Web Development



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Assignment 2

Specification & Grading Guidelines

Assignment 2 Specification

- 15 Spacebook 'Stories'
- Deadline: Thursday 19th May: 5:00 pm
- Demonstrations: Friday 20th, FTG24. Schedule to be published on moodle
- Demo + Walk though of app (10 mins each).

- Lab 09 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

- Extend the User Model to include the following new fields:
 - Age
 - Nationality
- These fields must be filled in when a user registers.

- 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

- 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.

- 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);
```

 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..

 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

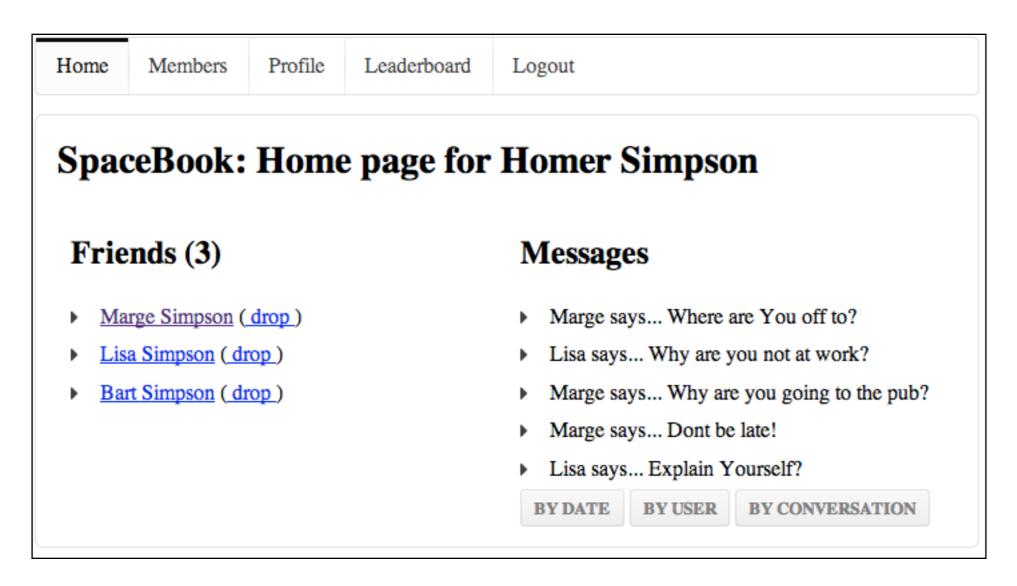
Deploy the application to <u>heroku.com</u>

Story 12

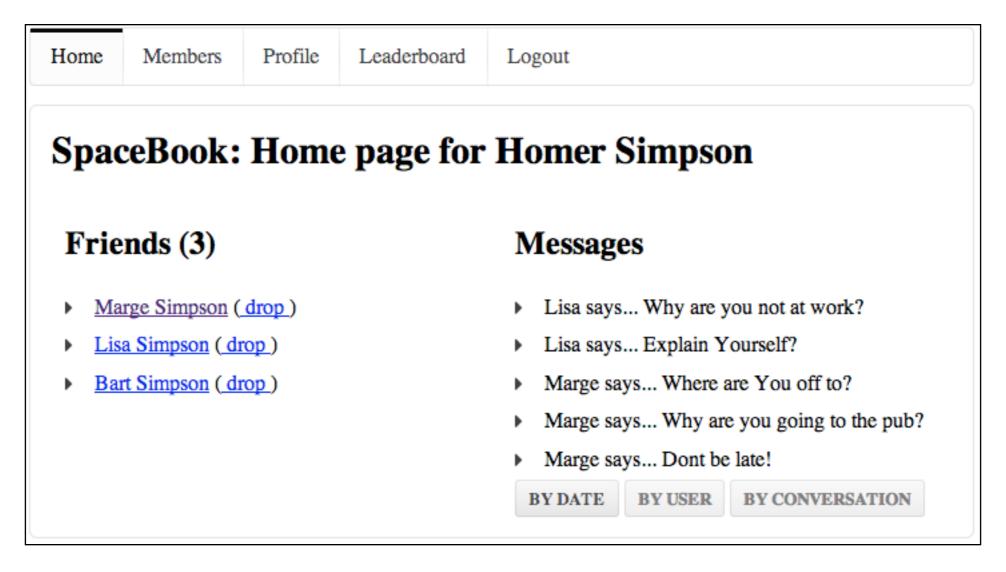
• Show a small version of the users picture in the friends and messages lists on the users home page.

- In the home page, allow the user to list all messages sorted by:
 - by Date message sent
 - by Sender Name
 - by Conversation, including messages sent and received
- Examples on next slides

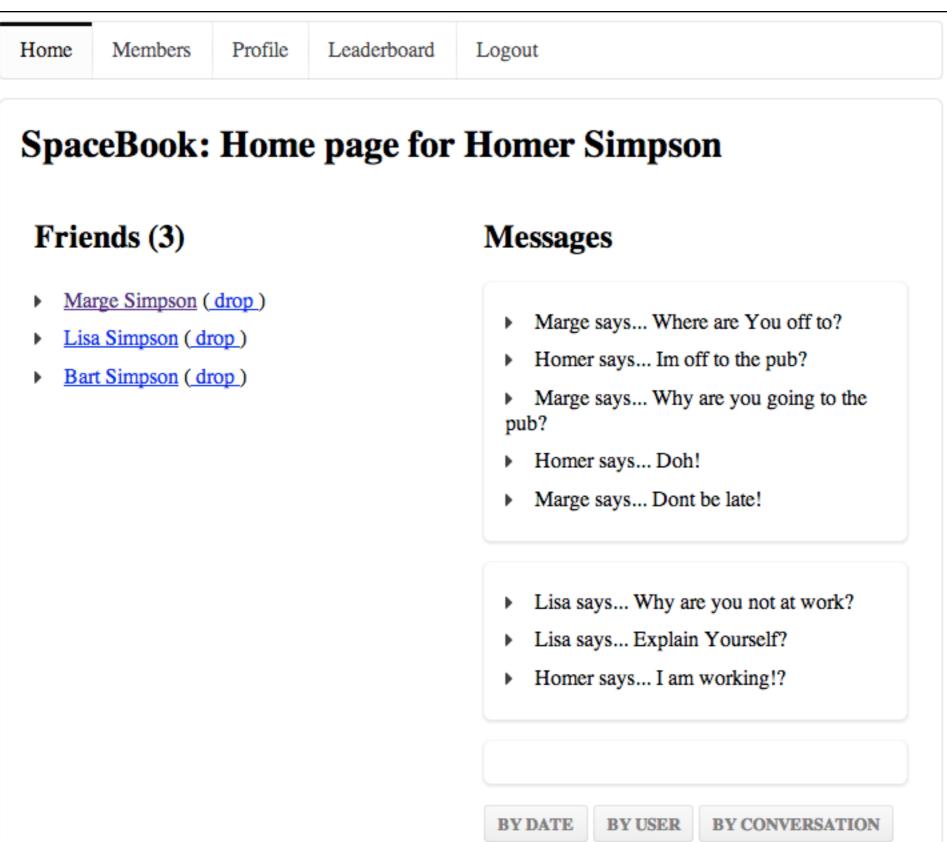
Sorted by Date Sent...



Sorted by Sender Name

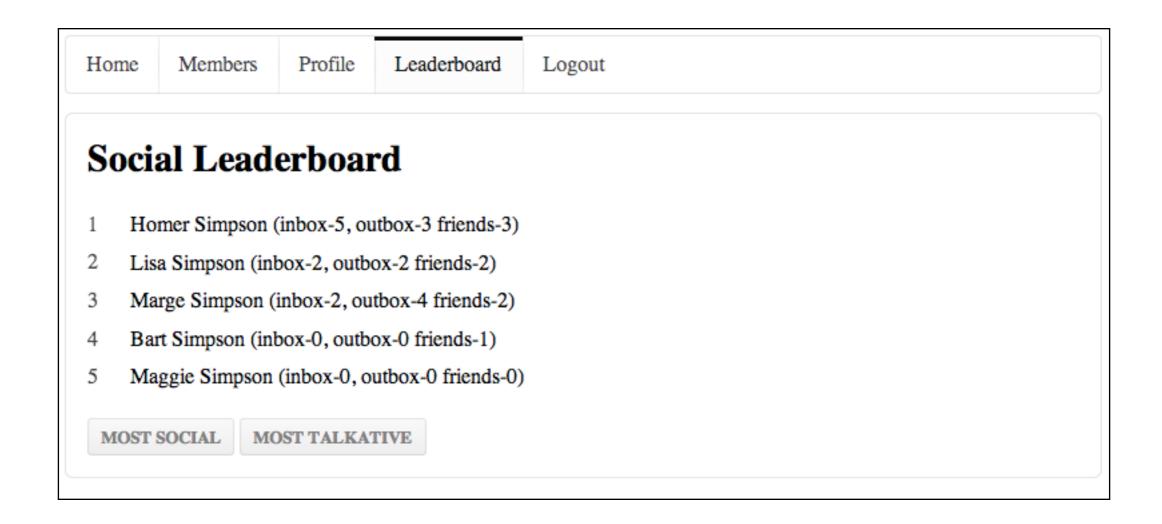


Sorted by Conversation...

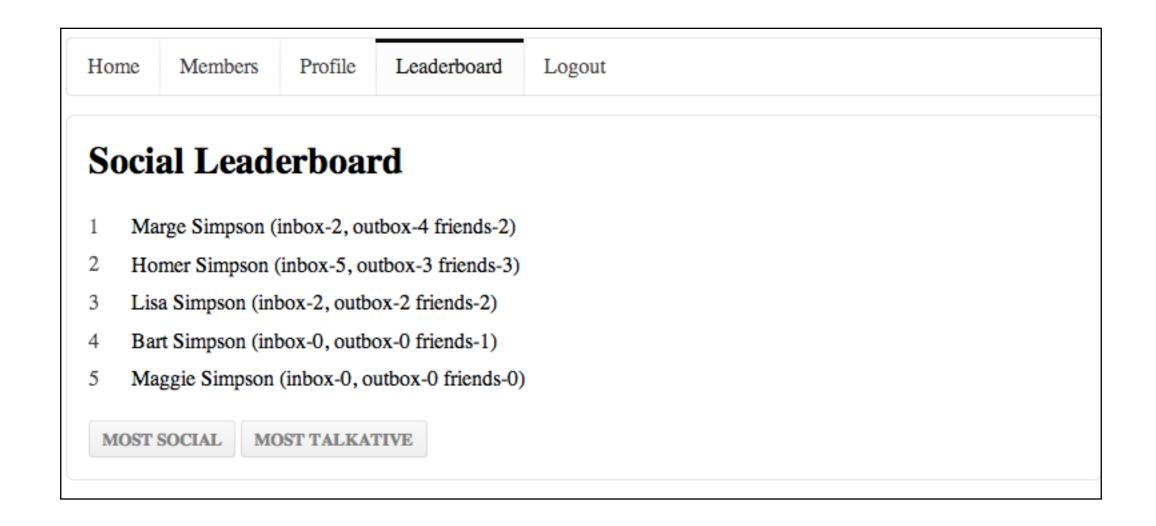


- Introduce a new View called 'Leaderboard', which will show all users ordered as follows:
 - By most 'social' (most fiends)
 - By most 'talkative' (most messages sent)
- Examples on next slides

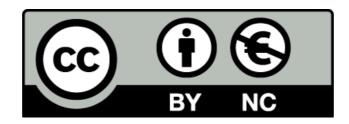
Most Social...



Most Talkative...



- Preload on launch:
 - Users
 - Messages
 - Friendships
 - Images



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