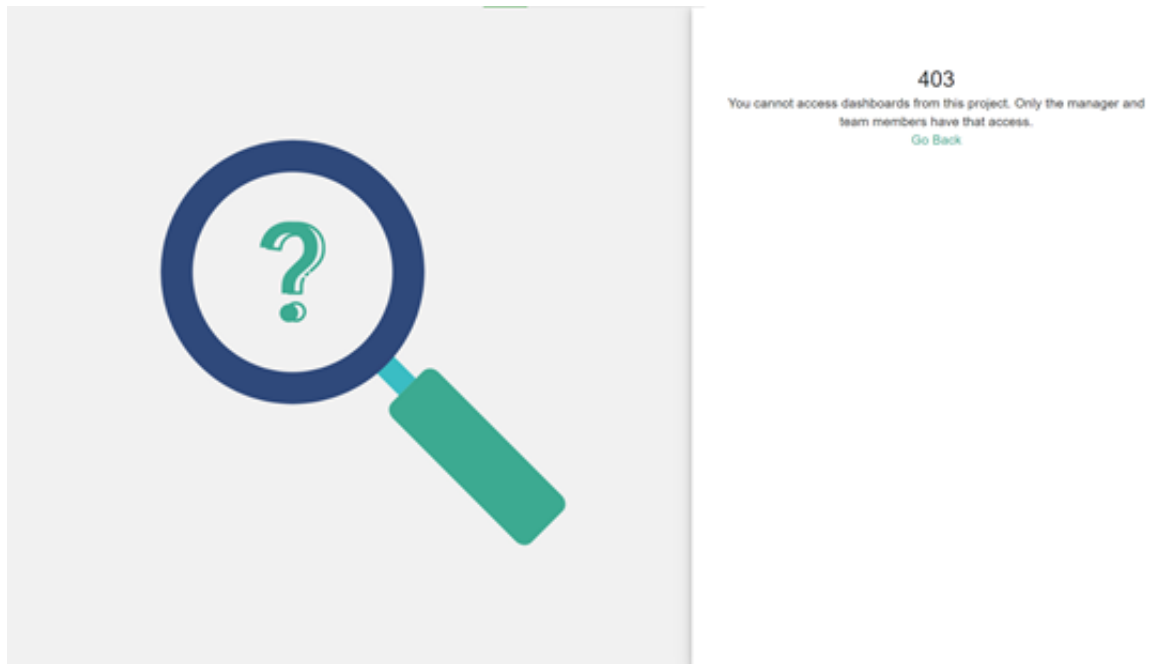


Figure 6.10: Error page shown to a user when trying to access a project it doesn't have access to

Since there are different roles in this application (collaborators, managers, and one superuser) it is necessary to impose a set of restrictions when it comes to the various permissions (such as create and delete projects and dashboards, manage users, editing widgets...).

For example, the projects page will vary whether the user logged in is or not a manager. A regular user will not have an Add Button, since it does not have that permission, only managers and the superuser do:

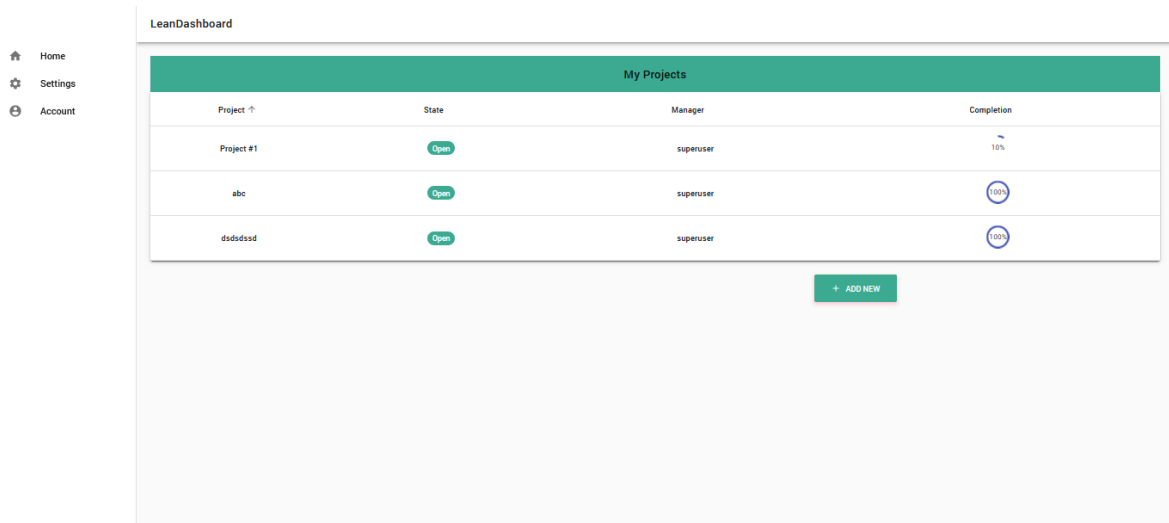


Figure 6.11: Projects page with the "Add Button", presented to managers and the superuser

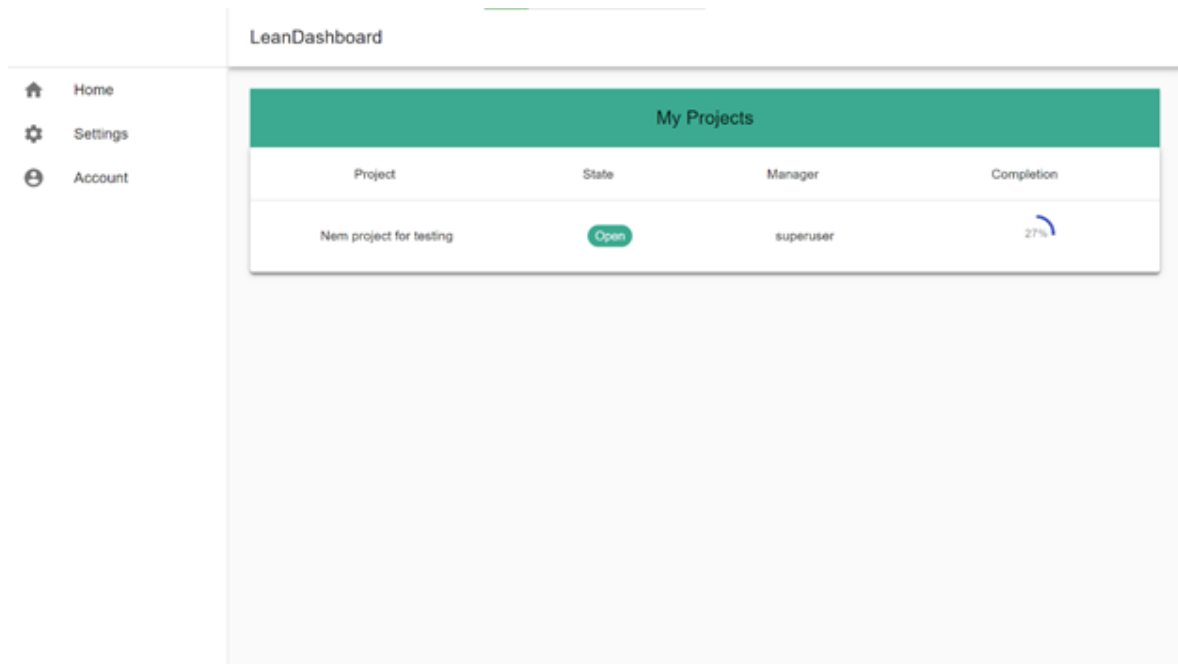


Figure 6.12: Projects page without the "Add Button", presented to all collaborators

This verification however requires an extra request from the API:

```

async function checkIfUserIsManager() {
  const userRoles = await get(`/api/lean/users/${context.credentials.username}/roles`)
  let userIsManager = false
  userRoles.forEach(role => {
    if (role.role === 'manager' || role.role === 'admin') {
      userIsManager = true
    }
  })
  setUserIsManager(userIsManager)
}

```

Figure 6.13: Function responsible for fetching all the user's roles and check if the user is or not a manager or the superuser

Here, we use the context (in this case, the context is the React hook useContext) which stores the current user logged in and once we have its username, we make a get request for the user's roles. If the current user happens to be a manager or a superuser, we use the react hook useState to set the Boolean state variable userIsManager variable with true. The button will then be available for the addition of new projects. The same method is used to verify if a user can access the back-office page. Whenever a user accesses the settings page, the same verification is made and only the superuser and managers will see the button to access the back-office page:

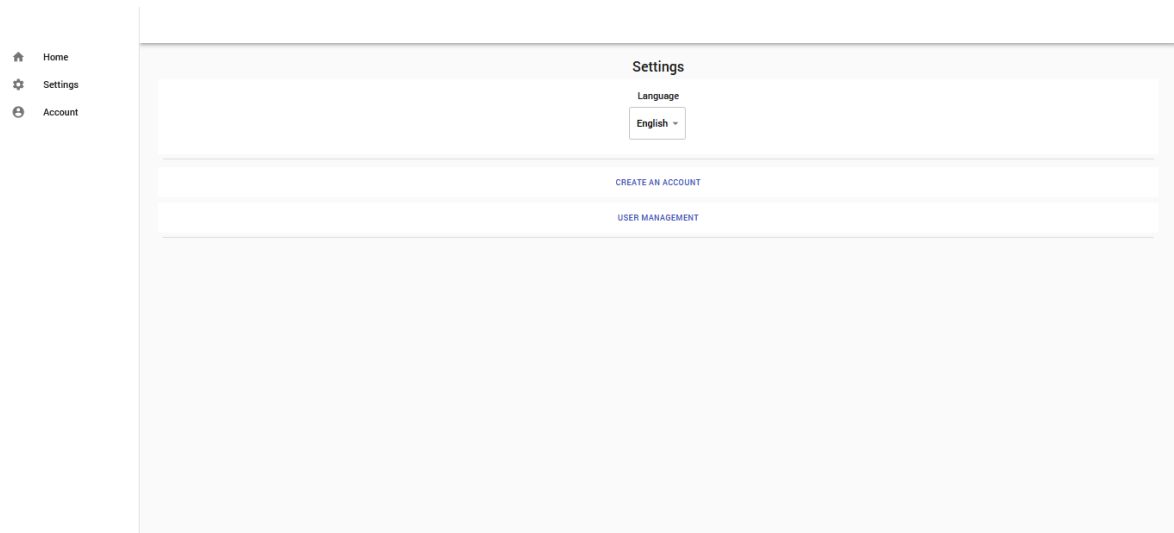


Figure 6.14: Settings page presented to managers and the superuser

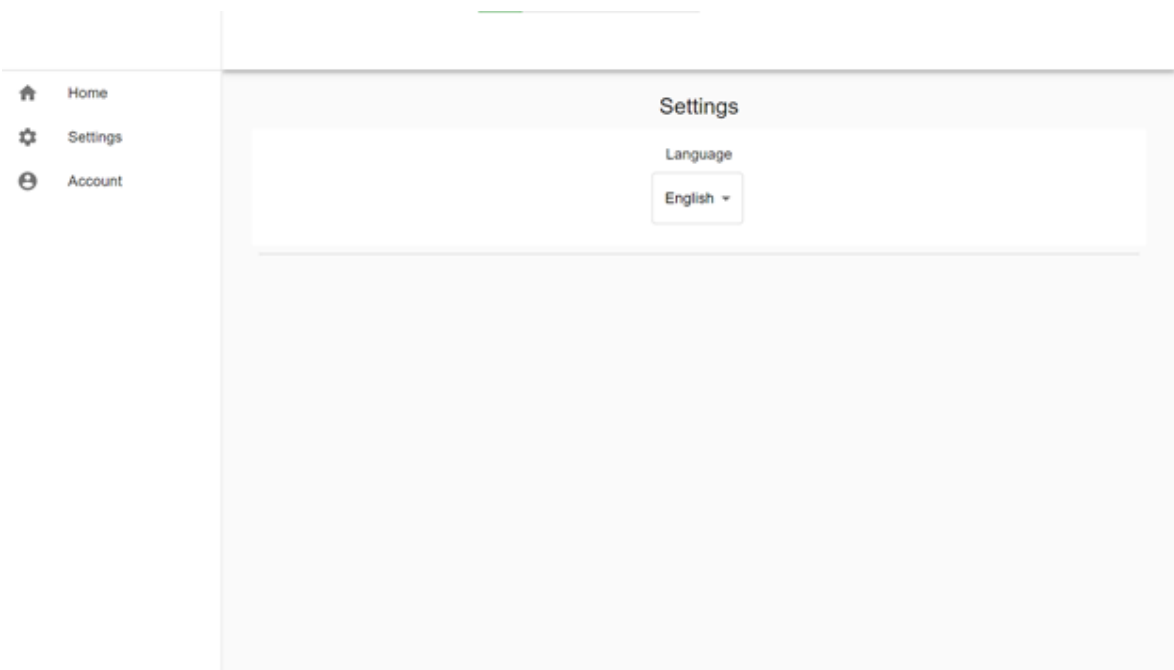


Figure 6.15: Settings page for all collaborators



## Chapter 7

# User Interface

The following chapter presents the graphical user interface (UI) of the application. The following views are responsive and its from desktop view. Same views are different on mobile.

Based on the low fidelity prototype designed to conduct the tests, we implemented the necessary pages and components for the application.

Each component is designed in a way that makes recycling them on other pages easier and each page was easily and quickly implemented by using the Material UI Framework, an easy-to-use tool that provides pre-made components. Material UI also provides methods and tools to design pages according to the screen size being used to view the client application, making implementing the mobile and desktop pages a much simpler task.

As of now, the client application has multi-language support for 3 languages: English, Portuguese, and French. It uses i18n to translate.

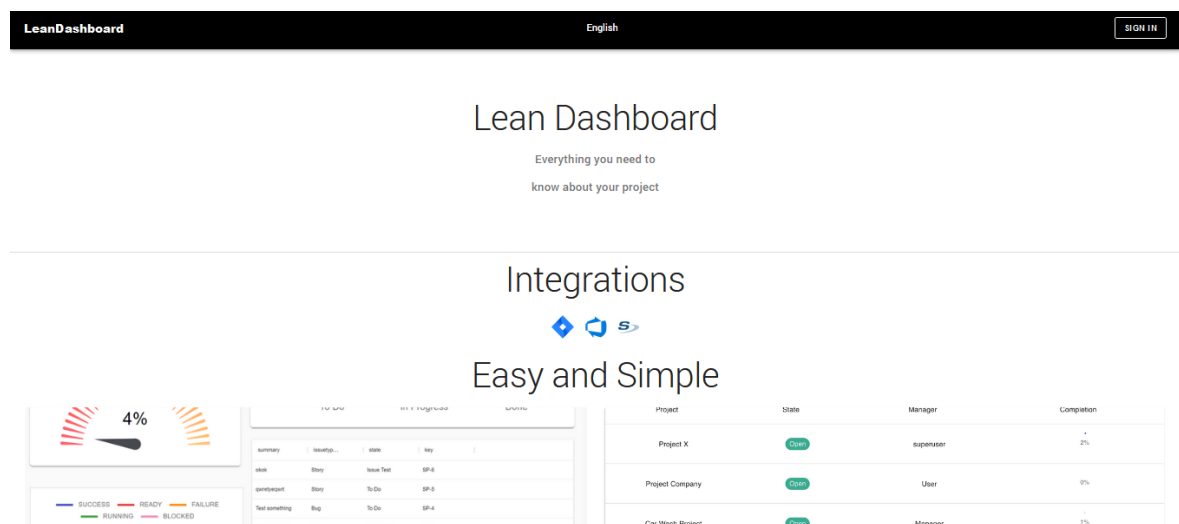


Figure 7.1: Home Page

In figure 7.1, we have the Home Page, it is the first page the user sees. Here the user can change the language of the application and may begin his Log In process, by pressing the Sign-in button. Once the button is clicked the user will be redirected to the Sign-in page where he will be inserting his credentials to enter the application.

## 7.1 Sign In Page

The sign-in page is where the user enters the credentials necessary to sign into our application. They must input a valid username and its associated password to enter.

The page has a checkbox the user can toggle to allow the browser to keep track of the session. The user's session information is stored in two different storages.

The session storage is used when the user does not want the browser to remember them since the information is cleared when they close the tab.

The local storage is used when the user toggles the "Remember Me" checkbox. This storage will save the session information and won't be cleared until the user logs off. So that this effect can be verified, the application verifies if the browser has any saved session, if its not saved the client redirects the user to the login page if the user is trying to access a restricted page.

The user's username is stored within the application by using the React Hook "UseContext" to later be used for the required API calls. In case the session information is saved, the client sends a request to the API to authenticate the user within the application.

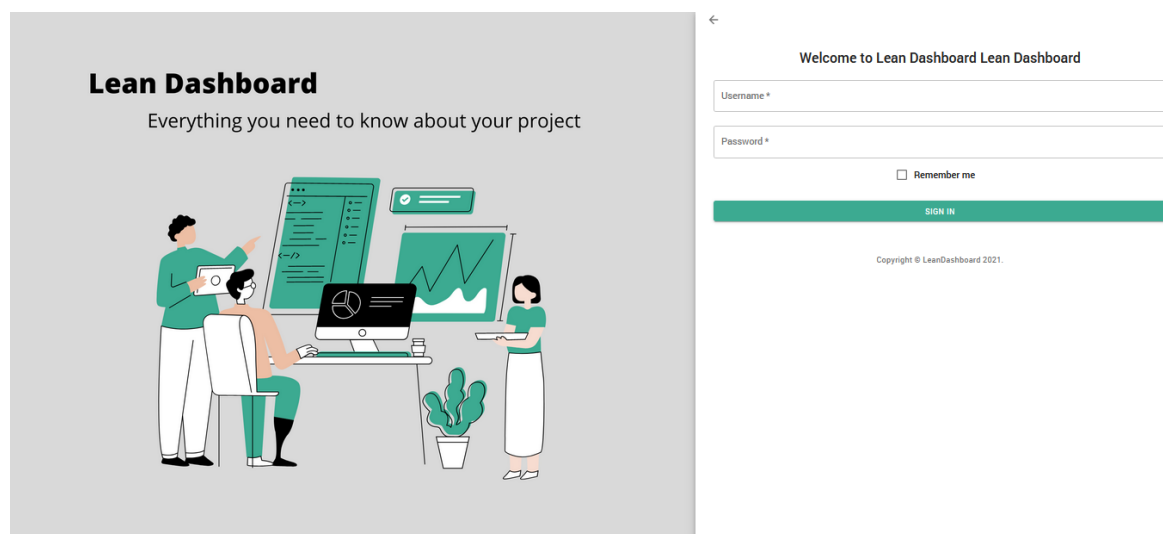


Figure 7.2: Sign In

On figure 7.2 we have the view that represents the entrance to the user account. It is composed by a form of two text input boxes that receive the username and the password.

## 7.2 Projects Page

This view presents to the user the projects that he is on. The page displays in form of a table or list of the projects composed by name, state, manager, and completion, which is the percentage of completion of the projects. The manager or superuser can add a project by pressing the "Add" button. Once this button is clicked, the application will show a pop-up with text fields to fill with name, description, and end date of the project.

My Projects			
Project ↕	State	Manager	Completion
Project #1	Open	superuser	10%
abc	Open	superuser	100%
dsdsdsd	Open	superuser	100%

+ ADD NEW

Figure 7.3: Projects Page

## 7.3 Dashboards Page

This page gives the user a view of the dashboards inside of a project. It can be displayed in form of a list or a group of cards. On this page, we can add a dashboard and be redirected to the project's settings page. On mobile, the options are shown with a swipeable drawer and for bigger screens with a group of buttons displayed on the right side of the screen.

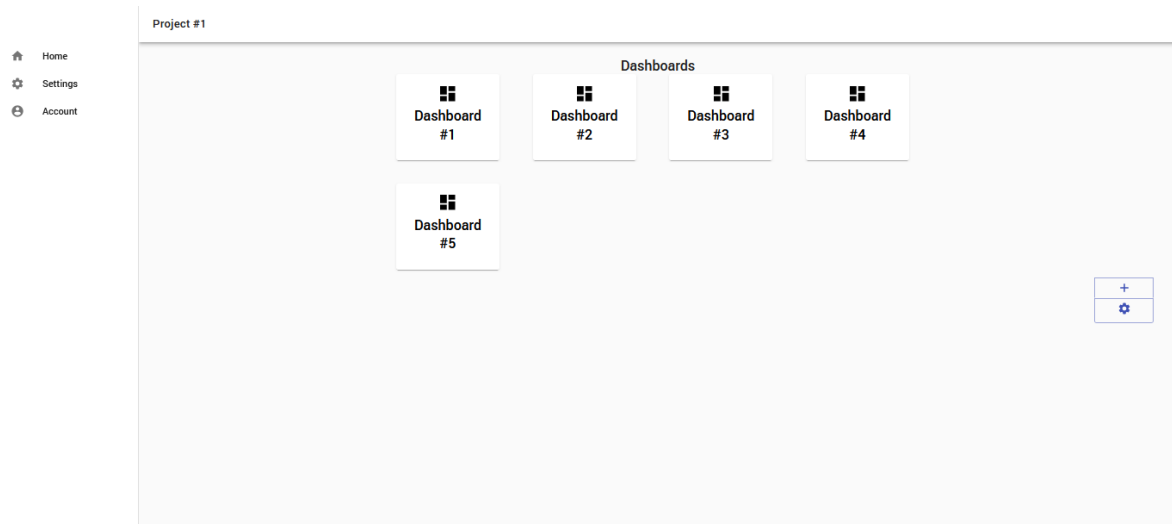


Figure 7.4: Dashboards Page

## 7.4 Dashboard Page

On this page, the user will see the widgets of one dashboard. This page offers four options in the group of buttons or a swipeable drawer, such as add widgets, dashboard settings, delete a dashboard, and edit widgets. By clicking on the first option, the user will be redirected to a page where all the template widgets that can be added to Lean Dashboard are presented. The second option is a pop-up to change the name and description of a dashboard. The third is a pop-up to delete the dashboard and the fourth button will be redirected to a page like the template widgets to edit a specific widget, like deleting it, changing the credentials being used, or the update time.

Adding a widget to a dashboard requires the user to select a template from the list of supported widgets. After this has been decided, the user is presented with a dialogue where the required information for the widget to function is introduced. The user must select the credentials according to the source of the widget and insert the update time settings. When the user edits the time settings, they are presented with a clock if it is a time input or a calendar if it is a date input. When the user confirms this action, they are redirected to the dashboard page and can see the newly added widget. To refresh the widget with the real information, we use a `useEffect` to request an endpoint to get the most updated widget information every minute.

## 7.5 Settings Page

This view is where the user can change the application's display language. To implement the language changer, we use a package called `React-intl`. The team stores messages in separate files, which file is a language for every component. By storing the selected language locally, we passed it to `IntlProvider`, a component used to overwrite default messages, and finally, reload the page. If the user is a superuser, he can add users to the Lean Dashboard application or access the User Management page where all the users in the application can be viewed and edited. The superuser can edit the users by adding or deleting roles for a specific user, deleting users, or changing his username or password.

## 7.6 User Management

The application needed an interface to manage the users and their roles. The view is a table or list of all Lean Dashboard users, and the superuser can assign roles or remove them from a user. The

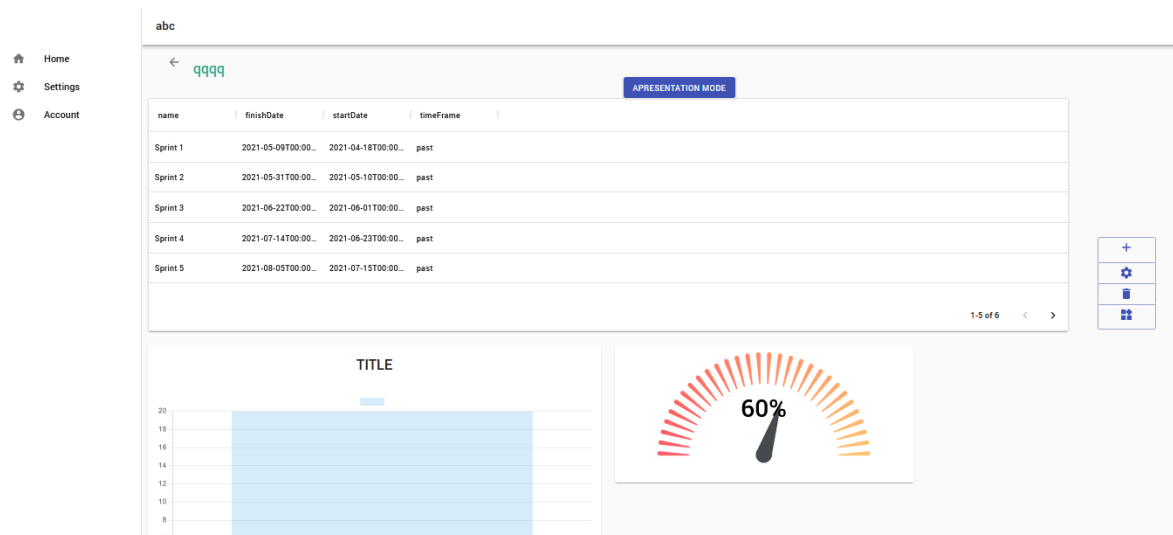


Figure 7.5: Dashboard Page and Widget View

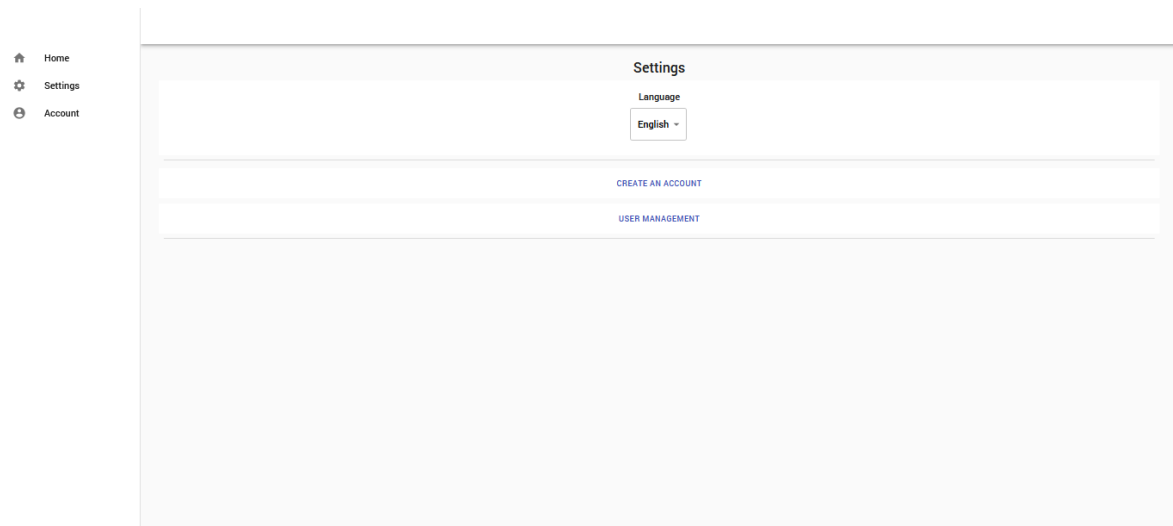


Figure 7.6: Settings Page

superuser can either change the username or password of a user and delete his account.

## 7.7 Projects Settings

All the project settings are dealt with on this page, where the project manager or superuser can change the name or description of the projects, add users or platform credentials, that will later be used to add widgets.

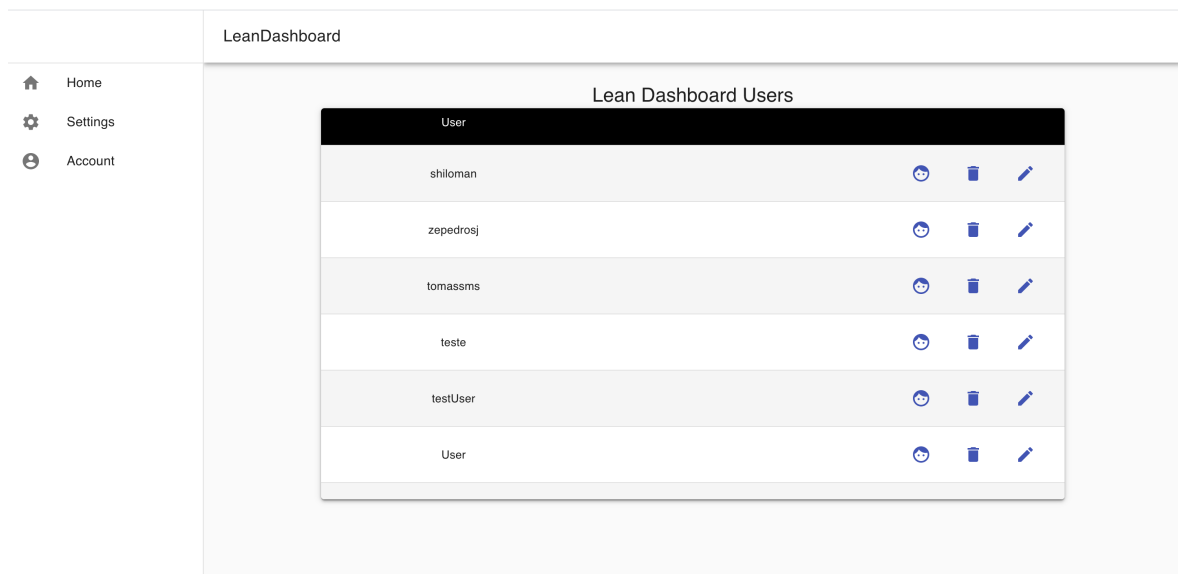


Figure 7.7: User Management

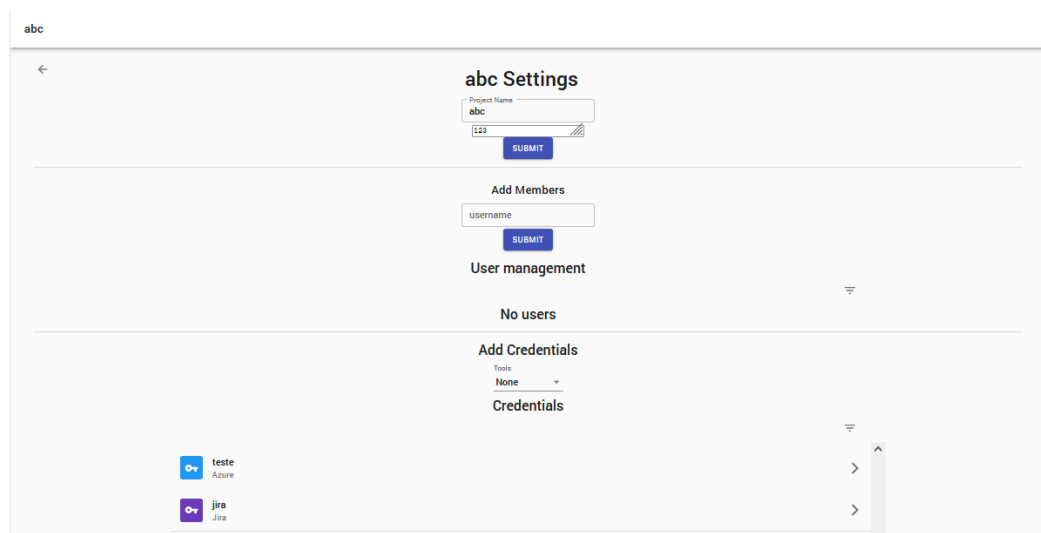


Figure 7.8: Project Settings Page

## Chapter 8

# Tests and Deployment

In this chapter we will go over the methodology and what the team did to ensure the quality of work in this application as well as the steps for the deployment of the application

### 8.1 Tests

To guarantee the server's robustness, the team made numerous tests. These tests were also vital to ensure the correct functioning of the application before we could start working on the deployment. The analysis was the possible error situations and their results and the successful cases. The technology that was chosen to do the tests was Frisby.

The figure above illustrates two unit tests, the first one is a successful login and the second obtains all project belongs to the superuser successfully.

### 8.2 Deployment

For the deployment of the application, we ended up choosing the Heroku platform. This was the platform chosen since it was used previously in the Software Laboratory course and thus all three students add some experience with the procedure of deploying an application on this service.

Since now we are hosting the application outside our local machines, to take care of the storage of all the users and the projects (and their respective dashboards and widgets) we used two addons: Heroku Postgres[21] and Bonsai. The Heroku Postgres add-on will provide us with a PostgreSQL database for the user storage and all the projects and their dashboards and widgets will be stored in the Bonsai Elasticsearch cluster provided.

After having the storage situation handled, we followed the official React guide for deploying an application[23] to the Heroku platform. With that, we then followed the guide from the Heroku Buildpack for Create React App, with a Node.js server

Before deploying the application itself we had to set up the start and build scripts inside the package.json file. These scripts respectively tell what commands need to be executed in the application startup and in the build process:

For the startup script, we simply startup the server with the node command. For the build command, we started by installing all the necessary modules in the package.json with the npm install command. Following that, we installed the standalone Authization module with the command given

```

test('Login: Test for status 200 & Content-Type', async () => {
  return frisby.post(`${SERVER_URI}lean/login`, user)
    .expect('status', 200)
    .expect('header', 'Content-Type', 'application/json; charset=utf-8')
})

test('Get All Projects: for status code 200', async () => {
  return frisby.post(`${SERVER_URI}lean/login`, user)
    .expect('status', 200)
    .expect('header', 'Content-Type', 'application/json; charset=utf-8')
    .then(function(res) {
      var cookie = res._response.headers.get('set-cookie').split(';')[0];
      return frisby.fetch(`${SERVER_URI}api/lean/projects`, {
        method: 'GET',
        headers: {
          'cookie': cookie
        }
      })
    })
    .expect('status', 200)
})
})

```

Figure 8.1: Unit test implementation example

```

"scripts": {
  "start": "node lean/lean-server.js",
  "build": "npm install && npm i @authorization/authorization && cd leandashboard-ui/ && npm install && npm run build",
  "test": "echo \"Error: no test specified\" && exit 1"
},

```

Figure 8.2: Scripts for the React application

by its authors. After that, we change directories to the folder containing all the files regarding the React client and install the necessary modules in package.json for the client application. Finally, with modules installed for the React application, we use the command `npm run build` to generate the production build folder of the application, used when running a React application in production mode.

To correctly deploy the Lean Dashboard application, we had to set up the code structure according to the instructions of the guide. That means that we need to have the server's components in the first directory and have a folder for all the files regarding the React client:



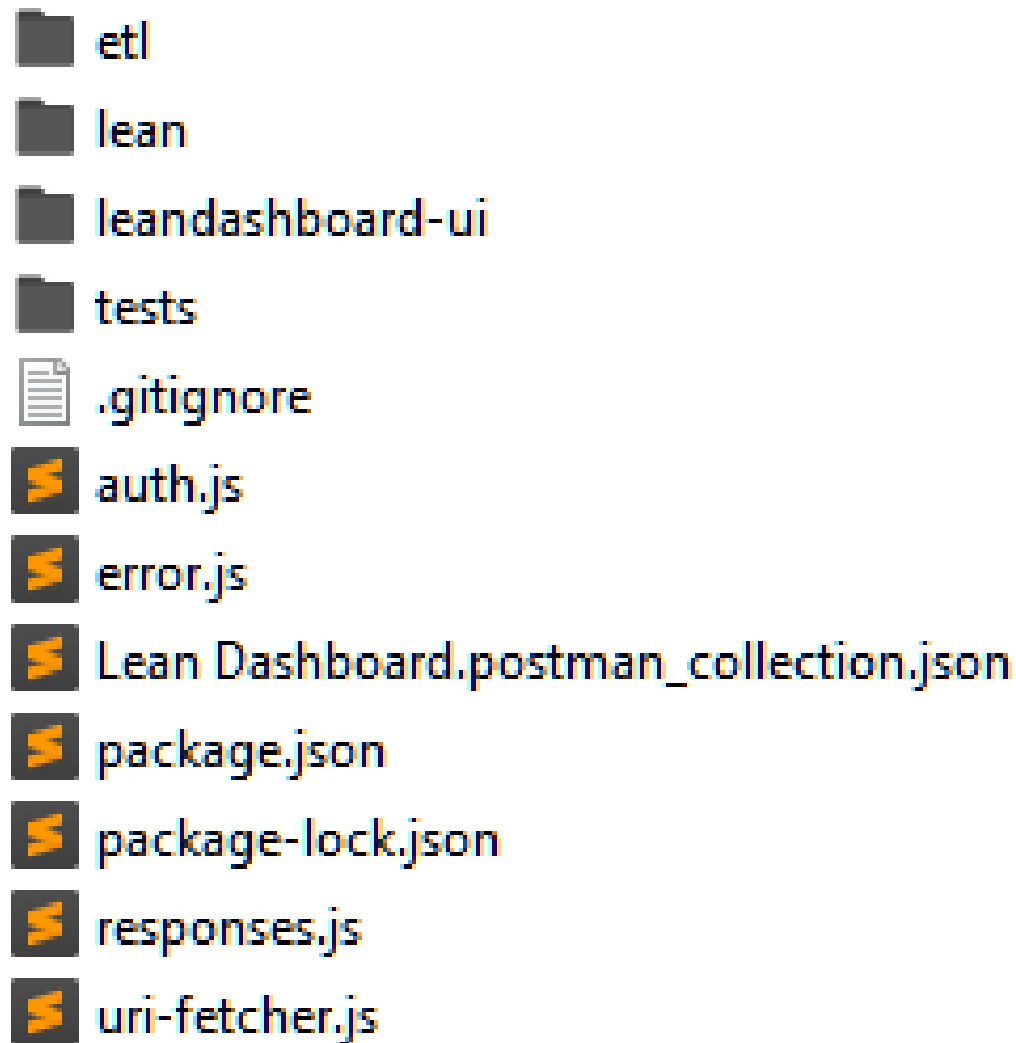


Figure 8.3: Files and folders organization in the Heroku repository

## Chapter 9

# Conclusion

Developing this project, allowed the team to apply the experience acquired along the course in this project.

This project provided the opportunity to work with Inetum and developing a web application, from back to front, as well as interacting with other applications in order to learn how to implement the necessary API requests to obtain the ETL data.

The project also taught the group a lot about the research and planning of an application's user experience as the team has never been introduced to such a topic. Conducting the research on UX and usability tests showed us a new perspective on application development.

In the long term, the following versions of the application could have other functionalities such as digital accessibility, which means making the application more inclusive for disabled users, drag and drop the widgets in the dashboard making the dashboard more configurable, and creation of more widgets.

According to our initial planning, some of the tasks took longer than we were expecting, especially the ETL procedure as it took some time to learn and adapt to our application, but overall the application was finished successfully with good results solving the main problem of aggregating all the spread information in one place for a team to see while having an easy to use and intuitive design that adapts to every type of device and supports various display languages.

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- [21] - Heroku Postgres <https://www.heroku.com/postgres>
- [22] - Bonsai Elasticsearch <https://bonsai.io/>
- [23] - React Deployment <https://create-react-app.dev/docs/deployment/>

## Appendix A - API Documentation



Documentation Settings ▼

# Lean Dashboard

---

## Lean

---

## Projects

---

### GET /api/lean/projects

`http://localhost:8000/api/lean/projects`

Get All projects from Lean Dashboard

Example Request

/api/lean/projects

```
curl --location --request GET 'http://localhost:8000/api/lean/projects'
```

### GET /api/lean/projects/user/{username}

`http://localhost:8000/api/lean/projects/user/superuser`

Get All projects from Lean Dashboard for a specific user



Example Request

/api/lean/projects/user/{username}

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/user/superuser'
```

## POST /api/lean/projects

```
http://localhost:8000/api/lean/projects
```

Create a project

### BODY raw

```
{
  "name": "new project with date from temp user",
  "description": "testing dates for temp user",
  "startDate" : "06-23-2021",
  "endDate" : "06-20-2031"
}
```

Example Request

/api/lean/projects

```
curl --location --request POST 'http://localhost:8000/api/lean/projects' \
--data-raw '{
  "name": "new project with date from temp user",
  "description": "testing dates for temp user",
  "startDate" : "06-23-2021",
  "endDate" : "06-20-2031"
}'
```

## GET /api/lean/projects/{id}

```
http://localhost:8000/api/lean/projects/dPfiOXoB7uaFwnIMOTzN
```

Get a specific project



Example Request

/api/lean/projects/{id}

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/dPf10XoB7uaFwnIMOTzN'
```

## PUT /api/lean/projects/{id}

http://localhost:8000/api/lean/projects/U\_fZOXoB7uaFwnIMcTwn

Update name or description from a project

### BODY raw

```
{
  "name" : "Testing update function",
  "description" : "Testing"
}
```

Example Request

/api/lean/projects/{id}

```
curl --location --request PUT 'http://localhost:8000/api/lean/projects/U_fZOXoB7uaFwnIMcTwn' \
--data-raw '{
  "name" : "Testing update function",
  "description" : "Testing"
}'
```

## PUT /api/lean/projects/{id}/owner

http://localhost:8000/api/lean/projects/L1Z3TnoBISjgkE0xGbsl/owner

Update name or description from a project

### BODY raw

```
{
  "newOwner" : "superuser"
```



Example Request

/api/lean/projects/{id}/owner

```
curl --location --request PUT 'http://localhost:8000/api/lean/projects/L1Z3TnoB1SjgkE0xGbsI/owner'
--data-raw '{
  "newOwner": "superuser"
}'
```

## DEL /api/lean/projects/{id}

```
http://localhost:8000/api/lean/projects/O6_3o3kB52sP8UCyIltt
```

Deletes a project, making it an "Archived" project

Example Request

/api/lean/projects/{id}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/projects/O6_3o3kB52sP8UCyIltt'
```

## POST /api/lean/projects/:id/users

```
http://localhost:8000/api/lean/projects/H1ZnTnoB1SjgkE0xobvD/users
```

### BODY raw

```
{
  "username": "temp"
}
```



Example Request

/api/lean/projects/:id/users

```
curl --location --request POST 'http://localhost:8000/api/lean/projects/H1ZnTnoB1SjgkE0xobvD/users'
--data-raw '{
  "username": "temp"
}'
```

## DEL /api/lean/projects/:id/users/{username}

```
http://localhost:8000/api/lean/projects/vxuewnkBE0sk1r1Qi0ZN/users/zepedroj
```

Deletes a specific user from the specific project

Example Request

/api/lean/projects/:id/users/{username}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/projects/vxuewnkBE0sk1r1Qi0ZN/user
```

# Dashboards

## GET /api/lean/projects/{id}/dashboards

```
http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboards
```

Gets all dashboards for a specific project

Example Request

/api/lean/projects/{id}/dashboards

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboa
```





## GET /api/lean/projects/{id}/dashboard/{dashboardId}

```
http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboard/V5TNcnoB7HcdE2Ow340a
```

Gets a specific dashboard for a specific project

Example Request

/api/lean/projects/{id}/dashboard/{dashboardId}

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboa
```

## POST /api/lean/projects/{id}/dashboard

```
http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/dashboard
```

Add a dashboard to a Project

### BODY raw

```
{
  "name": "New Dashboard",
  "description": "description"
}
```

Example Request

/api/lean/projects/{id}/dashboard

```
curl --location --request POST 'http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/dashbo
--data-raw '{
  "name": "New Dashboard",
  "description": "description"
}'
```

## DEL /api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetId}



Deletes a specific dashboard from a specific project

Example Request

/api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetId}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/projects/ePkBzXkBM-3h0BzM-3-Q/dash
```

## PUT /api/lean/projects/{id}/dashboard/{dashboardId}

```
http://localhost:8000/api/lean/projects/-XDijnkB7Od3lsy2PgZ/dashboard/-3D6jnkB7Od3lsy2PAfE
```

Edits the dashboard information

### BODY raw

```
{
  "name": "Update Dashboard Lean Dashboard",
  "description": "description Lean Dashboard"
}
```

Example Request

/api/lean/projects/{id}/dashboard/{dashboardId}

```
curl --location --request PUT 'http://localhost:8000/api/lean/projects/-XDijnkB7Od3lsy2PgZ/dashboa
--data-raw '{
  "name": "Update Dashboard Lean Dashboard",
  "description": "description Lean Dashboard"
}'
```

# Widgets

## GET /api/lean/proiects/widgets/templates



```
http://localhost:8000/api/lean/projects/widgets/templates
```

Shows all the widget templates for the application

Example Request

/api/lean/projects/widgets/templates

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/widgets/templates'
```

## POST /api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetIdTemplate}

```
http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/dashboard/efkCzXkBM-3hOBzMIX-_/widgets/gvkGzXkBM-3hOBzM3n--
```

Posts a widget in a dashboard

### BODY raw

```
{
  "timeSettings": {
    "seconds" : "",
    "minutes" : "*/1",
    "hours" : "*",
    "dayOfMonth" : "*",
    "month" : "*",
    "dayOfWeek" : "*"
  },
  "credentials": "JIRACredentials",
  "..."
}
```

[View More](#)

Example Request

/api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetIdTemplate}



```
curl --location --request POST 'http://localhost:8000/api/lean/projects/cPkBzXkPM_3b0BzM_3_0/dashboard'
```

## PUT /api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetsId}}

```
http://localhost:8000/api/lean/projects/7GZvv3oBvTSU8GYG9GI3/dashboard/72Zyv3oBvTSU8GYGF2Ib/widgets/-2aHv3oBvTSU8GYGdmKS
```

Edits a widget's information

### BODY raw

```
{
  "timeSettings": {
    "seconds" : "",
    "minutes" : "*/1",
    "hours" : "*",
    "dayOfMonth" : "*",
    "month" : "*",
    "dayOfWeek" : "*"
  },
  "credentials": "teste",
  "name": "Widget Name"
```

[View More](#)

Example Request

/api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetsId}}

```
curl --location --request PUT 'http://localhost:8000/api/lean/projects/7GZvv3oBvTSU8GYG9GI3/dashboard/72Zyv3oBvTSU8GYGF2Ib/widgets/-2aHv3oBvTSU8GYGdmKS' --data-raw '{
  "timeSettings": {
    "seconds" : "",
    "minutes" : "*/1",
    "hours" : "*",
    "dayOfMonth" : "*",
    "month" : "*",
    "dayOfWeek" : "*"
  },
  "credentials": "teste",
  "name": "Widget Name"
}'
```

[View More](#)

## DEL /api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetsId}}

```
http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboard/V5TNcnoB7HcdE2Ow340a/widgets/W5TPcnoB7HcdE2Owe42S
```

**BODY raw**

```
{
  "timeSettings": {
    "seconds" : "",
    "minutes" : "*/1",
    "hours" : "*",
    "dayOfMonth" : "*",
    "month" : "*",
    "dayOfWeek" : "*"
  },
  "credentials": "JIRACredentials"
```

[View More](#)

Example Request

`/api/lean/projects/{id}/dashboard/{dashboardId}/widgets/{widgetId}`

```
curl --location --request DELETE 'http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dash
--data-raw '{
  "timeSettings": {
    "seconds" : "",
    "minutes" : "*/1",
    "hours" : "*",
    "dayOfMonth" : "*",
    "month" : "*",
    "dayOfWeek" : "*"
  },
```

[View More](#)**GET /api/lean/projects/{projectId}/dashboard/{dashboardId}/widgets/{widgetId}**

```
http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboard/V5TNcnoB7HcdE2Ow340a/widgets/W
5TPcnoB7HcdE2Owe42S
```

Gets a specific widget

Example Request

`/api/lean/projects/{projectId}/dashboard/{dashboardId}/widgets/{widgetId}`

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/VpStcnoB7HcdE2OwxI0K/dashboa
```



Only the superuser can access these endpoints

## GET /api/lean/projects/users

http://localhost:8000/api/lean/users

Gets all users

Example Request

/api/lean/projects/users

```
curl --location --request GET 'http://localhost:8000/api/lean/users'
```

## GET /api/lean/projects/user/{id}

http://localhost:8000/api/lean/users/1

Gets a specific user by id

Example Request

/api/lean/projects/user/{id}

```
curl --location --request GET 'http://localhost:8000/api/lean/users/1'
```

## GET /api/lean/projects/user/{username}

http://localhost:8000/api/lean/users/username/zepedros

Get a specific user by username



Example Request

/api/lean/projects/user/{username}

```
curl --location --request GET 'http://localhost:8000/api/lean/users/username/zepedros'
```

## DEL /api/lean/users/{username}

Deletes a user

Example Request

/api/lean/users/{username}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/users/temp'
```

## GET /api/lean/users/{username}/roles

Get the user roles

Example Request

/api/lean/users/{username}/roles

```
curl --location --request GET 'http://localhost:8000/api/lean/users/superuser/roles'
```

## POST /api/lean/users/{username}/roles

Gives the user a role

**BODY raw**

```
{  
  "role": "manager"  
}
```

Example Request

/api/lean/users/{username}/roles

```
curl --location --request POST 'http://localhost:8000/api/lean/users/temp/roles' \  
--data-raw '{  
  "role": "manager"  
}'
```

**DEL /api/lean/users/{username}/roles/{role}**

Deletes a role from the user

**BODY raw**

```
{  
  "role": "manager"  
}
```

Example Request

/api/lean/users/{username}/roles/{role}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/users/zepedros/roles/manager' \  
--data-raw '{  
  "role": "manager"  
}'
```

**POST /api/lean/register**





Creates a user

#### **BODY** raw

```
{
  "username" : "temp",
  "password" : "Testpassword123"
}
```

Example Request

/api/lean/register

```
curl --location --request POST 'http://localhost:8000/lean/register' \
--data-raw '{
  "username" : "temp",
  "password" : "Testpassword123"
}'
```

## **POST /api/lean/login**

http://localhost:8000/lean/login

Logs a user onto our application, can be accessed by anyone

#### **BODY** raw

```
{
  "username" : "superuser",
  "password" : "Superuser123"
}
```

Example Request

/api/lean/login

```
curl --location --request POST 'http://localhost:8000/lean/login' \
--data-raw '{
  "username" : "superuser",
  "password" : "Superuser123"
}'
```



## POST /api/lean/logout

http://localhost:8000/lean/logout

Logs a user out of the application, can be used by anyone

Example Request

/api/lean/logout

```
curl --location --request POST 'http://localhost:8000/lean/logout'
```

## PUT /lean/users/{username}/username

http://localhost:8000/lean/users/zepedros/username

Edits an existing user's username

### BODY raw

```
{
  "newUsername": "chris"
}
```

Example Request

/lean/users/{username}/username

```
curl --location --request PUT 'http://localhost:8000/lean/users/zepedros/username' \
--data-raw '{
  "newUsername": "chris"
}'
```

## PUT /lean/users/{username}/password



Edits an existing user's password

#### **BODY** raw

```
{
  "newPassword": "Testpassword123"
}
```

Example Request

/lean/users/{username}/password

```
curl --location --request PUT 'http://localhost:8000/lean/users/zepedros/password' \
--data-raw '{
  "newPassword": "Testpassword123"
}'
```

## Credentials

### **GET** /api/lean/projects/{id}/credentials

```
http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/credentials
```

Gets all project credentials

Example Request

/api/lean/projects/{id}/credentials

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/credentials'
```

### **GET** /api/lean/projects/{id}/credentials/{credentialId}

```
http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/credentials/ePkBzXkBM-3hOBzM-3-Q
```



Gets a specific credential from the project

Example Request

/api/lean/projects/{id}/credentials/{credentialId}

```
curl --location --request GET 'http://localhost:8000/api/lean/projects/srQIw3kBDPtJKyKYIIqf/credent
```

## POST /api/lean/projects/{id}/credentials

http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/credentials

Creates a credential within the project

### BODY raw

```
{
  "name" : "abc",
  "source" : "Jira",
  "credential": {
    "email" : "leandashboardproject@gmail.com",
    "token" : "LPcyGdZolN906MvzdWPHF045",
    "APIPath" : "leandashboard.atlassian.net",
    "APIVersion" : 3
  }
}
```

[View More](#)

Example Request

/api/lean/projects/{id}/credentials

```
curl --location --request POST 'http://localhost:8000/api/lean/projects/ePkBzXkBM-3hOBzM-3-Q/creden
--data-raw '{
  "name" : "abc",
  "source" : "Jira",
  "credential": {
    "email" : "leandashboardproject@gmail.com",
    "token" : "LPcyGdZolN906MvzdWPHF045",
    "APIPath" : "leandashboard.atlassian.net",
    "APIVersion" : 3
  }
}
```

[View More](#)

**DEL /api/lean/projects/{id}/credentials/{credentialId}**

```
http://localhost:8000/api/lean/projects/srQlw3kBDPtjKyKYIIqf/credentials/uLQLw3kBDPtjKyKYW4o7
```

Deletes a credential from the project

Example Request

/api/lean/projects/{id}/credentials/{credentialId}

```
curl --location --request DELETE 'http://localhost:8000/api/lean/projects/srQIw3kBDPtJKyKYIIqf/cred
```

**PUT /api/lean/projects/{id}/credentials/{credentialId}**

```
http://localhost:8000/api/lean/projects/hkqC0nkBD1XHrm2KaUW7/credentials/iEqD0nkBD1XHrm2KKkVe
```

Edits a specific credential

**BODY** raw

