MIDDLE EAST TECHNICAL UNIVERSITY

COMPUTER ENGINEERING DEPARTMENT

FINAL DESIGN REPORT

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WEBMES

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1. INTRODUCTION

During the requirement analysis phase of our project and the following days, we have examined enough number of products in detail that have some similar base parts. Examining these AJAX based, Web 2.0 applications, helped us to determine advantageous and disadvantageous parts of them. By the experiences that we have gained while we were making extensive web search, we are now aware of required basic functionalities and extra features that we can add to our product, XILENT. Even though, developing a messaging environment via plug-in is not a widespread study nowadays, by making deep research, we got the knowledge to prepare our solutions to overcome all kind of problems that we may face.

While initial design report had the purpose of giving initial solutions especially on design concepts, this final design report has the purpose of finalizing the design part of the project. These design concepts were analyzed in 4 main parts namely; data design, architectural design, interface design and procedural design. We have shaped database structure, used data flow diagrams, sequence diagrams and activity diagrams to make every part of the project clear. At this point, our analysis report and initial design report helped us to shape all of these.

1.1. PROJECT TITLE

Our project title is “XILENT”. Because our project is developing a plug-in with many specialties, it will do its job silently, without warning the browser and keeping it fully busy. So we think that, a word that has a similar pronunciation with silent will be suitable to be the title of our project.

1.2. PROBLEM DEFINITION

As the web technology evolves, people start to spend most of their times on the internet. Internet is being used as communication and information gathering environment at any time. In other words, people now socialize on the internet. Like in the real world, it becomes an important issue to bring people together on the web. On the other side, giving people information about what they need as quick as possible becomes another important issue. According to these needs, one of the most important necessities of the internet is now an instant messaging platform that is independent from the website with may helpful extensions. So our aim is to develop such an application.

So, why should such an application exist in the market? First of all socialization on the web is an undeniable need in today's world. As people spending most of their times on the internet, the number of applications that aim to provide a social web environment for the users are increasing rapidly. But none of them respond the users' need fully. Secondly, most of the instant messaging platforms are webpage dependent. That means if you want to chat with your friend, you have to visit the page and communicate from there, so the browser is kept busy by the way. Actually if it is handled by a sidebar that is located on one side of the browser, this won't be a problem anymore. Then the needs for taking more information from a webpage of the users are increasing as people living on the internet more. If the web pages contain some useful notes on them, the user will get enough information about what he/she is looking for. Finally there is a need for effective tagging. Now tagging is done for whole webpage. At this situation, when the user visits a tagged webpage, he/she knows the information exists at that page but doesn't know the exact place of the information. This problem can be solved by tagging the information with the exact place information.

During this year we will be working on developing a collaborative web messaging environment based on Ajax and XMPP open platforms in Web 2.0 form. At user registration, we will use APACHE_TOMCAT server which can execute JSP files. So user information will be sent to the database by this way. On the server side of web messaging, OPENFIRE, a JABBER server will be used and on the client side, AJAX will be used. While OPENFIRE deals with instant messaging protocols, AJAX based user interfaces will make things work faster on the client side. By the help of these technologies we are going to develop Firefox plug-in that provides users, on-page messaging environment. With these plug-in you can chat with anybody that has added the plug-into their browsers. But we will give communication chance to people that are visiting the same web pages. Moreover this project will have note leaving, tagging and finally page assistant parts. Page assistant is a kind of user that may be admin of a visited webpage or a person who is responsible for that page. Page assistants will have the chance to chat with people who are visiting their web pages. But instant messaging is the first issue that we need to handle. At this point OPENFIRE really makes our job easier as we don't need to care too much about instant messaging mechanism because OPENFIRE will do it for us most of the time. We only have to account for creating some plug-in to help OPENFIRE to overcome these messaging protocols.

On the other hand, our extension will be AJAX based. A toolbar will appear at the left side of our browser and this application provides users on-page messaging environment. But this part will have extra properties. One of them is, this extension will have the ability to take many information from the webpage such as which webpage we are visiting at that moment, whether the webpage includes any tagged information or note and so on. This part will be achieved by the appropriate Java Scripts that we are going to develop. The other one is that this part will also have "communication with page assistant" part. That is, if a user is interested in something on that side, then the assistant should answer his/her question about the issue interested on that

page. In addition to these core requirements some more developments can be integrated into the project. For instance a user will have the ability to leave notes on a webpage for himself/herself for his/her group. This feature can help a user to remember to look something on that site later. If note is left for group, that group can see the note when the members visit that page. Also the user can tag any information at the webpage to use it later, to share it with his/her group. In here we don't mean tagging the entire page, any part of the webpage can be tagged. Measuring the rating of web pages according to the groups by looking which pages are visited by users will also be added to the project. This shows users, the web pages mostly visited in a day. This feature may help users or groups to indicate the web pages that are popular. Moreover, a user can vote for a web page. This feature gives a chance to users for evaluating web pages. All users can see the average note of that web page. Also users can see the web pages that are being visited by his/her friends at that time. Therefore he/she can visit that page and establish a contact with his/her friend on that page. These are some of the extensions that we are planning to develop.

By developing such plug-in, we are planning to satisfy many web users' needs, because we think that only a webpage like facebook will not meet the socialization requirements of users, at the future this process should be done independent from a webpage.

1.3. PROJECT SCOPE & GOALS

XILENT will offer web users, a user friendly instant messaging toolbar together with some extra features with rich user interface. We will develop a Web 2.0 application which is independent from the webpage that is visited at that moment. Our toolbar will be placed at the left side of the browser and provide basically instant messaging and many other functionalities. XILENT will be developed regarding the following basic properties:

- User friendliness: Xilent will be an easy application to use and its features will be both clear enough and understandable with user interface
- Security: If a user is looking his/her mails in a password protected area other users can not able to follow this user and also our application will not have any right to reach the information in this area
- AJAX: Full integration of AJAX technology will be achieved on user side
- Database: Our database will have a recovery feature in case of a database failure
- Fastness: XILENT will be capable of sending and receiving messages very fast by the power of OPENFIRE and won't affect browsers speed
- Extendibility: By using modular design and keeping the degree of coherence of modules low, any change can be integrated to XILENT with less amount of effort

1.4. CURRENT STATUS OF THE PROJECT

In this part, what has been done so far about the project and what can be done in near future will be told, because without any implementation, design issue will be abstract. This fact forces us to make an early start to implementation part. For this purpose we have designed a simple prototype. The applications in this prototype will surely be improved day by day by but this sample is very meaningful in the aspect of making a first step towards success. First we have developed a registration page to send the user information such as username and password to our MYSQL database server.

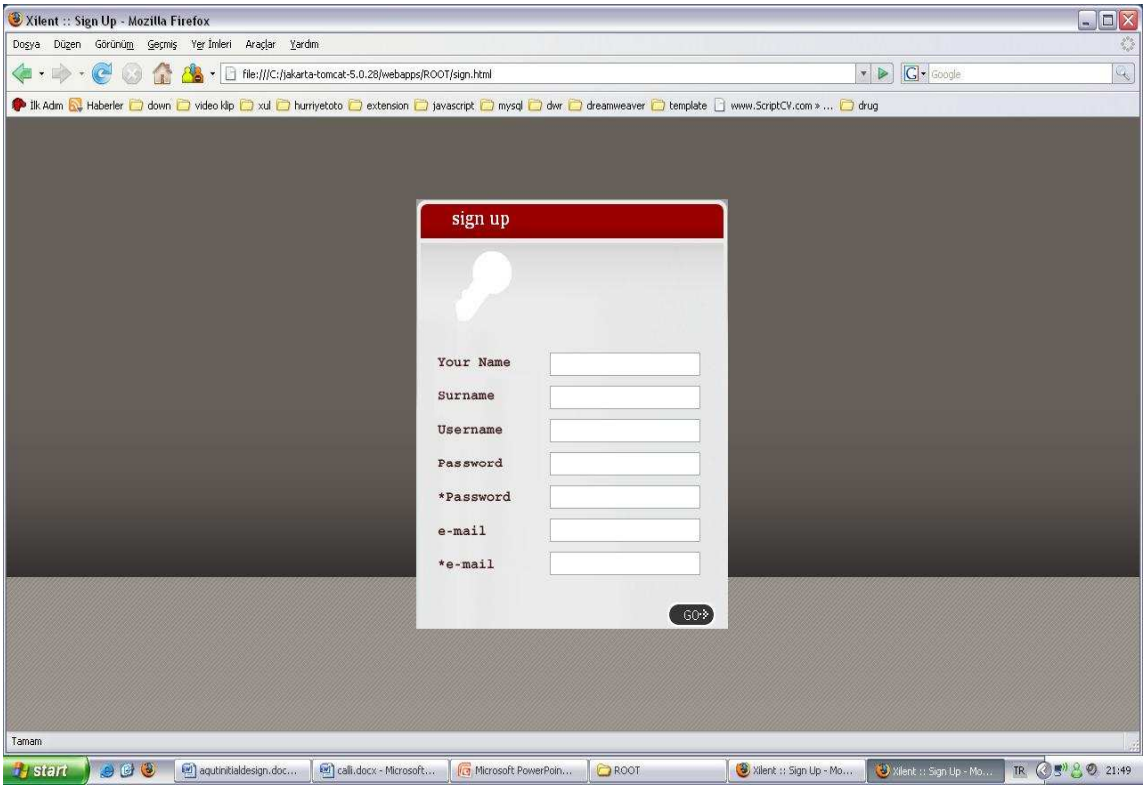


FIGURE 1.4.1: XILENT REGISTRATION PAGE

To signup a XILENT account, you have to type a unique user name otherwise you are redirected to this registration page. After a successful registration, you get the chance to download the plug-in. This plug-in will be located to the left side of your browser. Via this sidebar, user will have chat with other online users. From the menu user will select the online user that he/she wants to chat with or user select “all” to send messages to all online users.

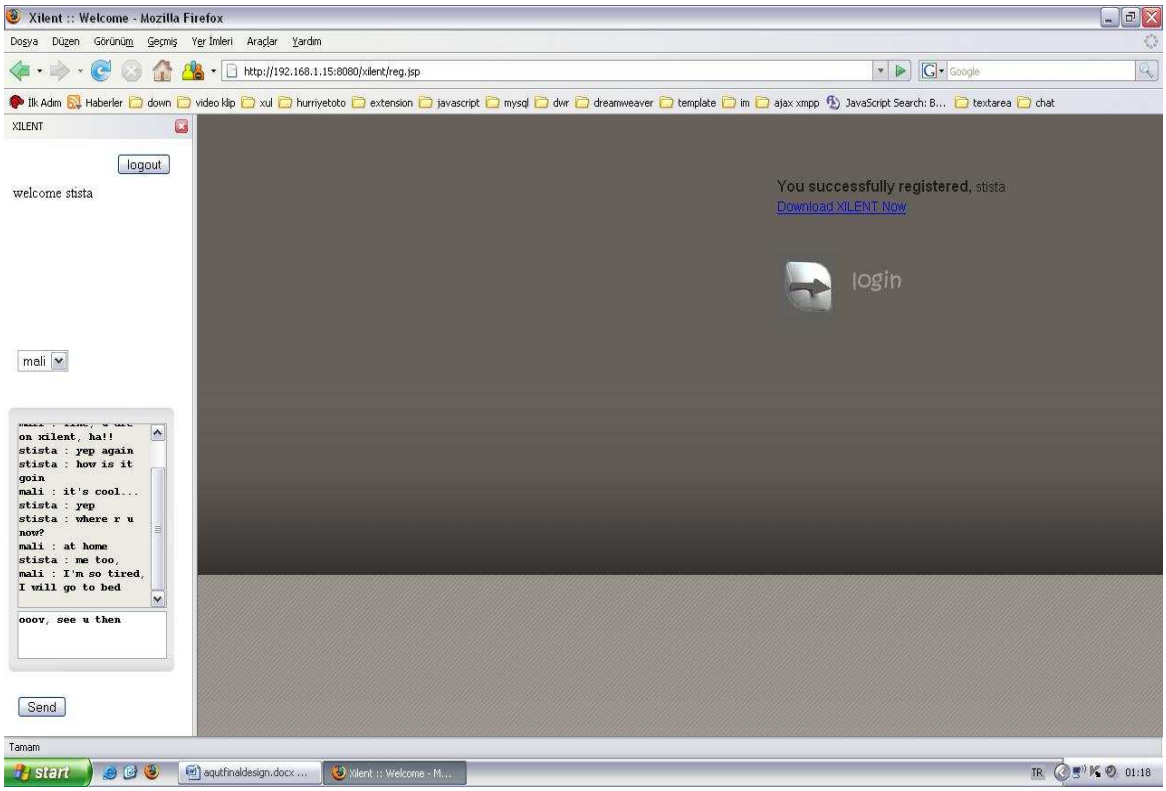


FIGURE 1.4.2: XILENT SIDEBAR AT THE LEFT SIDE

As we have mentioned above, we will always be developing the application. From now on, our first aim in near future is to develop the sidebar firstly in terms of messaging like creating chat rooms for one to one chats. Then we will work on leaving notes and tags on the web pages. And on the plug-in side we will integrate more AJAX methodology to the application and add much functionality which was told previously in the length of time.

2. DESIGN CONSTRAINTS & REQUIREMENTS

2.1. TIME CONSTRAINTS

Due to strictly set deadlines for this project it becomes undeniable to make an excellent scheduling analysis. Also our heavy course load is another factor that takes us under pressure. While preparing necessary reports for our project, we also have to work on the prototype. But in order to complete this project, we know we should meet the strict deadlines that were determined at the beginning of the term.

2.2. HARDWARE CONSTRAINTS & REQUIREMENTS

As we are going to develop an instant messaging environment, we need many computers within the context of our project especially in testing phase. This means we will need many computers both at the development side and server side. For the development of our project being problem free, these minimum requirements should be satisfied:

- Pentium IV or equivalent AMD processor
- At least 512 MB ram
- At least 40 GB hard disk
- Internet connection

2.3. SOFTWARE CONSTRAINTS & REQUIREMENTS

We will need many software and tools for developing our project which will help us at implementation phase, drawings and documentation phase. Since there are many tools that are widely being used, we think we can easily solve our problems related with software except plug-in development phase. After doing some research on the internet and talking with the experts of the subject, we have seen that there is no plug-in development tool yet that can properly work, but there are some studies about it. So our plug-in development phases will be very time consuming. Because when we make any change on JavaScript and XUL files, we will generate XPI document by hand all the time. Moreover we need to work with CVS for faster development. In other words, coding separately and then combining the codes will increase the performance. On the other hand, our software requirements can be listed as:

- Apache Tomcat server
- JABBER/XMPP server, most probably Openfire
- Some open source AJAX libraries
- Mozilla Firefox
- Java Development Software Kit and Java Runtime Environment
- Microsoft Project
- Smart Draw
- Microsoft Office and Adobe Professional and Dreamweaver
- Eclipse

3. ARCHITECTURAL & DATA DESIGN

3.1. XILENT MODULES

Our design consists of seven modules. In this part these modules are going to be explained briefly but in class diagrams part of the report, the roles of these modules will be explained in more detailed way.

- ✓ USER MANAGEMENT MODULE

In this module, we are planning to handle user related issues. These processes are user signup and login, user profile update, note and tag deletion requests of the user. This module is about the capabilities of a user when he/she is at his/her account. Signup of a visitor and login of a system user will be handled inside this module. Also if a user wants to make any change on his/her account information, make friends or add someone to blacklist, these requests of the user will be resolved within user management module. Finally, user management module is responsible for not leaving but deleting notes or tags.

- ✓ NOTE OPERATIONS MODULE

This module is responsible for performing user's note leaving or editing requests. Note operations module will send the note information to database. This data includes the node information (it can be the exact x-y position of the note) of the leaved note, webpage and owner information and the note itself. This data will be inserted to the database.

- ✓ TAG OPERATIONS MODULE

This module is responsible for performing user's tag leaving or editing requests. Tag operations module will send the tag information to database. This data includes webpage and owner information of the leaved tag and tag itself. This data will be inserted to the database.

- ✓ RATE MODULE

By this module, we are planning to provide user to rate the website that he/she is currently visiting. The webpage information and user rate pair will be inserted to the database through this module. At the end top rated web pages according to the groups will be available.

- ✓ INSTANT MESSAGING MODULE

In this module, we based our design on providing users an instant messaging environment by generating XML requests from users' messages and parsing the XML response that comes from JABBER server. For a general JABBER server, sender and receiver information should be kept to make the process easy, but by a powerful JABBER server like OPENFIRE, even keeping sender and receiver info may not be necessary.

- ✓ PAGE ASSISTANT MODULE

Design of this module is based on simple assistance thought. User will find the answers of his/her questions related with the visited webpage via this module. Firstly we will have page assistants that are registered to our system like ordinary users. These assistants might be the administrators or responsible people of the webpage. When the user visits these pages he/she will find a chance to chat with the webpage assistant if the assistant is online. For instance admin of milliyet.com.tr is a registered user of our system. When the user visits milliyet.com.tr, a messaging environment will be provided and if the user is wondering where he/she can find comics at the webpage, admin (page assistant) will answer him/her.

- ✓ GUI MODULE

GUI module is responsible for users' easy use of the system and displaying process for a system user. Display process has actually two parts. One is plug-in side and the other is webpage side. On the plug-in side, interface for messaging environment will be presented to the user. This includes popular web pages and messaging range display, communication with question answering agent and other users. On the other hand, webpage side presents the interface for notes, tags and user account related issues.

- ✓ GROUP MODULE

In this module, we based our design on providing users some group related activities. All groups will have group descriptions and unique group names. These groups also have owners, moderators and as we all know members. There will be notes and tags on the system that only group members can see. And according to group preferences, top visited web pages will be formed. All these issues are going to be handled within this module.

3.2. DATA FLOW DIAGRAMS

3.2.1. DFD (LEVEL 0)

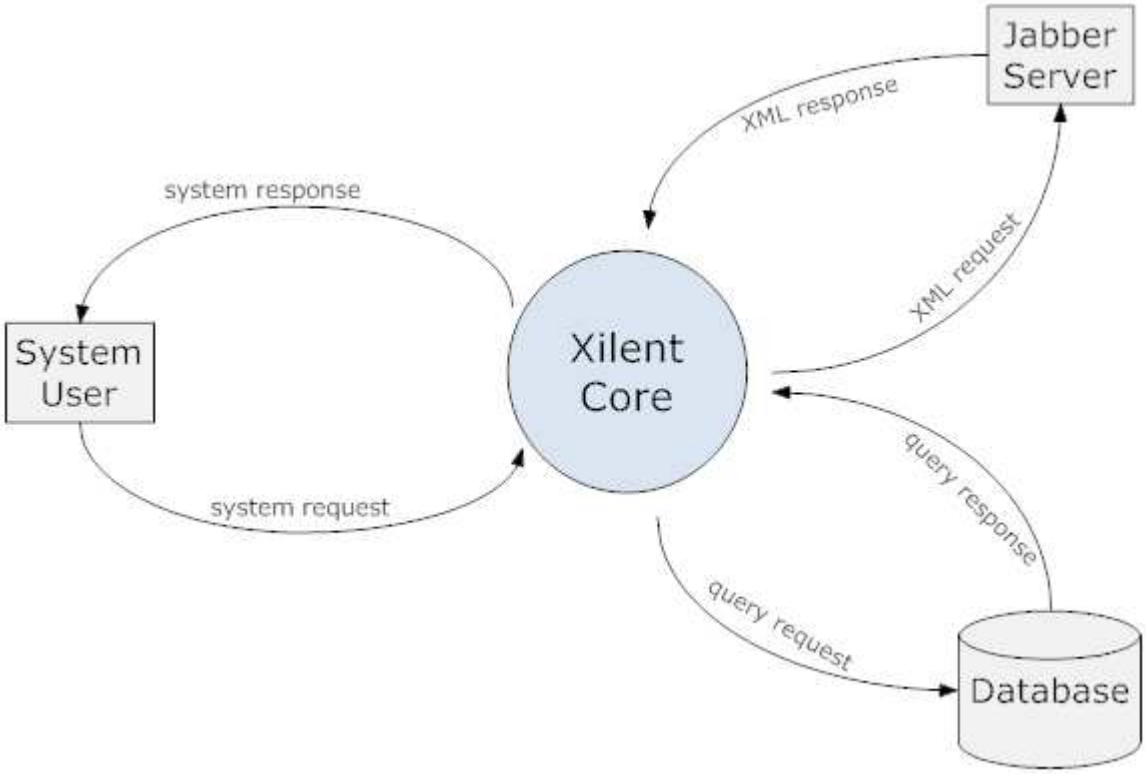


FIGURE 3.2.1.1: LEVEL 0 DFD

3.2.2. DFD (LEVEL 1)

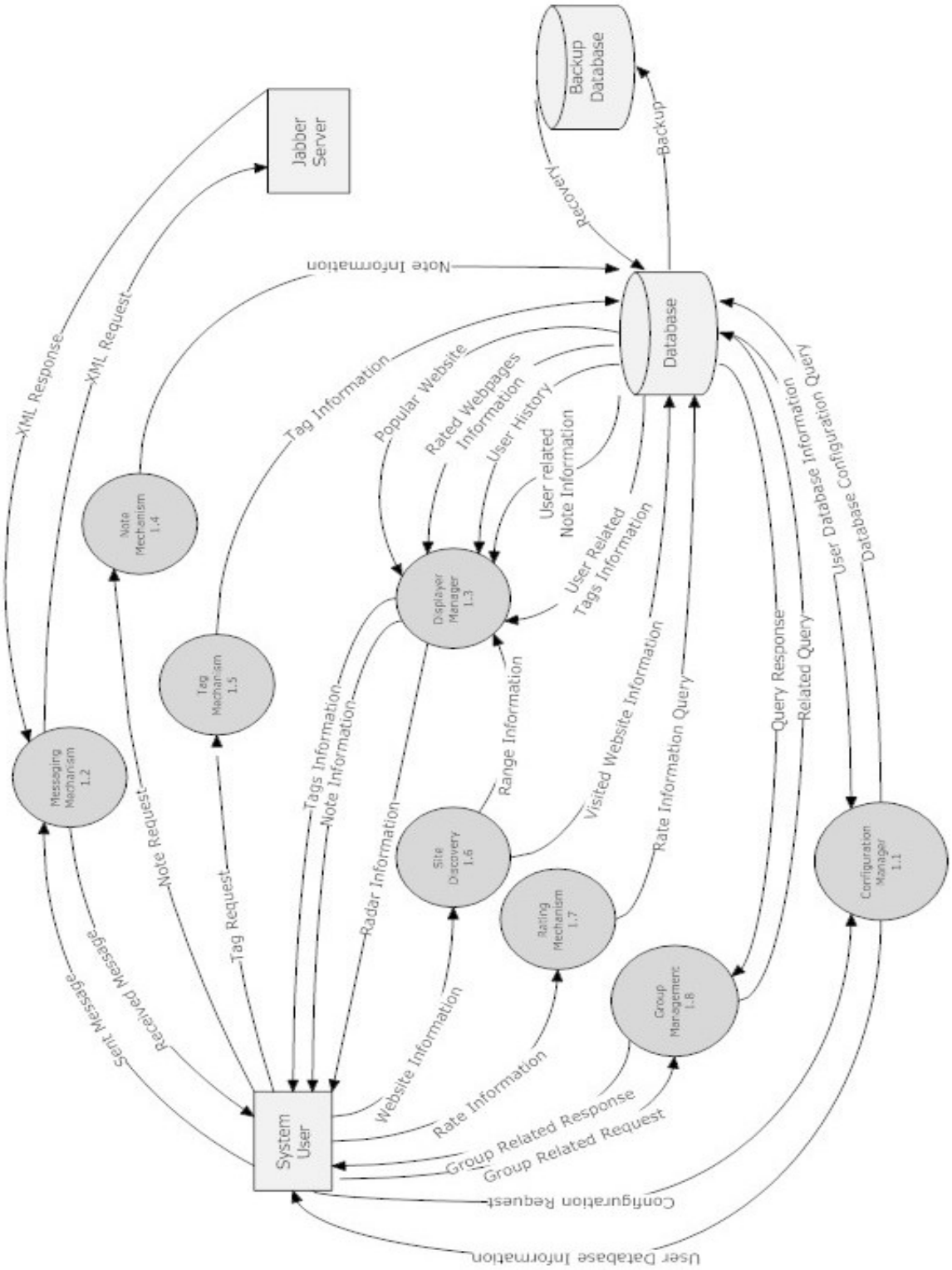


FIGURE 3.2.2.1: LEVEL 1 DFD

3.2.3. DFDs (LEVEL 2)

- 1.1 CONFIGURATION MANAGER

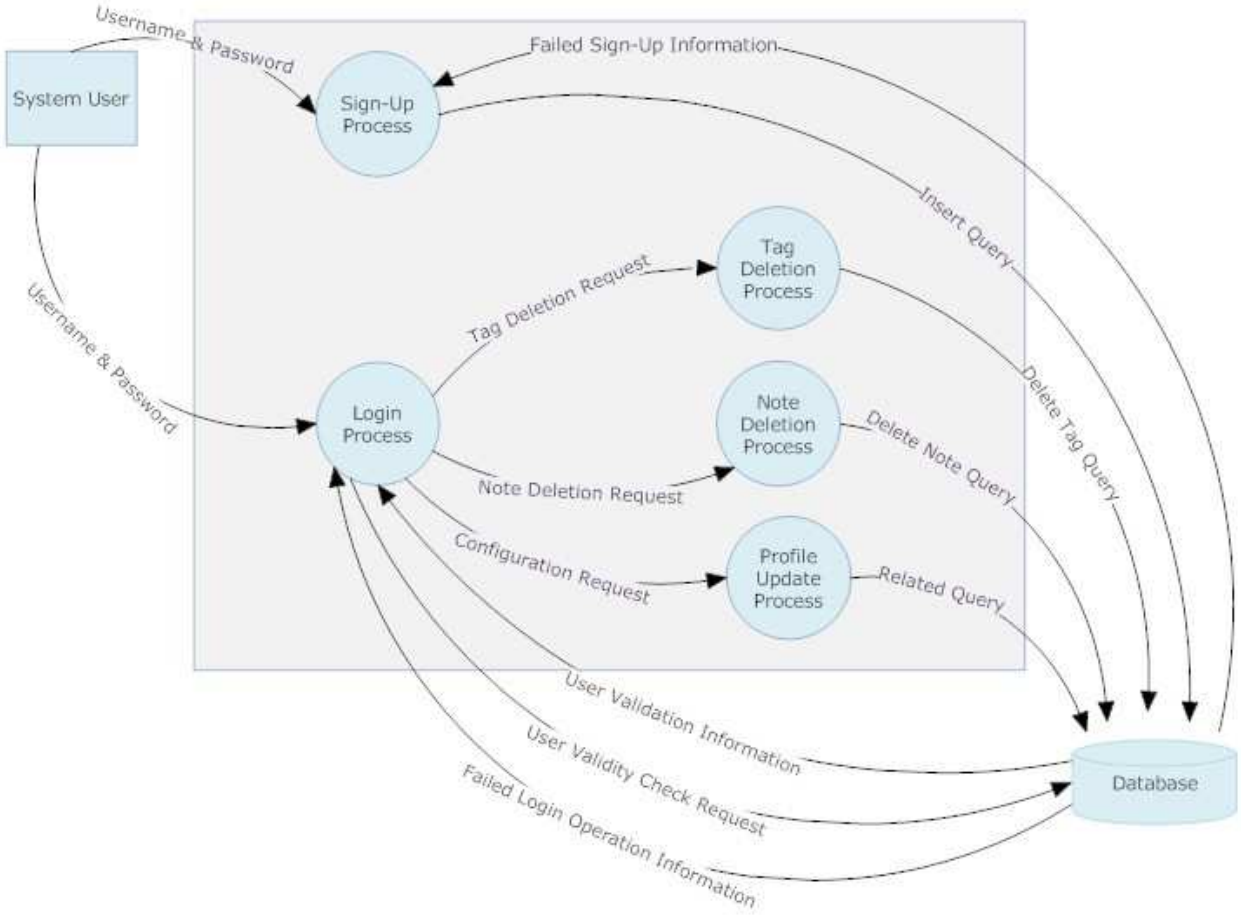


FIGURE 3.2.3.1: LEVEL 2 DFD FOR CONFIGURATION MANAGER

❖ 1.2 MESSAGING MECHANISM

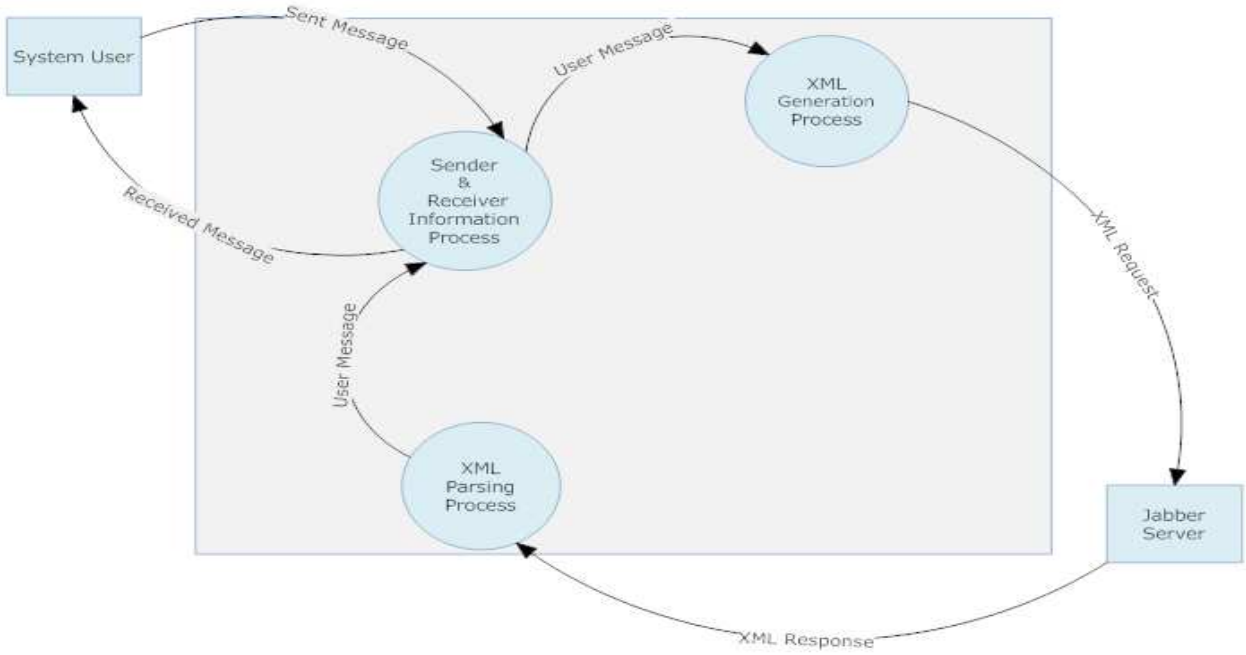


FIGURE 3.2.3.2: LEVEL 2 DFD FOR MESSAGING MECHANISM

❖ 1.3 DISPLAY MANAGER

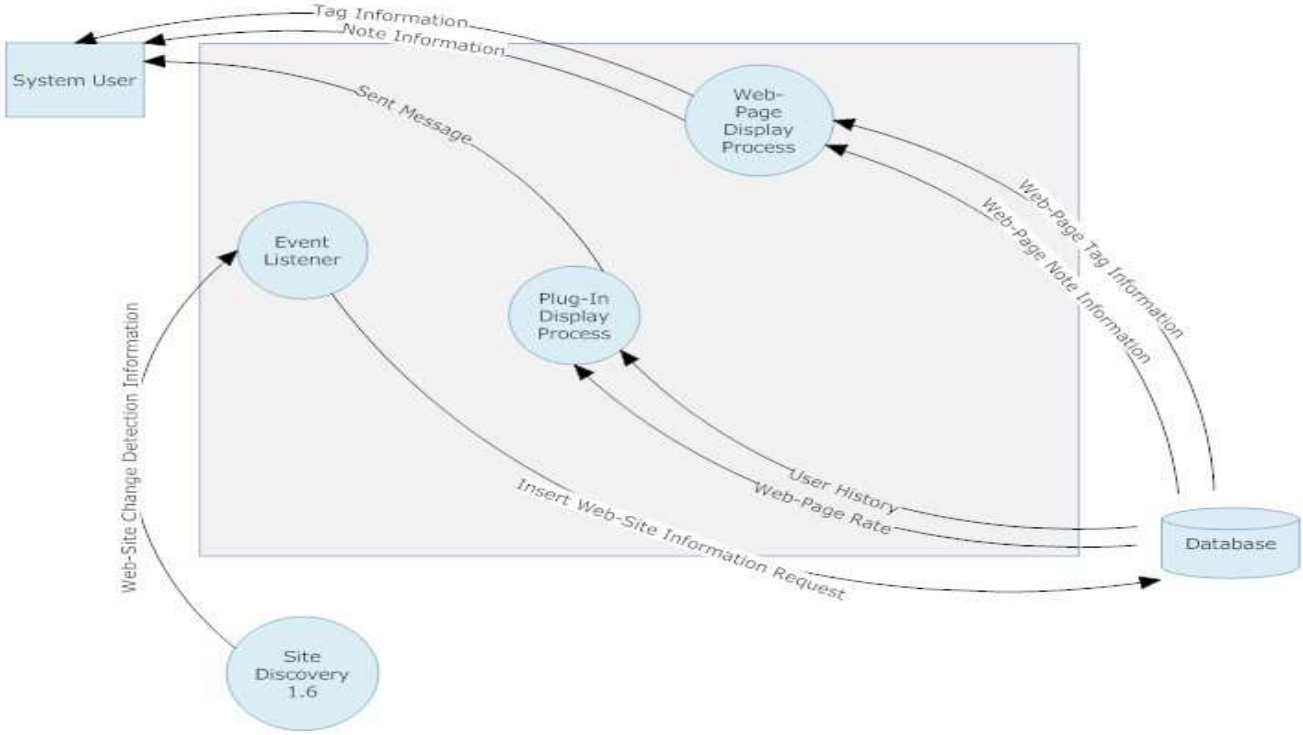


FIGURE 3.2.3.3: LEVEL 2 DFD FOR DISPLAY MANAGER

❖ 1.4 NOTE MECHANISM

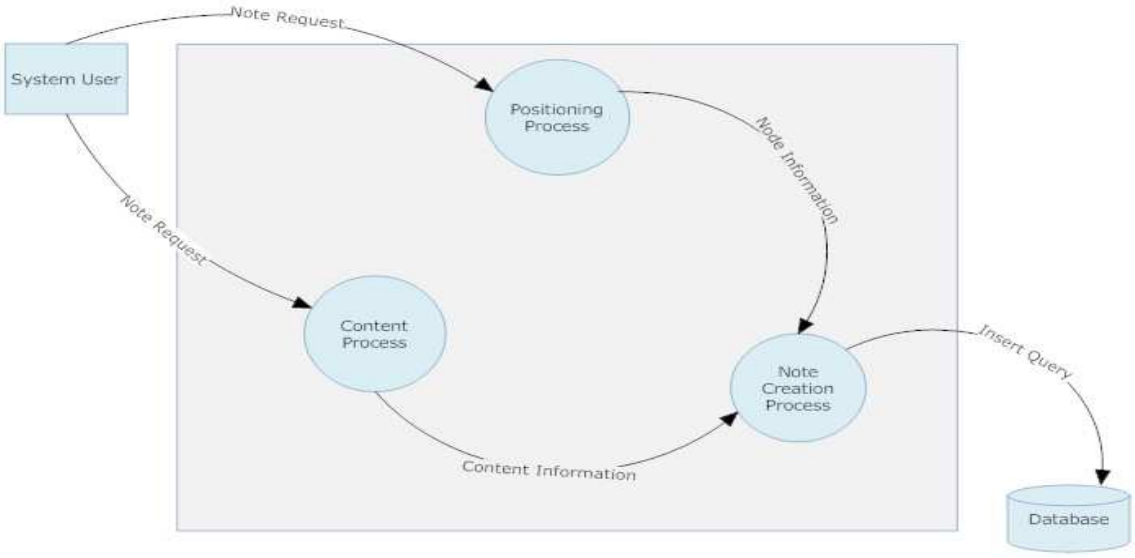


FIGURE 3.2.3.4: LEVEL 2 DFD FOR NOTE MECHANISM

❖ 1.5 TAG MECHANISM

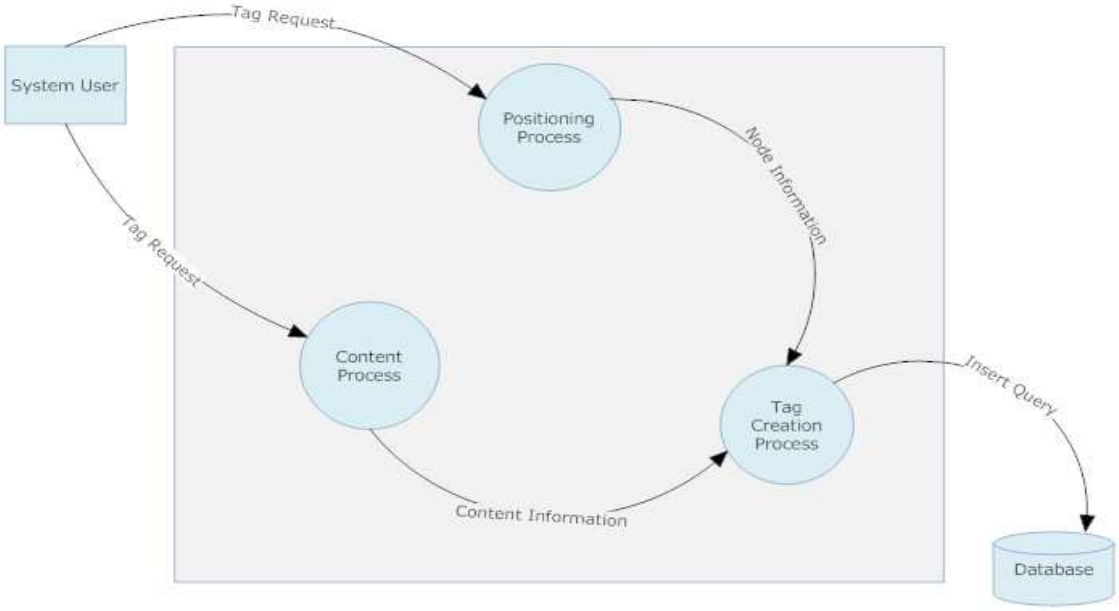


FIGURE 3.2.3.5: LEVEL 2 DFD FOR TAG MECHANISM

❖ 1.6 SITE DICOVERY

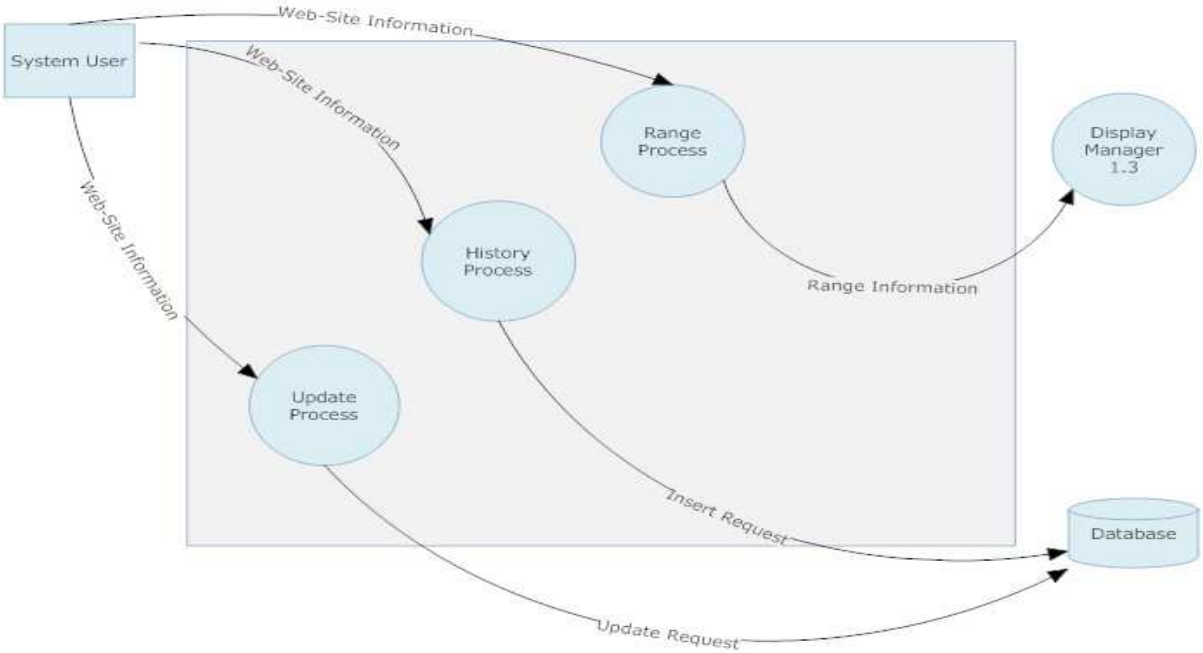


FIGURE 3.2.3.6: LEVEL 2 DFD FOR SITE DISCOVERY

❖ 1.7 RATING MECHANISM

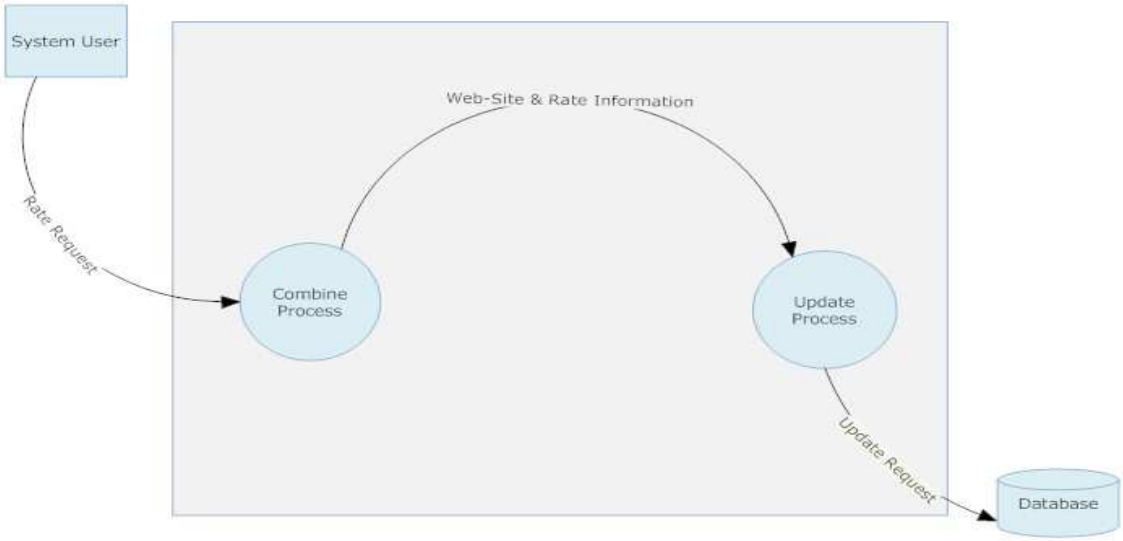


FIGURE 3.2.3.7: LEVEL 2 DFD FOR RATING MECHANISM

❖ 1.8 GROUP MANAGEMENT

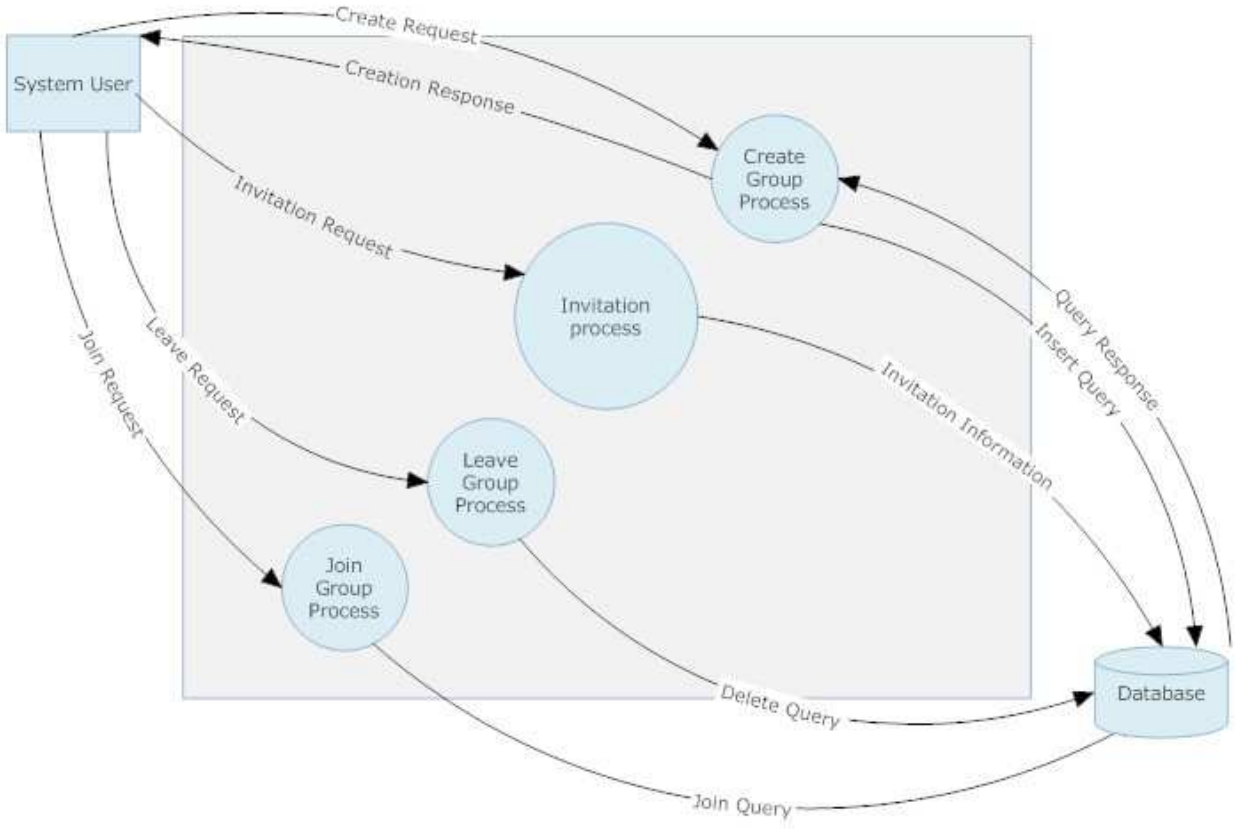


FIGURE 3.2.3.8: LEVEL 2 DFD FOR GROUP MANAGEMENT

3.3. DATA DICTIONARY

Name	Sent Message
Where	From System User to Message Mechanism 1.2
Description	"collection of strings that are sent by System User"

Name	Received Message
Where	From Message Mechanism 1.2 to System User
Description	"collection of strings that are sent to System User"

Name	XML Request
Where	From Message Mechanism 1.2 to Jabber Server
Description	"XML data that contains System User's message"

Name	XML Response
Where	From Jabber Server to Message Mechanism 1.2
Description	"XML data that contains message to System User"

Name	Note Request
Where	From System User to Note Mechanism 1.4
Description	"data related with Sender System User, content of notes "

Name	Note Information
Where	From Tag Mechanism 1.5 to Database
Description	"data related with System User, content of note, attributes of note"

Name	Tag Request
Where	From System User to Tag Mechanism 1.5
Description	"data related with Sender System User, content of tag"

Name	Tag Information
Where	From Tag Mechanism 1.5 to Database
Description	"data related with System User, content of tag, attributes of tag"

Name	Website Information
Where	From System User to Site Discovery 1.6
Description	"website information visited by System User"

Name	Range Information
Where	From Site Discovery 1.6 to Display Manager 1.3
Description	"information of websites that are in scope of System User"

Name	Visited Website Information
Where	From Site Discovery 1.6 to Database
Description	"visited web pages by System User "

Name	Rate Request
Where	From System User to Rate Mechanism 1.7
Description	"rating that is given by System User"

Name	Rate Information Query
Where	From Rate Mechanism 1.7 to Database
Description	"database query that store rating information to database"

Name	QA Request
Where	From System User to QA Agent 1.8
Description	"content of question asked by System User"

Name	QA Response
Where	From QA Agent 1.8 to System User
Description	"possible answer to question asked by System User"

Name	Wanted Data Query
Where	From QA Agent 1.8 to Database
Description	"database query that looks for answer to asked question"

Name	Data Query Response
Where	From Database to QA Agent 1.8
Description	"possible answer to wanted data"

Name	Configuration Request
Where	From System User to Configuration Manager 1.1
Description	"commands for updating profile, editing, deleting tags and notes "

Name	User Database Information
Where	From Configuration Manager 1.1 to System User
Description	"information about System User's profile"

Name	Database Configuration Query
Where	From Configuration Manager 1.1 to Database
Description	"database query that update profile, delete and edit tags and notes"

Name	User Database Information
Where	From Database to Configuration Manager 1.1
Description	"information about System's User profile"

Name	Tags Information
Where	From Display Manager 1.3 to System User
Description	"content of tags"

Name	Note Information
Where	From Display Manager 1.3 to System User
Description	"content of note"

Name	Radar Information
Where	From Display Manager 1.3 to System User
Description	"data about website that are in scope of System User"

Name	Popular Website
Where	From Database to Display Manager 1.3
Description	"data about most visited websites"

Name	Rated Webpage Information
Where	From Database to Display Manager 1.3
Description	"rating of website"

Name	User History
Where	From Database to Display Manager 1.3
Description	"data about websites that are recently visited by System's User"

Name	User Related Note Information
Where	From Database to Display Manager 1.3
Description	"data about notes that are belong to System's User"

Name	User Related Tag Information
Where	From Database to Display Manager 1.3
Description	"data about tags that are belong to System's User

Name	Backup
Where	From Database to Backup Database
Description	"tables of database and their content"

Name	Recovery
Where	From Backup Database to Database
Description	"tables of backup database and their content"

3.4. STATE TRANSITION DIAGRAM

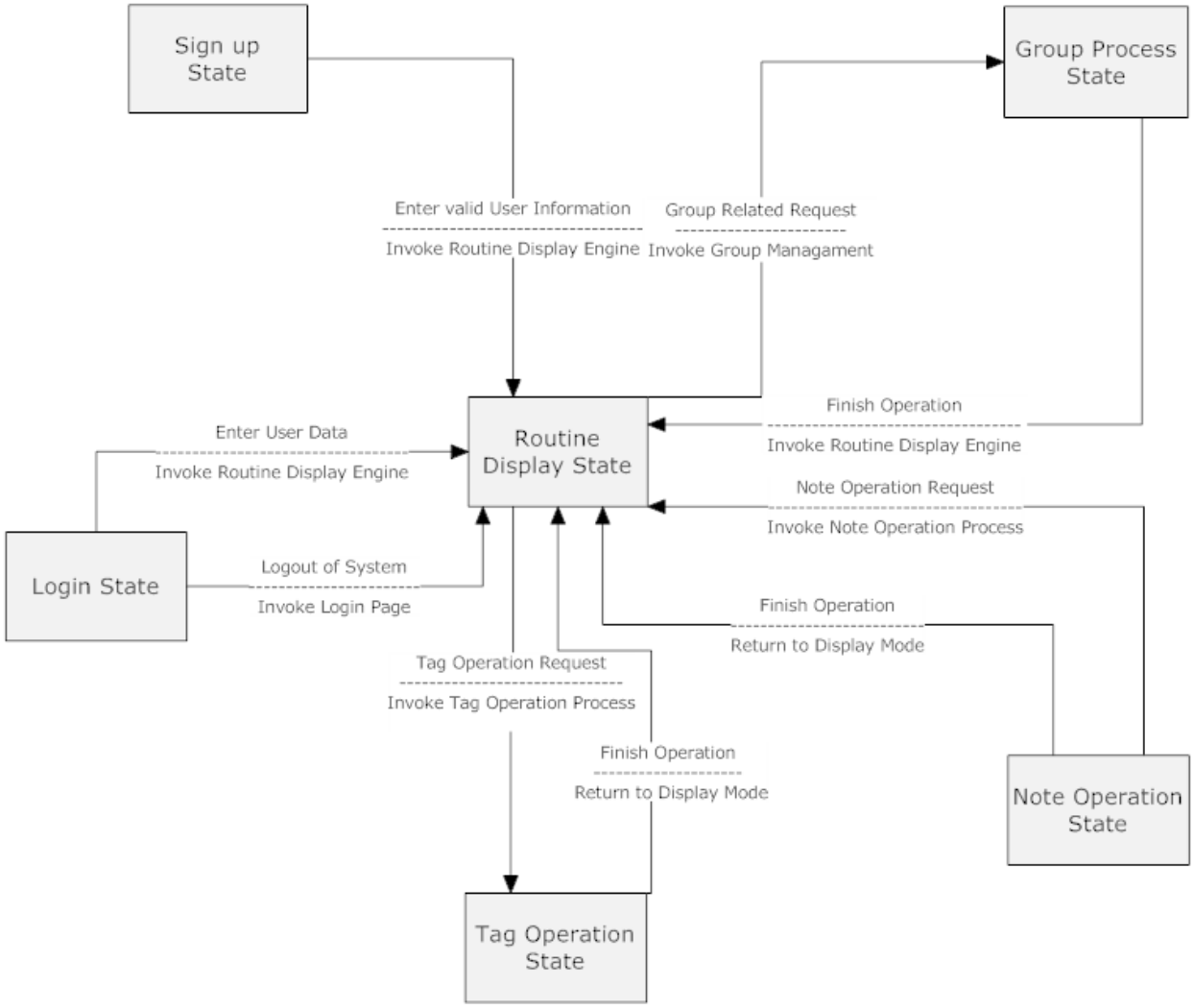


FIGURE 3.4.1: STATE TRANSITION DIAGRAM

In Xilent, web messaging and webpage discovery processes are always in progress for all system users, so these states are valid at any moment. In our state diagram, routine display state is considered to include these states. Others are signup, login, group management process, note operation and tag operation states.

3.5. ENTITY RELATIONSHIP DIAGRAMS

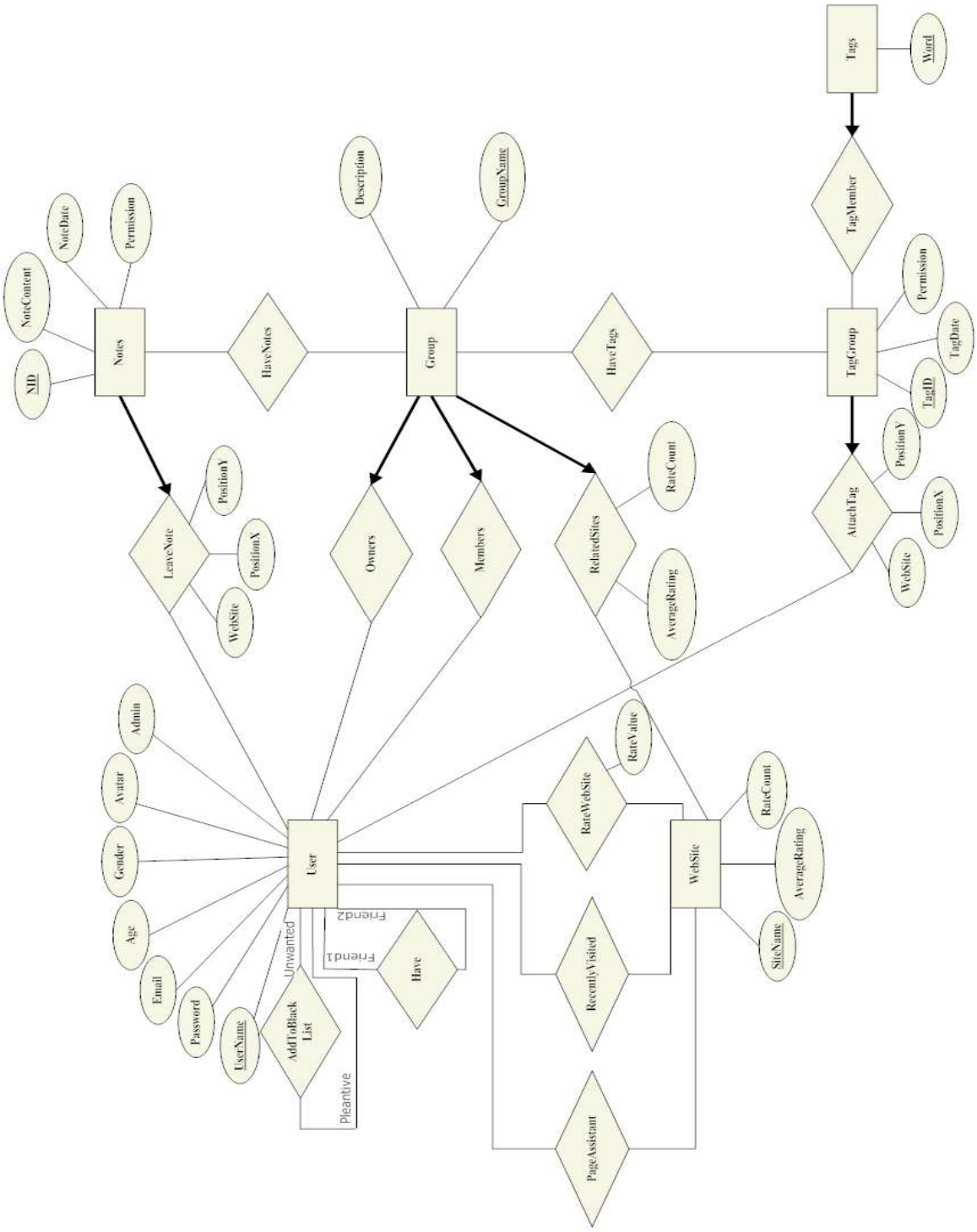


FIGURE 3.5.1: ER DIAGRAM

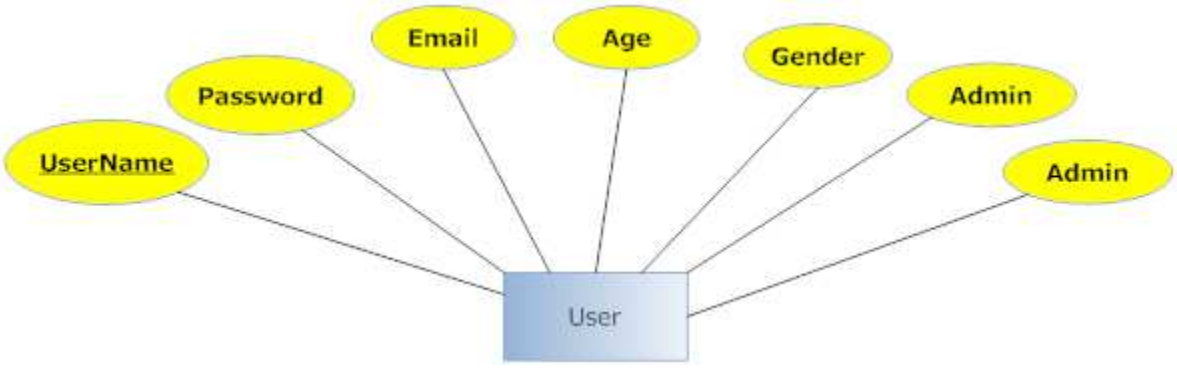


FIGURE 3.5.2: User ENTITY

FIGURE 3.5.3: Tags ENTITY

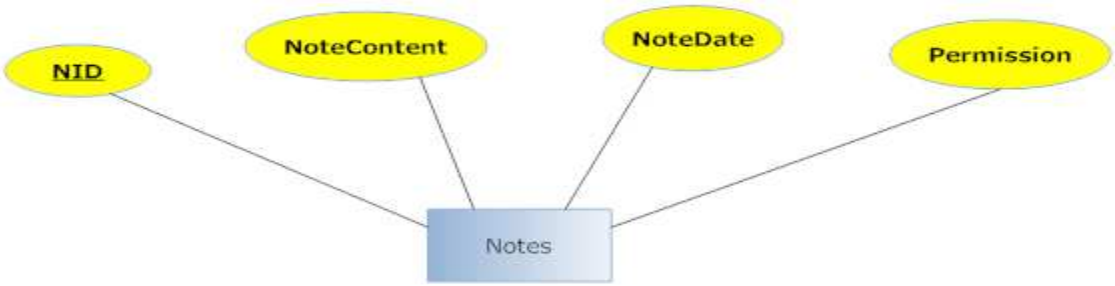


FIGURE 3.5.4: Notes ENTITY

FIGURE 3.5.5: WebSite ENTITY

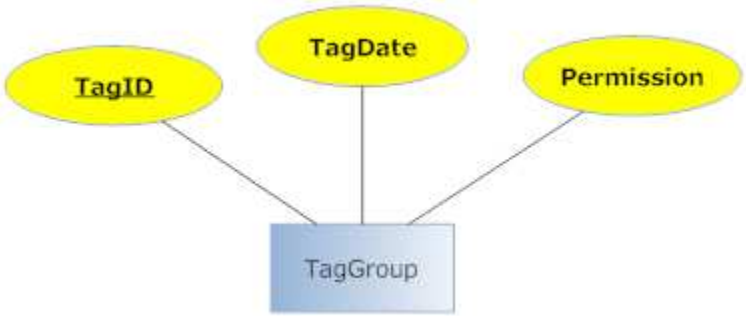


FIGURE 3.5.6: TagGroup ENTITY

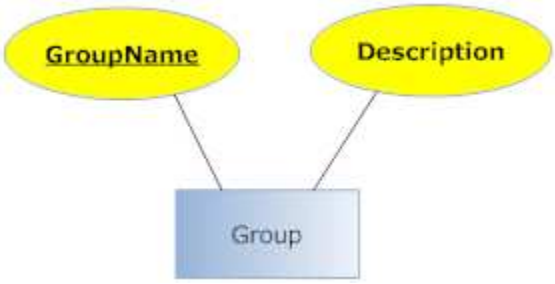


FIGURE 3.5.7: Group ENTITY

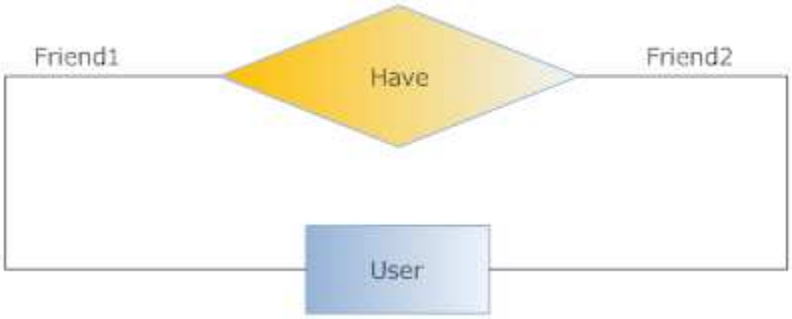


FIGURE 3.5.8: Have RELATION

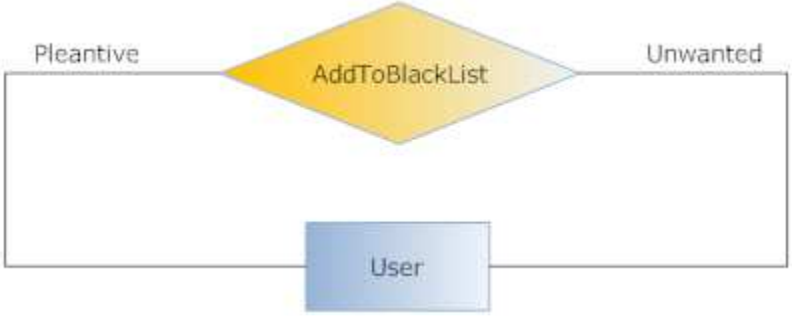


FIGURE 3.5.9: AddToBlackList RELATION

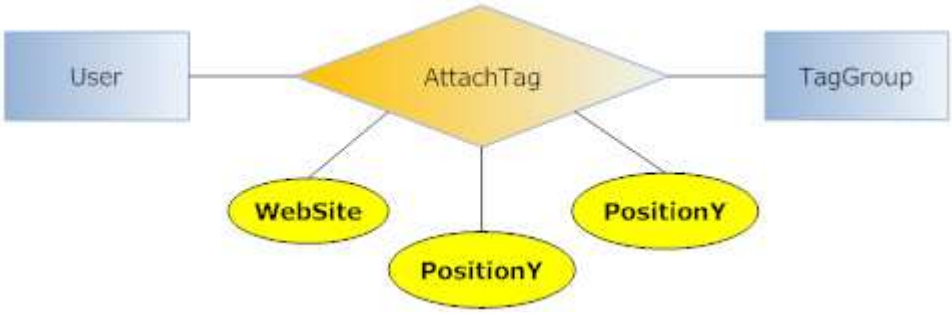


FIGURE 3.5.10: AttachTag RELATION

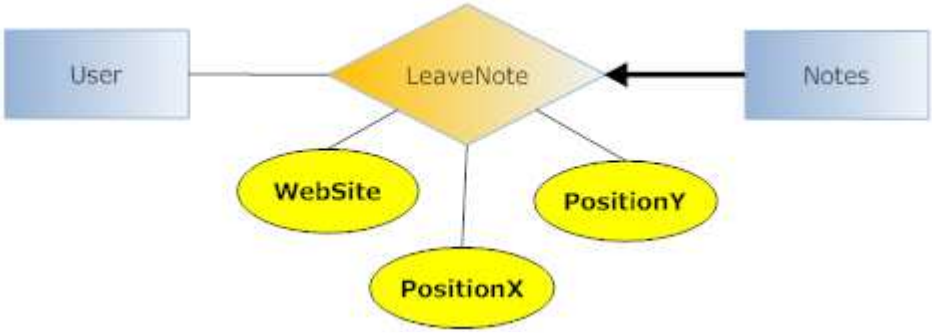


FIGURE 3.5.11: LeaveNote RELATION

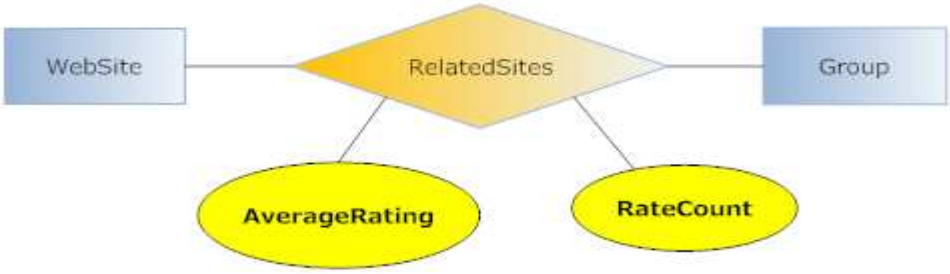


FIGURE 3.5.12: RelatedWebSites RELATION

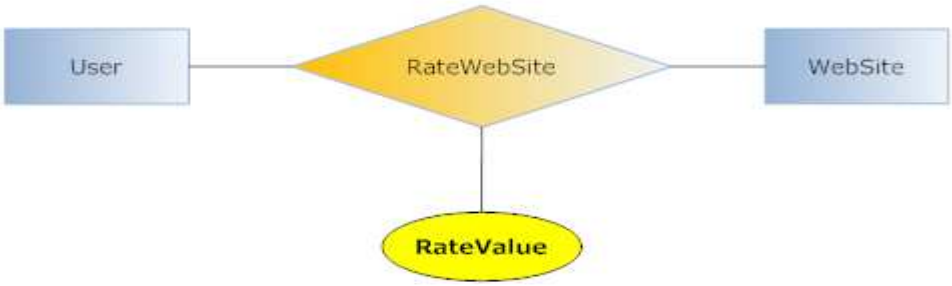


FIGURE 3.5.13: RateWebSite RELATION

FIGURE 3.5.14: RecentlyVisited RELATION

FIGURE 3.5.15: HaveNotes RELATION

FIGURE 3.5.16: HaveTags RELATION

FIGURE 3.5.17: Members RELATION

FIGURE 3.5.18: Owners RELATION

FIGURE 3.5.19: TagMember RELATION

FIGURE 3.5.20: PageAssistant RELATION

3.5.1. DATA DESCRIPTIONS

Attributes with "*" are can not take null value.

- User

Data	Type&Size	Format
UserName*	VARCHAR-20	Text
Password*	VARCHAR-20	Text is hidden
Email*	VARCHAR-40	Text
Age	INTEGER	Number
Gender	BOOLEAN	
Avatar	BLOB	
Admin*	BOOLEAN	

- Notes

Data	Type&Size	Format
NID*	INTEGER	Number
NoteContent	VARCHAR-100	Text
Permission	INTEGER	Number
NoteDate*	DATETIME	Date/Time

- Tags

Data	Type&Size	Format
Word*	VARCHAR-30	Text

- TagGroup

Data	Type&Size	Format
TagID*	INTEGER	Number
TagDate	DATETIME	Data/Time
Permission	INTEGER	Number

- Group

Data	Type&Size	Format
GroupName*	VARCHAR-50	Number
Description	VARCHAR-100	Text

- WebSite

Data	Type&Size	Format
SiteName*	VARCHAR-100	Text
AverageRating	FLOAT	Number
RateCount	INTEGER	Number

- AddToBlackList

Data	Type&Size	Format
Unwanted_UserName*	VARCHAR-20	Text
Pleantive-UserName*	VARCHAR-20	Text

- LeaveNote

Data	Type&Size	Format
UserName*	VARCHAR-20	Text
NID*	INTEGER	Number
WebSite*	VARCHAR-100	Text
PositionX*	INTEGER	Number
PositionY*	INTEGER	Number
UserName*	VARCHAR-20	Text
SiteName*	VARCHAR-100	Text

- Have

Data	Type&Size	Format
Friend1-UserName*	VARCHAR-20	Text
Friend2-UserName*	VARCHAR-20	Text

- RecentlyVisited

Data	Type&Size	Format
UserName*	VARCHAR-20	Text
SiteName*	VARCHAR-100	Text

- RateWebSite

Data	Type&Size	Format
UserName*	VARCHAR-20	Text
SiteName*	VARCHAR-100	Text
RateValue*	INTEGER	Number

- PageAssistant

Data	Type&Size	Format
UserName*	VARCHAR-20	Text
SiteName*	VARCHAR-100	Text

- HaveNotes

Data	Type&Size	Format
GroupName*	VARCHAR-50	Text
NID*	INTEGER	Number

- HaveTags

Data	Type&Size	Format
GroupName*	VARCHAR-50	Text
TagID*	INTEGER	Number

- Owners

Data	Type&Size	Format
GroupName*	VARCHAR-50	Text
UserName*	VARCHAR-20	Text

- Members

Data	Type&Size	Format
GroupName*	VARCHAR-50	Text
UserName*	VARCHAR-20	Text

- TagMember

Data	Type&Size	Format
TagID*	INTEGER	Number
Word*	VARCHAR-30	Text

- RelatedSites

Data	Type&Size	Format
GroupName*	VARCHAR-50	Text
UserName*	VARCHAR-20	Text
AverageRating	FLOAT	Number
RateCount	INTEGER	Number

- AttachTag

Data	Type & Size	Format
UserName*	VARCHAR-20	Text
TagID*	INTEGER	Number
WebSite*	VARCHAR-	Text
PositionX*	INTEGER	Number
PositionY*	INTEGER	Number

3.5.2. ENTITY SETS & DESCRIPTIONS

User
UserName : String Password : String Email : String Age : Integer Gender : Boolean Avatar : BLOB Admin : Boolean

Notes
NID : Integer NoteContent : Text Permission : Integer NoteDate : Date

LeaveNote
UserName : String NID : Integer WebSite : String PositionX : Integer PositionY : Integer

WebSite
SiteName : String AverageRating : Float RateCount : Integer

TagGroup
TagID : Integer TagDate : Date Permission : Integer

Tags
Word : String

Have
Friend1-UserName : String Friend2-UserName : String

AddToBlackList
unwanted-UserName : String pleantive-UserName : String

AttachTag
UserName : String TagID : Integer WebSite : String PositionX : Integer PositionY : Integer

RecentlyVisited
UserName : String SiteName : String

PageAssistant
UserName : String SiteName : String

RateWebSite
UserName : String SiteName : String RateValue : Integer

Group
GroupName : String Description : String

HaveNotes
GroupName : String NID : Integer

HaveTags
GroupName : String TagID : Integer

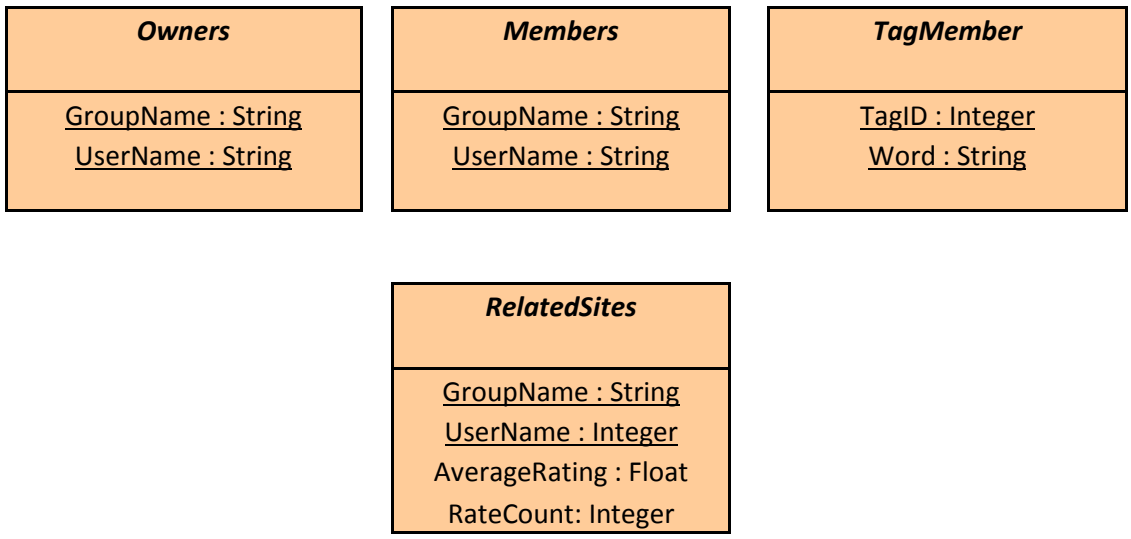


FIGURE 3.5.2.1: ENTITY SET

ENTITY DESCRIPTIONS

- User

In the database of Xilent; the account information and personal details of the administrators and other users are kept in the 'User' entity.

UserName: Each user and admin of the system has a unique user name in Xilent; thus the attribute 'UserName' which holds the user names is the primary key of the entity 'User'.

Password: This string field is the matched password for the user name of the user.

Email: The electronic mails of the users are kept in this field.

Age: The age of the user

Gender: The gender of the user which can have the value male, female or null

Admin: This field can only be true or false. If it is true this means that the user is an admin; otherwise it is not.

- Notes

Xilent has a feature which allows the users to leave notes on any part of any pages they visit. The content of the note is bounded with the creativity of the user minds. Although they can be used individually by the leavers like writing on the pages of a reading book, they can be used for informing other visitors about anything.

NID: In Xilent database each note has a unique id.

NoteContent: The content of the note, namely the text that the note involves is kept in the 'NoteContent' attribute.

NoteDate: The day, month and the year information of the note.

- TagGroup

Tags are kind of notes as well. They both have the same functionalities like involving text and having the ability of being put on anywhere of the web-page. As AQUT we aim to put difference between these two by changing their styles. In other words, Xilent Tags and Xilent Notes will be seen quite different from each other although they have the same specialties. Tags will appear more formal in order to direct the users to use them for the page related issues while the notes appear more like sweet post-its.

TagID: Id of the tag is the primary key of 'TagGroup' attribute.

TagDate: The day, month and the year information of the tag.

Permission: The visibility option of the tag. (User only, group or everybody can be the choices)

- Tags

Each member of the leaved tag will be kept within this table. For example the user tags information on the webpage as "web java code". Web, java and code are the words of the tag here.

Word: Each member at the tag area that is a primary key of "Tags" attribute which the user writes.

- Group

In the database of Xilent; the account information of created groups will be kept in this entity.

GroupName: Each group of the system has a unique group name in Xilent; thus the attribute 'GroupName' is the primary key of the entity 'Group'.

Description: This entity keeps group description and it gives the information about what the group is related with.

- Website

Xilent has to keep information about the pages because of its independency from the websites.

SiteName: Websites have unique names and Xilent keeps their whole names in the 'SiteName' attribute in order to recognize and manage them.

AverageRating: The users also have the power of evaluating the web pages with Xilent. In this new feature the users can be aware of the evaluating of web pages without searching it on other places with only using Xilent. In 'Average Rating' field the ratings per rating time is kept and served to all Xilent users.

RateCount: In this attribute of the database; the number that how many times the web page is rated kept.

RELATION DESCRIPTIONS

- AddToBlackList

Xilent's user can ignore other user that he/she wants. This capability protects users from being disturbed by another user.

Unwanted_UserName: The name of the user who is blocked by specified user.

Pleantive_UserName: The name of the user who blocks the user he/she does not have a connection with him/her.

- Have

Xilent's user can store their friend's user name to their account. This relation stores information about user's friends.

Friend1: The name of the user who has specified friend.

Friend2: The name of the user who is added as a friend by another user.

- LeaveNote

A user can leave and read notes to web page he visits. The ability to see the notes is up to the leaver of the note. If the note is left public it is seen and read by every user who visits that page. If the note is left to friends only the friends of the user can see and read that note. If the note is left private only the leaver of the note can see and read the note.

UserName: The name of the user who attaches left specified note.

NID: The id number of note that is left.

PositionX: Exact x position of the note on the webpage.

PositionY: Exact y position of the note on the webpage.

Website: The web page where tag is left.

- HaveNotes

When a system user who is a member of one of the groups leaves a note on some webpage, the visibility option of the note is important, so this relation keeps it for us.

NID: The id number of note that is left.

GroupName: The identical name for a group.

- Owners

The information that determines if the system user is the owner of the group or not will be kept.

UserName: The identical username of a system user.

GroupName: The identical name for a group.

- Members

The members of the created group will be kept within this relation

UserName: The identical username of a system user.

GroupName: The identical name for a group.

- RelatedSites

Mostly preferred web pages by a group will be listed here.

GroupName: The identical name for a group.

AvarageRating: The average rating of the rated web pages that are rated by the members of the group.

RateCount: The total number of rays that are given by the members of the group.

SiteName: The rated webpage URL.

- HaveTags

Tagged information by a group is content of this relation.

GroupName: The identical name for a group.

TagID: The id number of the tag that is related with a group.

- TagMember

Each word of the tag will be placed into the database by this relation.

Word: Each element of the tag, in other words, each word of the attached tag.

TagID: The id number of the attached tag.

- AttachTag

A user registered to Xilent can attach tags to a paragraph of the web page and image of the web page. Therefore, Database of the system keeps information about attached tags and where it attached.

UserName: The name of the user who attaches specified tag.

TagID: The id number of attached tag.

PositionX: Exact x position of the note on the webpage.

PositionY: Exact y position of the note on the webpage.

Website: The web page where tag is left.

- RecentlyVisited

Xilent database stores data about web pages that user visits recently.

UserName: The name of the user who visits specified web page recently.

SiteName: The URL of the web page that is visited by specified user recently.

- RateWebSite

Xilent has capability for user to evaluate website. This relation stores data about rated web pages.

UserName: The name of the user who rates the web page that kept in the SiteName attribute.

SiteName: The URL of the web site that is rated by user.

RateValue: Float value that is given by user to specified web page.

- PageAssistant

By this relation, if a page assistant (admin or another responsible person from a webpage) is online when a system user visits his/her page and asks help from the assistant, a messaging environment will be ready for the user and the page assistant.

UserName: The name of the user who want to communicate with page assistant.

SiteName: The URL of the web site that is currently being visited by the user.

3.5.3. DATABASE TABLES

createDatabase.sql

\i User.sql

\i Notes.sql

\i TagGroup.sql

\i Tags.sql

\i Group

\i WebSite.sql

\i AddToBlackList.sql

\i Have.sql

\i LeaveNote.sql

\i RateWebSite.sql

```
\i RecentlyVisited.sql
\i AttachTag.sql
\iPageAssistant.sql
\iHaveNotes.sql
\iHaveTags.sql
\iOwners.sql
\iMembers.sql
\iTagMember.sql
\iRelatedSites.sql
```

deleteDatabase.sql

```
DROP TABLE User
DROP TABLE Notes
DROP TABLE WebSite
DROP TABLE Tags
DROP TABLE Group
DROP TABLE WebSite
DROP TABLE AddToBlackList
DROP TABLE Have
DROP TABLE LeaveNote
DROP TABLE RecentlyVisited
DROP TABLE RateWebSite
DROP TABLE AttachTag
DROP TABLE PageAssistant
DROP TABLE HaveNotes
DROP TABLE HaveTags
DROP TABLE Owners
DROP TABLE Members
DROP TABLE TagMember
DROP TABLE RelatedSites
```

- ✓ *User.sql*

```
CREATE TABLE User (
UserName        VARCHAR (20) NOT NULL,
Password        VARCHAR (20) NOT NULL,
Email           VARCHAR (40) NOT NULL,
Age             INTEGER,
Gender          BOOLEAN,
Avatar          BLOB,
Admin           BOOLEAN NOT NULL,
UNIQUE (Email),
PRIMARY KEY (UserName)
);
```

- ✓ *Notes.sql*

```
CREATE TABLE Notes (
NID                 INTEGER NOT NULL,
NoteContent         VARCHAR (100),
NoteDate            TIMESTAMP NOT NULL,
Permission          BOOLEAN,
PRIMARY KEY (NID)
);
```

- ✓ *TagGroup.sql*

```
CREATE TABLE TagGroup (
TagID               BIGINT NOT NULL,
TagDate             TIMESTAMP NOT NULL,
Permission          BOOLEAN,
PRIMARY KEY (TagID)
```

);

- ✓ *Tags.sql*

```
CREATE TABLE Tags (
Word                    VARCHAR (30) NOT NULL,
PRIMARY KEY (Word)
);
```

- ✓ *Group.sql*

```
CREATE TABLE Group (
GroupName               VARCHAR (50),
Description             VARCHAR (100),
PRIMARY KEY (GroupName)
);
```

- ✓ *WebSite.sql*

```
CREATE TABLE WebSite (
SiteName                VARCHAR (100) NOT NULL;
AverageRating           FLOAT,
RateCount               BIGINT,
PRIMARY KEY (SiteName)
);
```

- ✓ *AddToBlackList.sql*

```
CREATE TABLE AddToBlackList (
Unwanted_UserName       VARCHAR (20) NOT NULL,
Pleantive_UserName      VARCHAR (20) NOT NULL,
```

```
PRIMARY KEY (Unwanted_UserName, Pleantive_UserName),
FOREIGN KEY (Unwanted_UserName) REFERENCES Users (UserName),
FOREIGN KEY (Pleantive_UserName) REFERENCES Users (UserName)
);
```

- ✓ *Have.sql*

```
CREATE TABLE Have (
Friend_UserName          VARCHAR (20) NOT NULL,
Mate_UserName            VARCHAR (20) NOT NULL,
PRIMARY KEY (Friend1_UserName, Friend2_UserName)
FOREIGN KEY (Friend1_UserName) REFERENCES Users (UserName),
FOREIGN KEY (Friend2_UserName) REFERENCES Users (UserName)
);
```

- ✓ *LeaveNote.sql*

```
CREATE TABLE LeaveNote (
UserName                 VARCHAR (20) NOT NULL,
NID                      INTEGER NOT NULL,
WebSite                  VARCHAR (100) NOT NULL,
PositionX                INTEGER,
PositionY                INTEGER,
PRIMARY KEY (UserName, NID),
FOREIGN KEY (UserName) REFERENCES Users (UserName),
FOREIGN KEY (NID) REFERENCES Notes (NID)
);
```

- ✓ *RateWebSite.sql*

```
CREATE TABLE RateWebSite (
UserName                VARCHAR (20) NOT NULL,
SiteName                VARCHAR (100) NOT NULL,
RateValue               INTEGER NOT NULL,
PRIMARY KEY (UserName, SiteName),
FOREIGN KEY (UserName) REFERENCES Users (UserName),
FOREIGN KEY (SiteName) REFERENCES WebSite (SiteName)
);
```

- ✓ *RecentlyVisited.sql*

```
CREATE TABLE RecentlyVisited (
UserName                VARCHAR (20) NOT NULL,
SiteName                VARCHAR (50) NOT NULL,
PRIMARY KEY (UserName, SiteName),
FOREIGN KEY (UserName) REFERENCES Users (UserName),
FOREIGN KEY (SiteName) REFERENCES WebSite (SiteName)
);
```

- ✓ *AttachTag.sql*

```
CREATE TABLE AttachTag (
UserName                VARCHAR (20) NOT NULL,
TagID                   BIGINT NOT NULL,
NodeInfo                VARCHAR (40) NOT NULL,
WebSite                 VARCHAR (100) NOT NULL,
PRIMARY KEY (UserName, NID),
FOREIGN KEY (UserName) REFERENCES Users (UserName),
```

```
FOREIGN KEY (NID) REFERENCES Tags (TagID)
);
```

- ✓ *PageAssistant.sql*

```
CREATE TABLE PageAssistant (
UserName                VARCHAR (20) NOT NULL,
SiteName                VARCHAR (100) NOT NULL,
PRIMARY KEY (UserName, SiteName),
FOREIGN KEY (UserName) REFERENCES Users (UserName),
FOREIGN KEY (SiteName) REFERENCES WebSite (SiteName)
);
```

- ✓ *HaveNotes.sql*

```
CREATE TABLE HaveNotes (
GroupName               VARCHAR (50) NOT NULL,
NID                     BIGINT NOT NULL,
PRIMARY KEY (GroupName, NID),
FOREIGN KEY (GroupName) REFERENCES Group (GroupName),
FOREIGN KEY (NID) REFERENCES Notes (NID)
);
```

- ✓ *HaveTags.sql*

```
CREATE TABLE HaveTags (
GroupName               VARCHAR (50) NOT NULL,
TagID                   BIGINT NOT NULL,
PRIMARY KEY (GroupName, TagID),
FOREIGN KEY (GroupName) REFERENCES Group (GroupName),
FOREIGN KEY (NID) REFERENCES TagGroup (TagID)
```

);

- ✓ *Owners.sql*

```
CREATE TABLE Owners (
GroupName                VARCHAR (50) NOT NULL,
UserName                 VARCHAR (20) NOT NULL,
PRIMARY KEY (GroupName, UserName),
FOREIGN KEY (GroupName) REFERENCES Group (GroupName),
FOREIGN KEY (NID) REFERENCES User (UserName)
);
```

- ✓ *Members.sql*

```
CREATE TABLE Members (
GroupName                VARCHAR (50) NOT NULL,
UserName                 VARCHAR (20) NOT NULL,
PRIMARY KEY (GroupName, UserName),
FOREIGN KEY (GroupName) REFERENCES Group (GroupName),
FOREIGN KEY (UserName) REFERENCES TagGroup (UserName)
);
```

- ✓ *TagMember.sql*

```
CREATE TABLE TagMember (
TagID                    BIG INT NOT NULL,
Word                     VARCHAR (30) NOT NULL,
PRIMARY KEY (TagID, Word),
FOREIGN KEY (TagID) REFERENCES TagGroup (TagID),
FOREIGN KEY (Word) REFERENCES Tags (Word)
);
```

- ✓ *RelatedSites.sql*

```
CREATE TABLE RelatedSites (
GroupName                VARCHAR (50) NOT NULL,
UserName                 VARCHAR (20) NOT NULL,
AverageRating            FLOAT,
RateCount                BIGINT,
PRIMARY KEY (GroupName, UserName),
FOREIGN KEY (GroupName) REFERENCES Group (GroupName),
FOREIGN KEY (UserName) REFERENCES User (UserName)
);
```

4. OBJECT ORIENTED DIAGRAMS

4.1. USE CASE DIAGRAMS

- ✓ *USER USE CASE DIAGRAM*

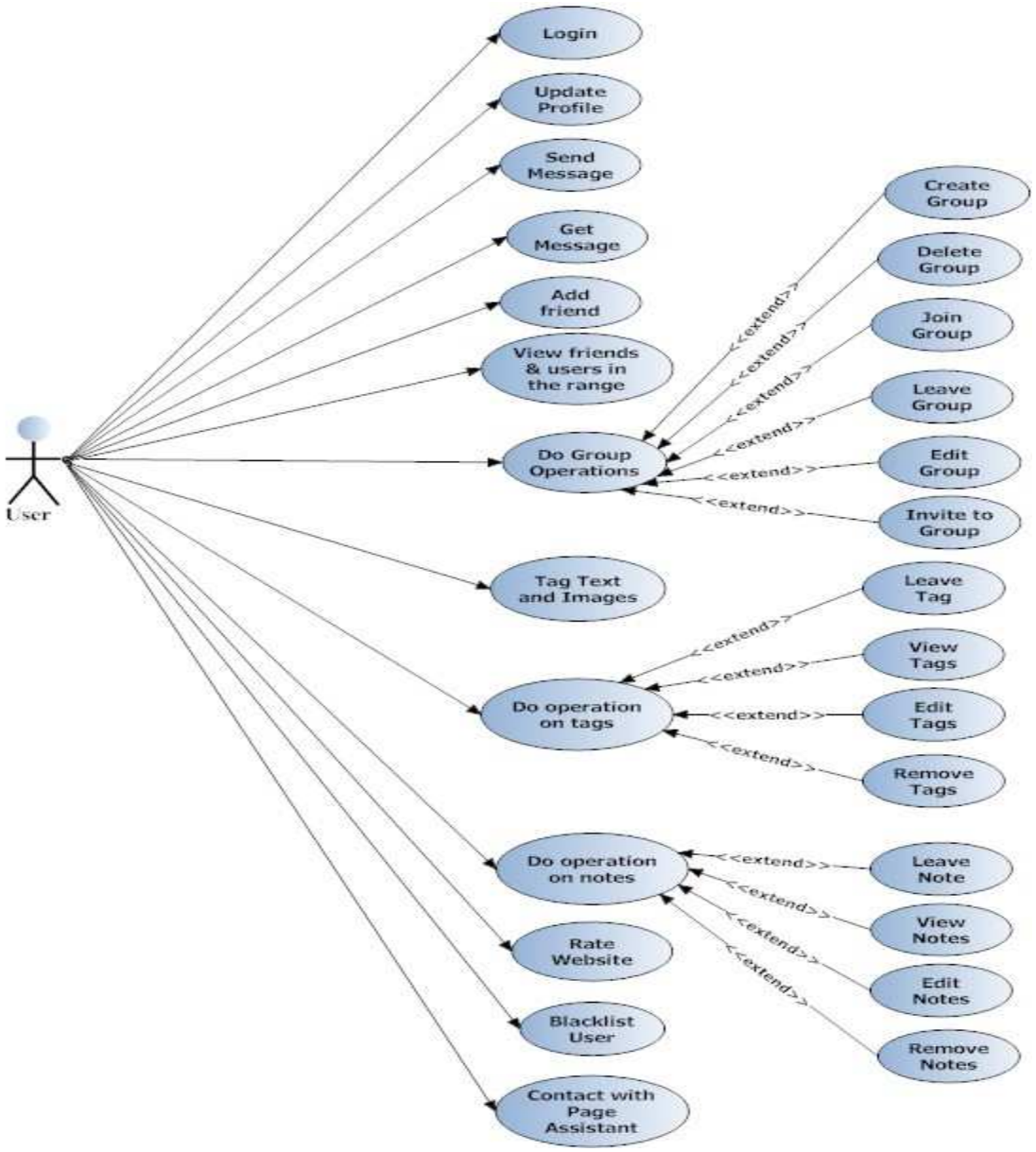


FIGURE 4.1.1: USER USE CASE DIAGRAM

✓ *ADMIN USE CASE DIAGRAM*

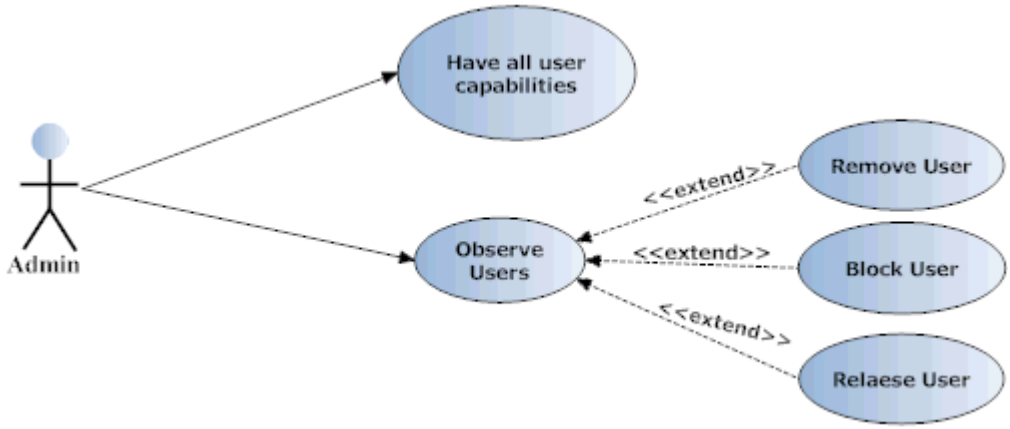


FIGURE 4.1.2: ADMIN USE CASE DIAGRAM

✓ *PAGE ASSISTANT USE CASE DIAGRAM*

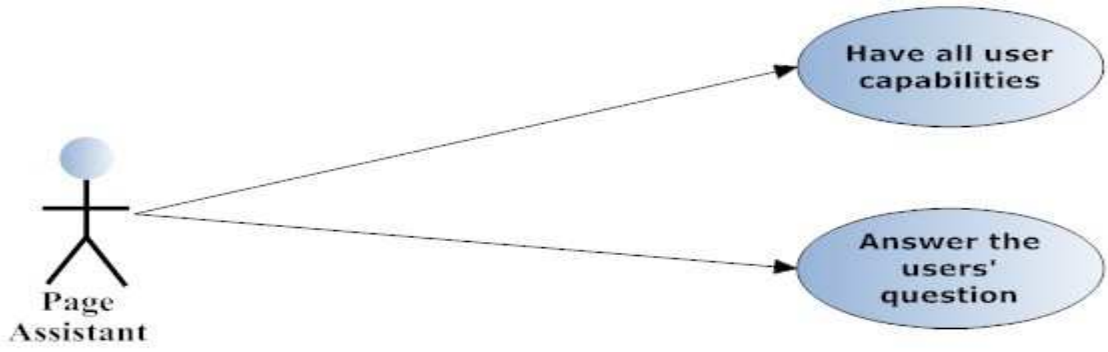


FIGURE 4.1.3: PAGE ASSISTANT USE CASE DIAGRAM

4.2. ACTIVITY DIAGRAMS

4.2.1. SIGN UP & LOGIN

If it is your first entrance to XILENT, first you will be shown a signup/login page. To sign up an account, user fills the sign-up form and submits this form, so this account becomes active and user is now able to enter to Xilent. On the other hand, user can choose to login. If both username and password are valid, user directly enters to system. In case of user's password being wrong, this user is directed to the login page again but if he or she forgets his/her password, Xilent password renewal process will work.

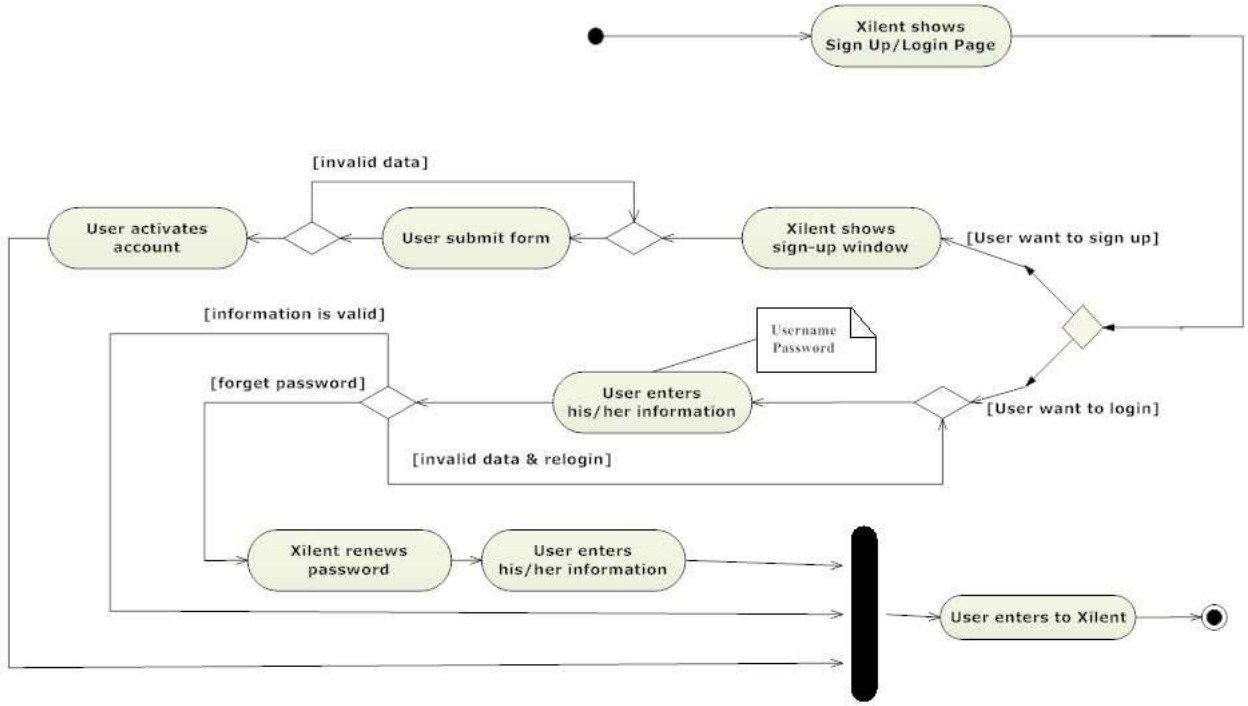


FIGURE 4.2.1.1: SIGN UP & LOGIN ACTIVITY

4.2.2. SEND MESSAGE

To send a message user first activates the message window that is on the plug-in by clicking on it. User then starts the conversation according to his/her receiver choice.

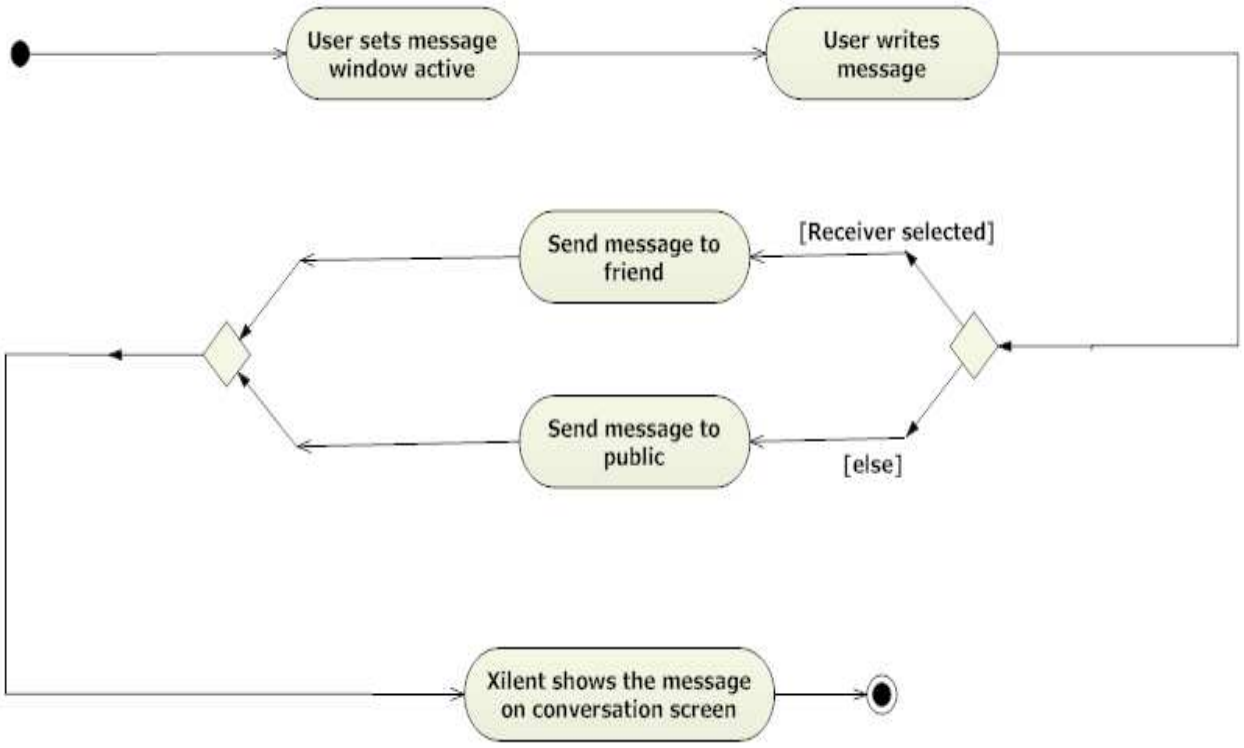


FIGURE 4.2.2.1: SEND MESSAGE ACTIVITY

4.2.3. NOTE OPERATIONS

While browsing the web pages, user can leave a note to anywhere on that webpage by just right clicking and selecting “leave note” option from the pop-up menu. User can also edit or remove the notes that is leaved by him/her, by the menu that is located at his/her personal account page. These operations can also be applied when the note is seen while browsing web pages. But on the other hand, if the user is not the owner of the encountered note, he/she can only flag the note as inappropriate or select not to see the note later on.

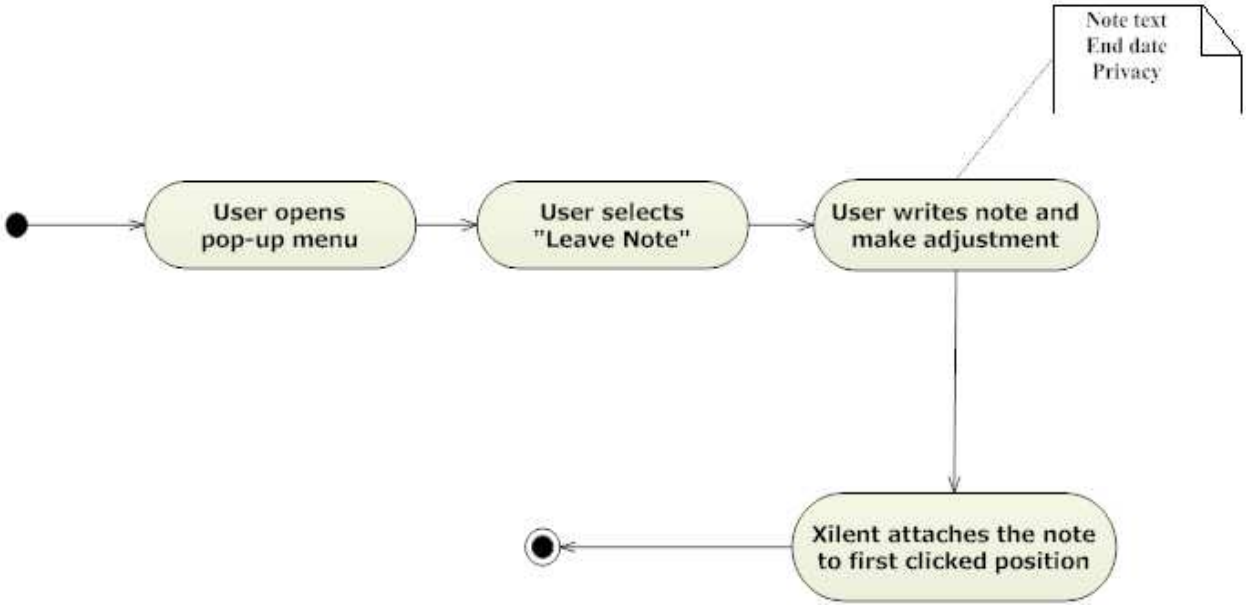


FIGURE 4.2.3.1: LEAVE NOTE ACTIVITY

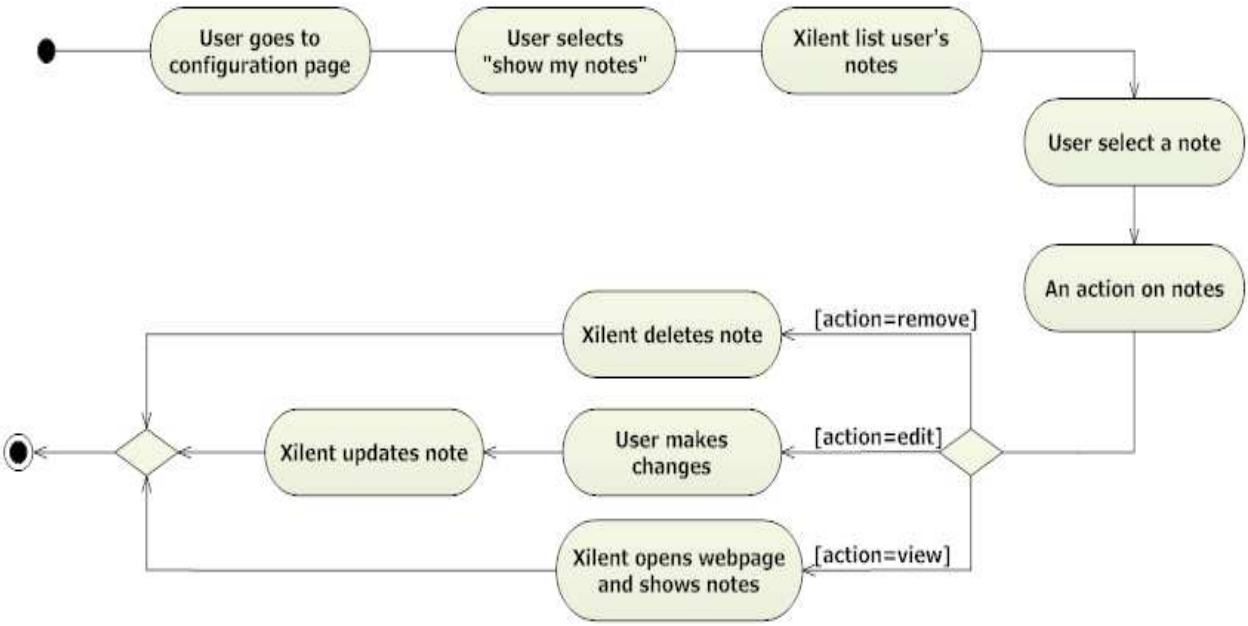


FIGURE 4.2.3.2: NOTE OPERATION ON PERSONAL WEBPAGE ACTIVITY

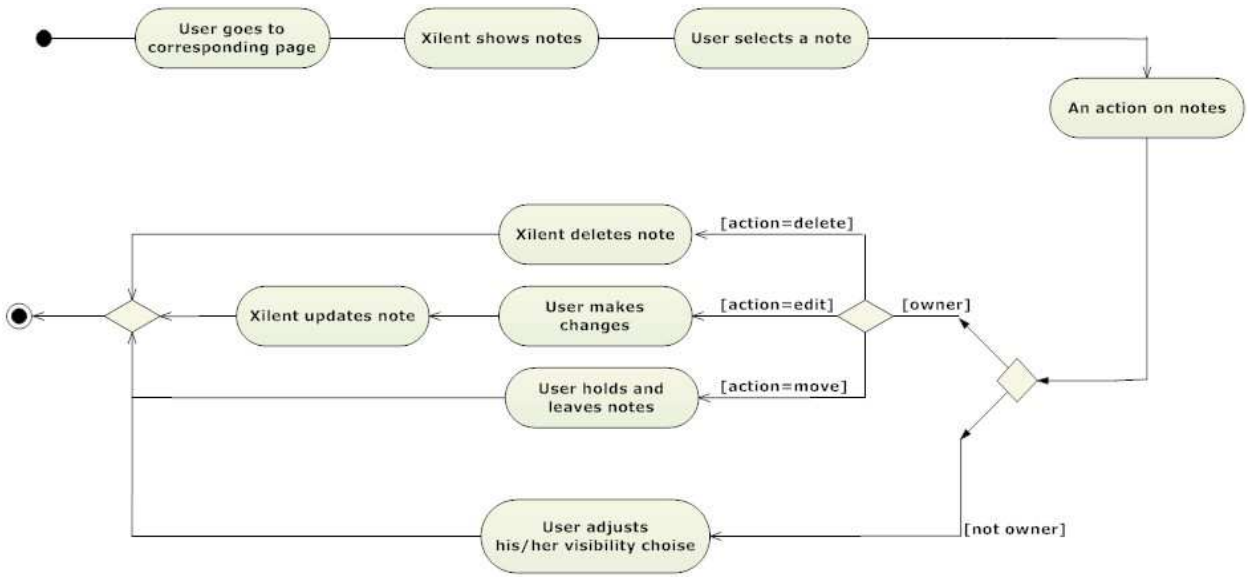


FIGURE 4.2.3.3: NOTE OPERATION ON VISITED WEBPAGE ACTIVITY

4.2.4. TAG OPERATIONS

While browsing the web pages, user can tag any information on that webpage by just right clicking and selecting “tag information” option from the pop-up menu. User can also edit or remove the tags that is leaved by him/her, by the menu that is located at his/her personal account page. These operations can also be applied when the tag is seen while browsing web pages if the user is the owner of the encountered tag.

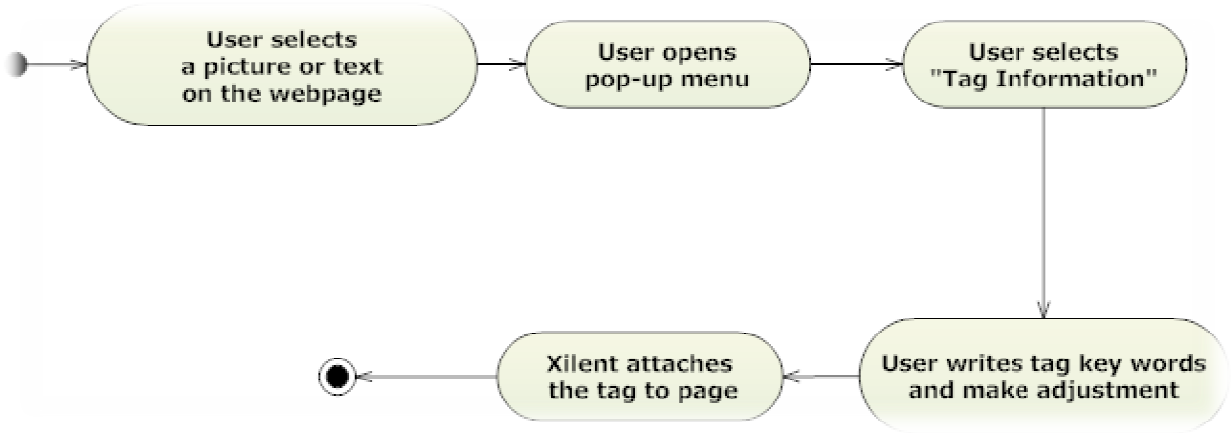


FIGURE 4.2.4.1: TAG INFORMATION ACTIVITY

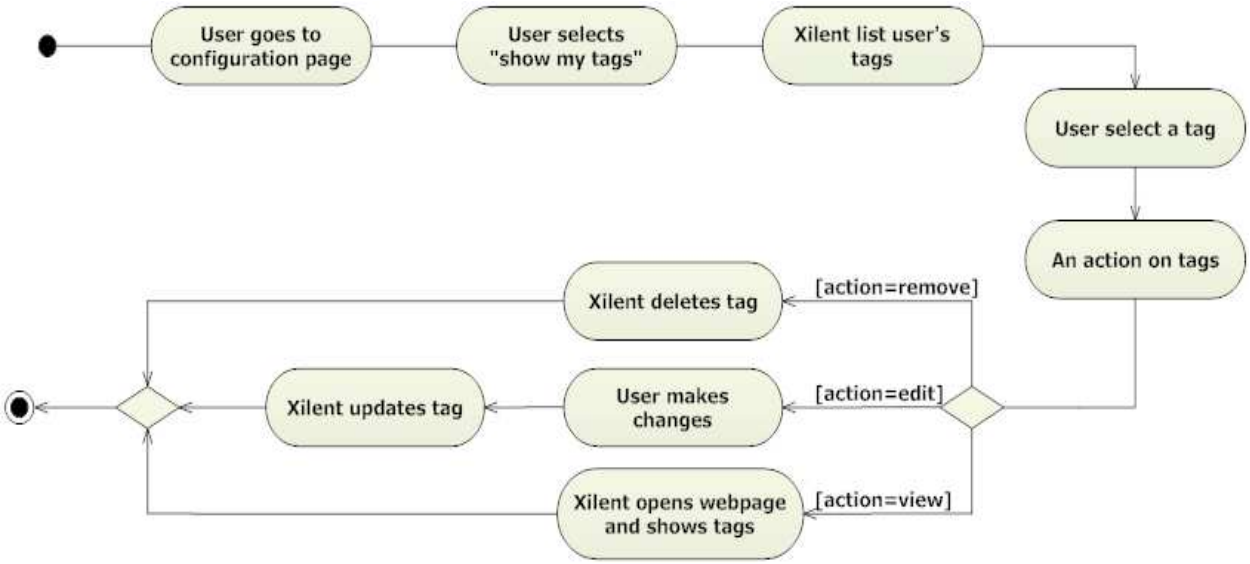


FIGURE 4.2.4.2: TAG OPERATION ON PERSONAL WEBPAGE ACTIVITY

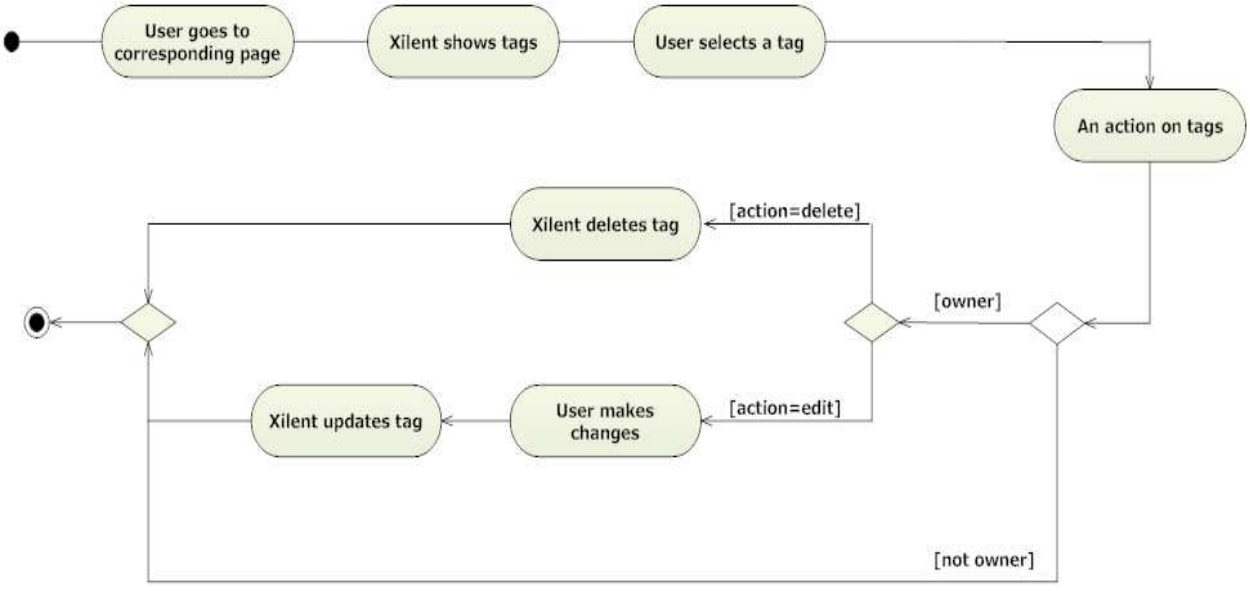


FIGURE 4.2.4.3: TAG OPERATION ON VISITED WEBPAGE ACTIVITY

4.2.5. GROUP MANAGEMENT

Xilent will be an application which the users can have groups. First phase is creating the group. To do this, user clicks on create group button and creates a new group with identical name and description. If this attempt is successful, XILENT creates the desired group. The owner of the group then sends an invitation to other users that he/she wants them to join. After the invitation, invited system users can join the group, they also can leave the group whenever they want. By the way, group moderators have the permissions to delete the groups.

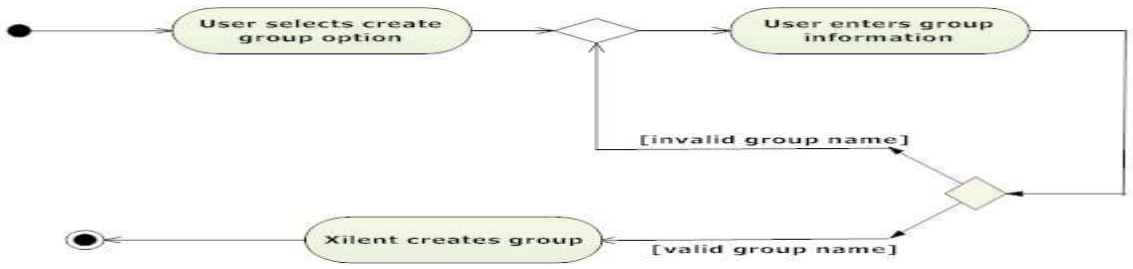


FIGURE 4.2.5.1: GROUP ACTIVITY

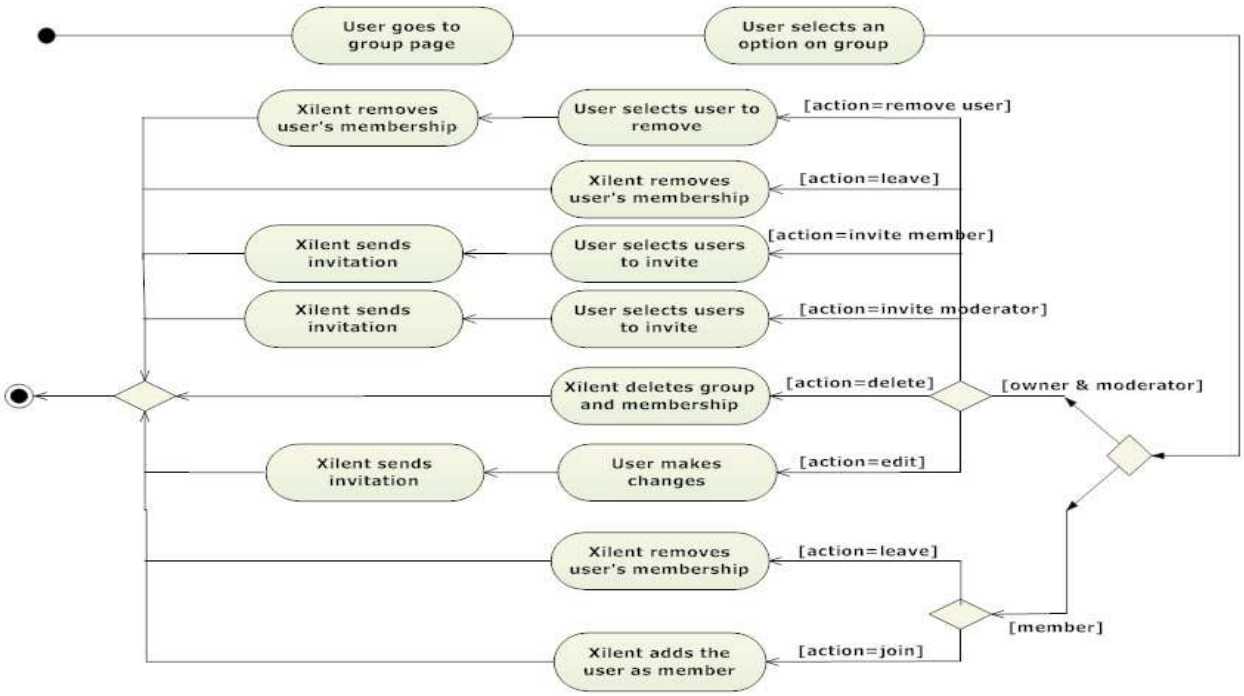


FIGURE 4.2.5.2: GROUP ACTIVITY

4.2.6. RATE WEBPAGE

While surfing on the internet, user can rate the visited webpage by first activating the rate box and then selecting a rate for this webpage.

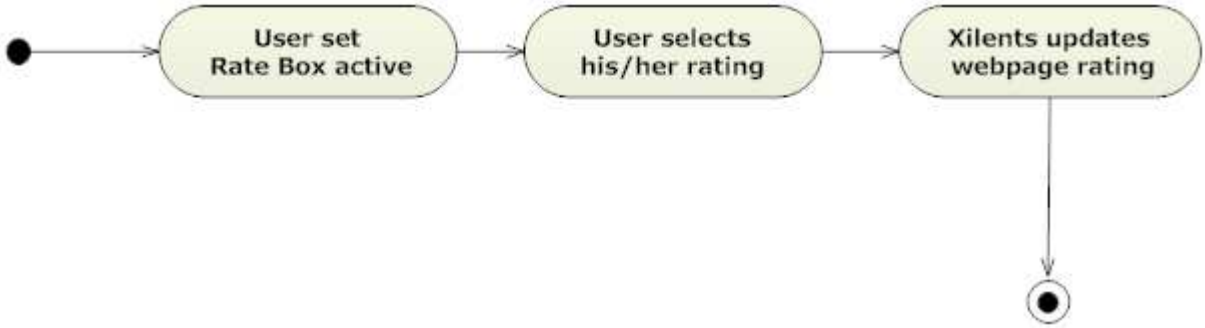


FIGURE 4.2.6.1: RATE ACTIVITY

4.2.7. ADD & INVITE FRIENDS

While surfing on the internet, user can see the people that are at the same webpage, from the radar screen which is located on the plug-in. User can make friendship with these people after adding them to his/her friend list. Moreover Xilent will help users to socialize on the internet by providing them to invite their friends that have accounts at other instant messaging services like msn.

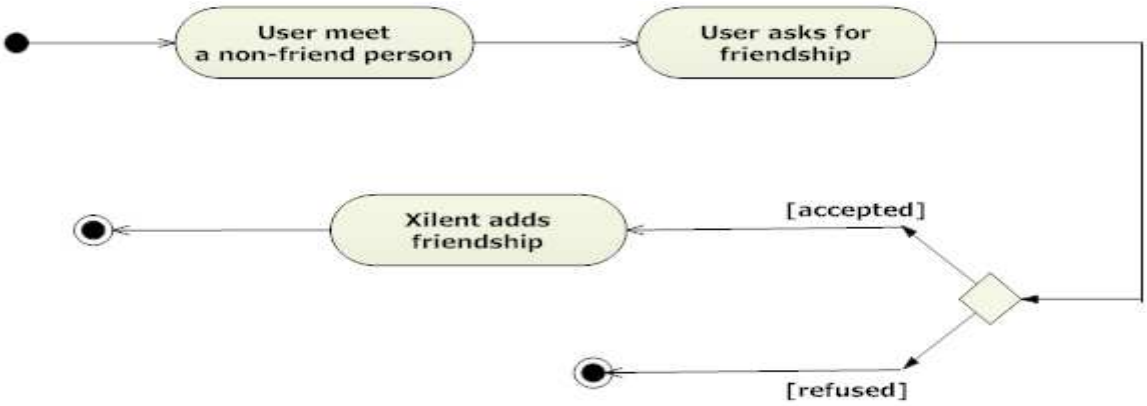


FIGURE 4.2.7.1: ADD FRIENDS ACTIVITY

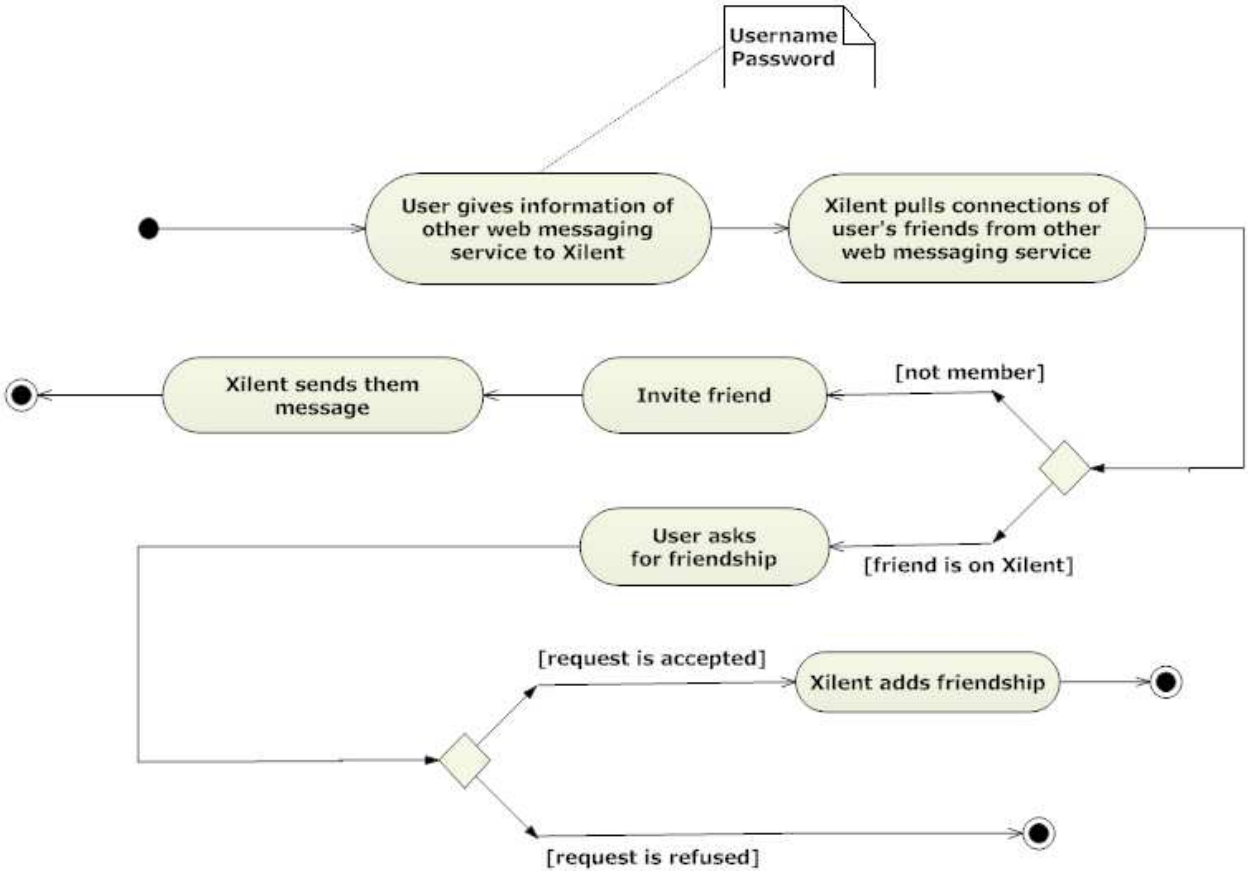


FIGURE 4.2.7.2: INVITE FRIENDS FROM OTHER INSTANT MESSAGING SERVICES ACTIVITY

4.3. CLASS DIAGRAMS

4.3.1. USER MANAGEMENT MODULE CLASS DIAGRAM

FIGURE 4.3.1.1: CLASS DIAGRAM FOR USER MANAGEMENT MODULE

- **UserAdministration** class handles the administrative operations on users. When a user signups, the validity of given information are checked by calling UserDatabaseAccess class and user has an account after confirming the confirmation mail that is sent after SignupManagement class is called. When these

steps are finished User class is created. On the other hand users' login process is handled by LoginManagement class. This class calls UserDatabaseAccess class and checks the validity of the information.

- **SignupManagement** class is responsible from sending a confirmation email to the user who filled the signup form and confirming the registration of the user to the system. This class calls UserDatabaseAccess class for the creation of the new user.
- **LoginManagement** class handless the login process of registered users. First gets the user name and password, and then calls UserDatabaseAccess class to check this information's validity.
- **UserDatabaseAccess** class establishes the connection with the database and executes the queries related with the methods of this class.
- **User** class is responsible from user related issues such as updating and changing login information. User class calls UserDatabaseAccess class to perform these operations.

4.3.2. NOTE OPERATIONS MODULE CLASS DIAGRAM

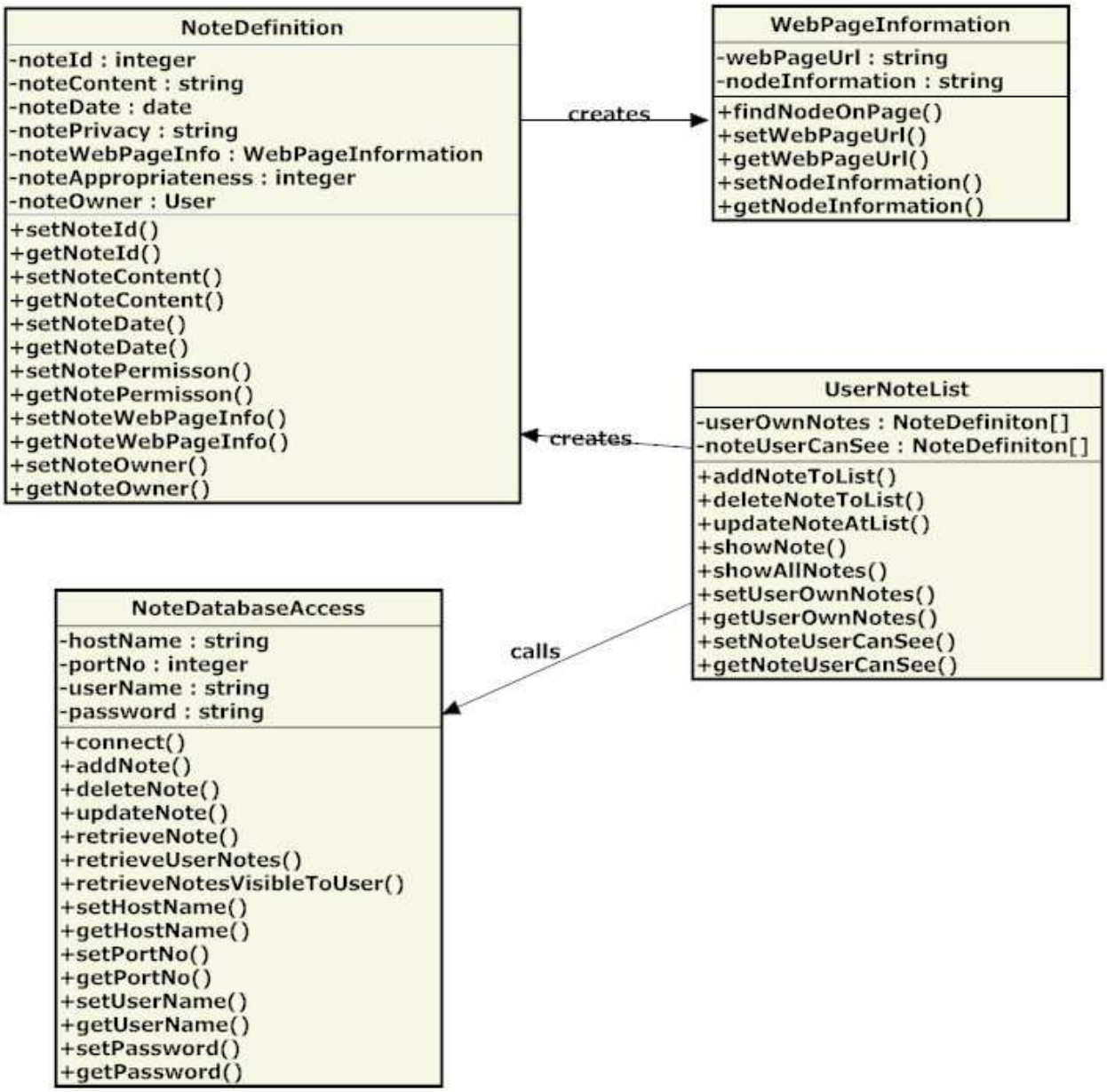


FIGURE 4.3.2.1: CLASS DIAGRAM FOR NOTE OPERATIONS MODULE

- **UserNoteList** class handles the note operations such as adding, deleting, updating and showing notes which are defined for user's note lists. All users have a note list in Xilent. When a user wants to leave a note on a webpage, UserNoteList class creates NoteDefinition class and this class creates WebPageInformation class. User class also calls NoteDatabseAcces class to perform database operations.

- **NoteDefinition** class is created when a user adds a note on a webpage. Note related attributes are set by the methods of this class. NoteDefinition class creates WebPageInformation class.
- **WebPageInformation** class is created after the creation of NoteDefinition class when a user adds a note. Leaved note's webpage information is set by the methods of this class.
- **NoteDatabaseAccess** class establishes the connection with database and does operations such as insert, delete or update. Its methods uses queries to perform these database related operations.

4.3.3. TAG OPERATIONS MODULE CLASS DIAGRAM

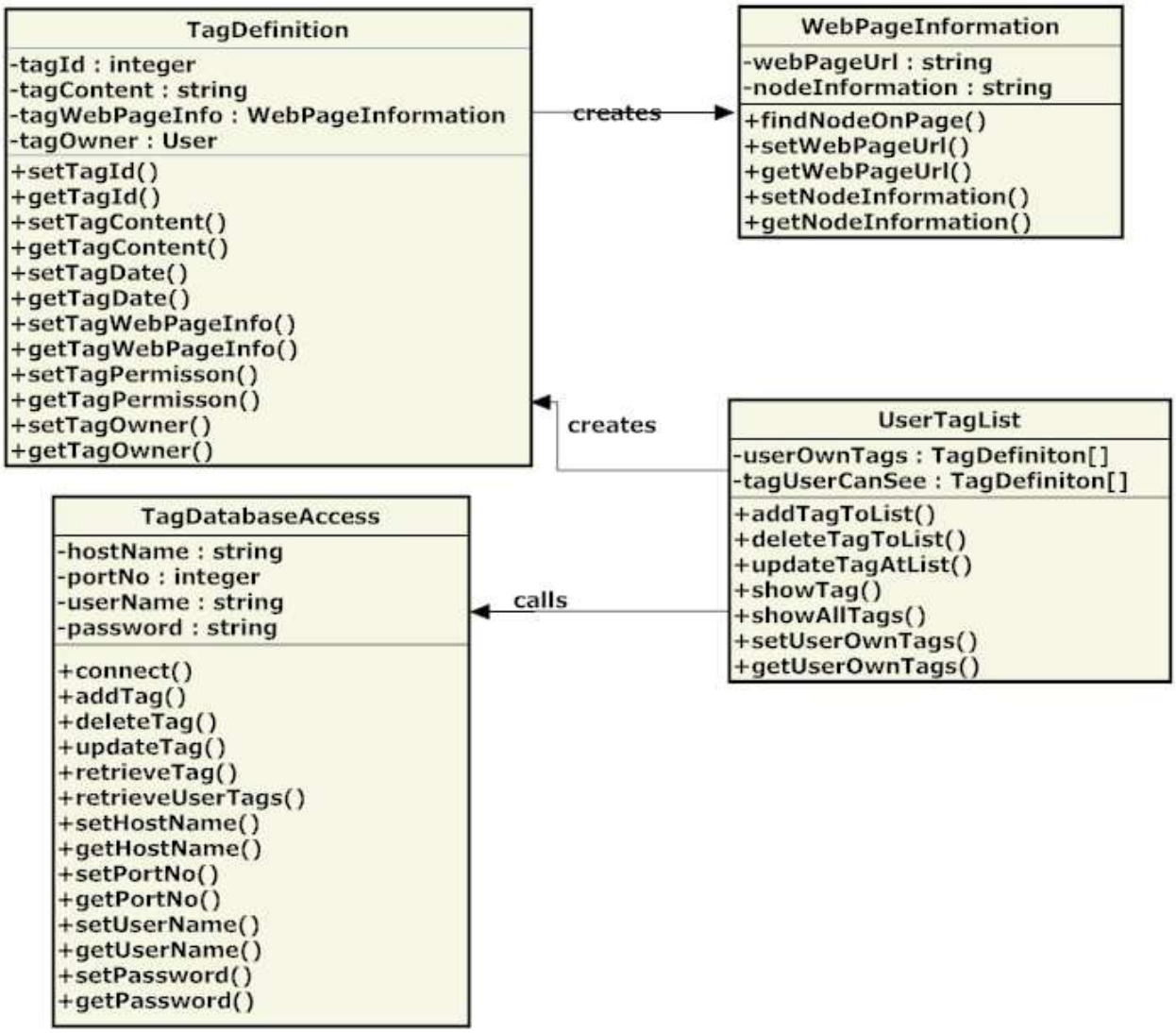


FIGURE 4.3.3.1: CLASS DIAGRAM FOR TAG OPERATIONS MODULE

- **UserTagList** class handles the tag operations such as adding, deleting, updating and showing tags which are defined for user's tag lists. All users have a tag list in Xilent. When a user wants to tag information on a webpage, UserTagList class creates TagDefinition class and this class creates WebPageInformation class. User class also calls TagDatabaseAcces class to perform database operations.
- **TagDefinition** class is created when a user tags information on a webpage. Tag related attributes are set by the methods of this class. TagDefinition class creates WebPageInformation class.
- **WebPageInformation** class is created after the creation of TagDefinition class when a user tags information. Tagged information's webpage information is set by the methods of this class.
- **TagDatabaseAccess** class establishes the connection with database and does operations such as insert, delete or update. Its methods uses queries to perform these database related operations.

4.3.4. RATE MODULE CLASS DIAGRAM

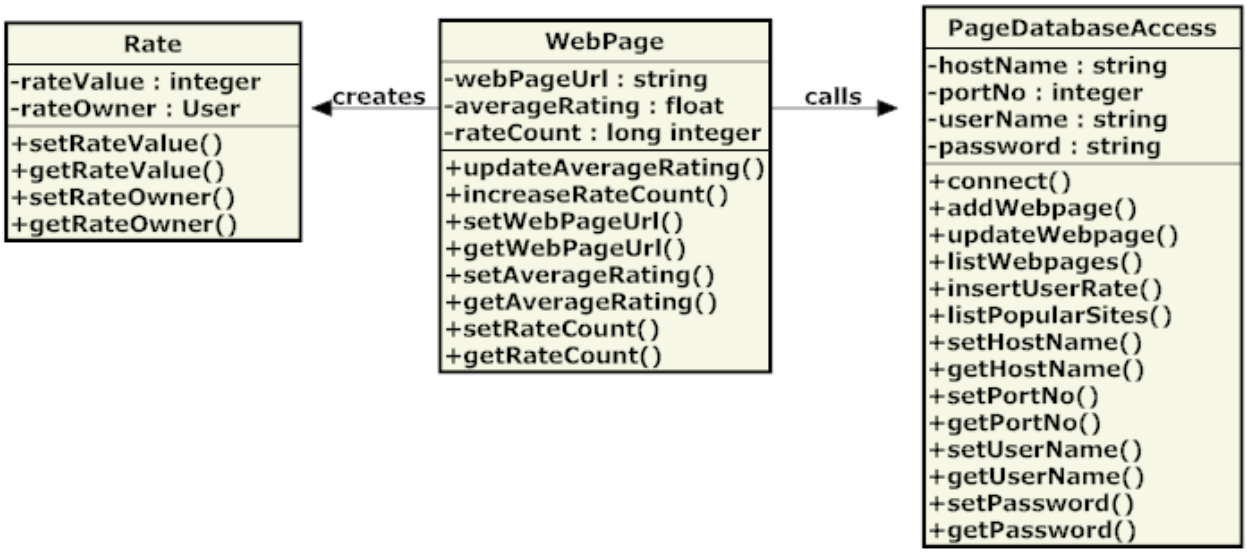


FIGURE 4.3.4.1: CLASS DIAGRAM FOR RATE MODULE

- **WebPage** class is keeping the information such as URL, average rating of the webpage and the number of people that rates the webpage. Webpage class creates Rate class when a user rates a webpage. It also calls PageDatabaseAccess class to perform database related issues.
- **Rate** class is responsible from keeping the rate of the webpage that is given by the user and user's name.

- **PageDatabaseAccess** class establishes the connection with database and does operations such as insert, delete or update the webpage's rate information. Its methods uses queries to perform these database related operations.

4.3.5. INSTANT MESSAGING MODULE CLASS DIAGRAM

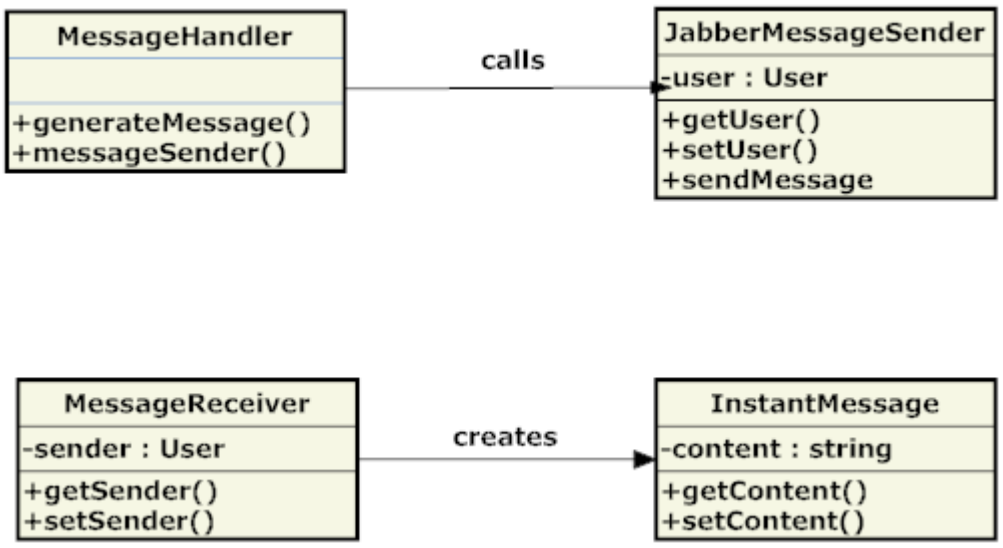


FIGURE 4.3.5.1: CLASS DIAGRAM FOR INSTANT MESSAGING MODULE

- **MessageHandler** class handles the preparation of a user message for JABBER server at message sending phase. Then it calls JabberMessageSender.
- **JabberMessageSender** class is responsible from sending the message to the receiver. Due to JABBER server's ability to send a message to the right receiver by only knowing the username of the receiver (if the user is registered to JABBER, his/her address is username@jabber.org), this class only has user data.
- **MessageReceiver** class keeps the message sender information and creates **InstantMessage** class which handles the preparation of message for receiver that comes from JABBER server.

4.3.6. GROUP MODULE CLASS DIAGRAM

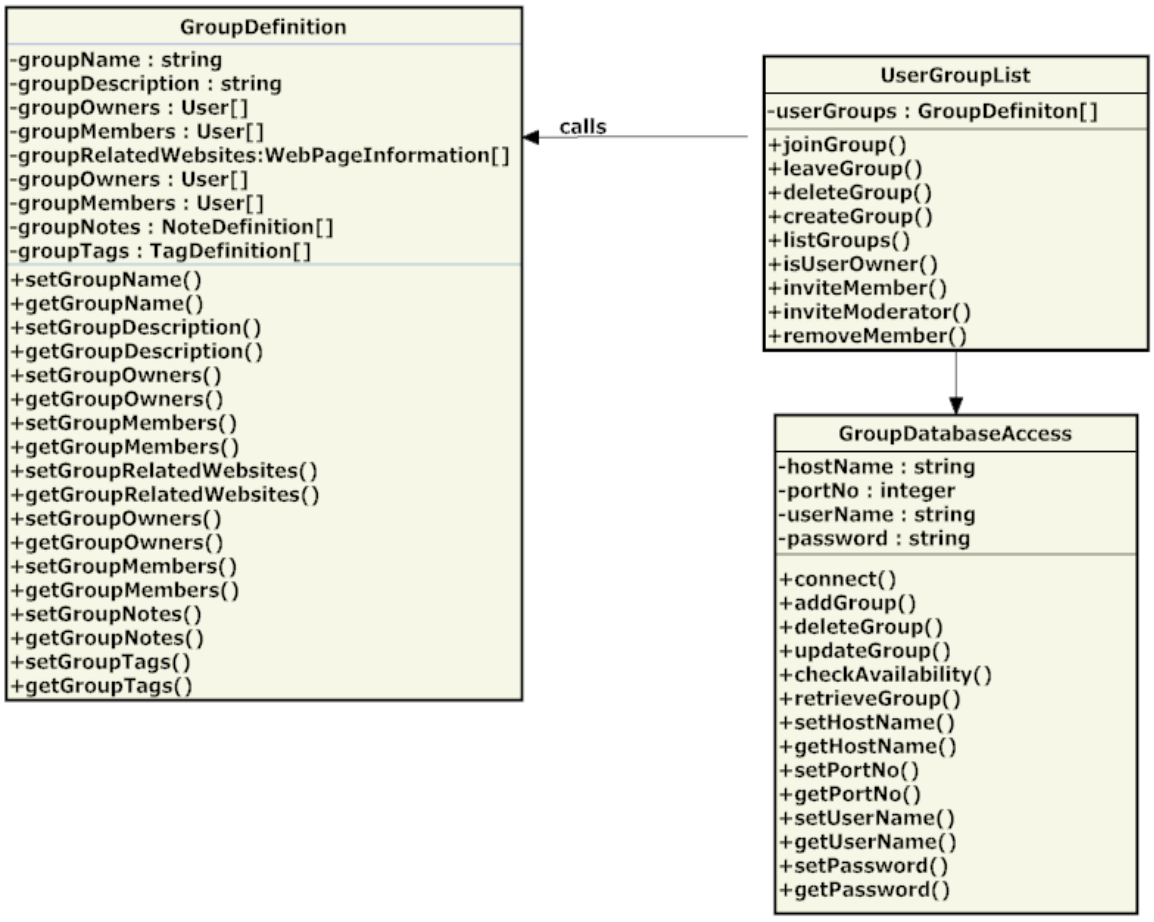


FIGURE 4.3.6.1: CLASS DIAGRAM FOR GROUP MODULE

- **GroupList** class handles group related operations such as creating a new group, joining or leaving from the group or invitations. When a user creates a new group, group definition class is called and a new group is formed with its name, description and owner.

- **GroupDefinition** class is the responsible for forming a new group and setting the members of the group. Also this class arranges the notes and tags that were leaved by system users according to their group information.

- **GroupDatabaseAccess** class establishes the connection with the database and executes the queries related with the methods of this class.

4.3.7. GUI MODULE CLASS DIAGRAM

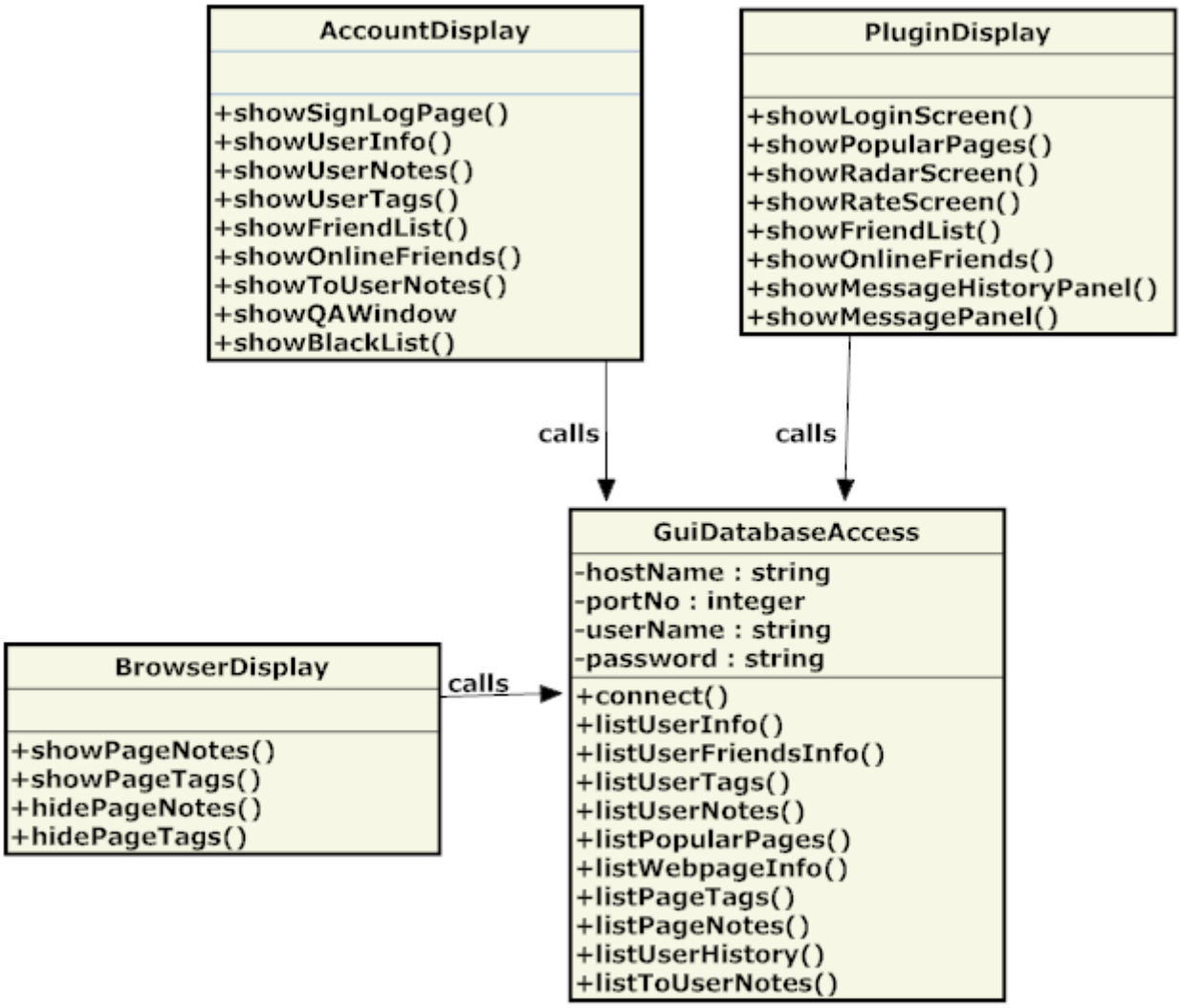


FIGURE 4.3.7.1: CLASS DIAGRAM FOR GUI MODULE

- **AccountDisplay** class handles the user's personal webpage display. The methods of this class are responsible from showing user info, notes, tags, friend and blacklisted people. AccountDisplay class calls GUIDatabaseAccess class.
- **BrowserDisplay** class is responsible from showing and hiding notes or tags that are located on the webpage that is currently being visited. This class also calls GUIDatabseAccess class.
- **PluginDisplay** class handles the display screen for plug-in. Radar screen, rate screen and message screen are some of the different parts of this class from AccountDisplay class. It calls GUIDatabaseAccess to able to show these parts after getting related lists from the database.

- **GUIDatabaseAccess** class establishes the connection with database and lists information such for AccountDisplay, BrowserDisplay and PluginDisplay. Its methods uses select queries to perform these database related operations.

4.4. SEQUENCE DIAGRAMS

4.4.1. SIGN UP

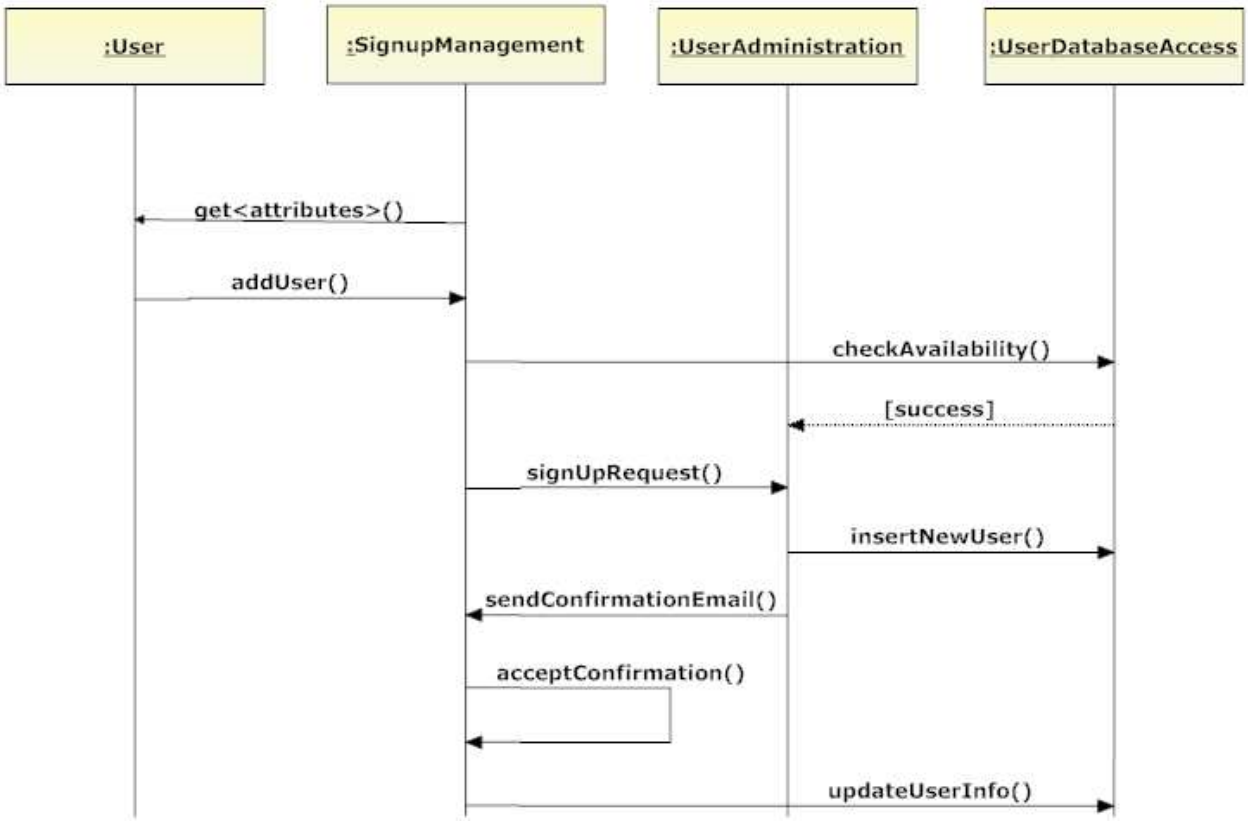


FIGURE 4.4.1.1: SIGN UP SEQUENCE DIAGRAM

4.4.2. LOGIN

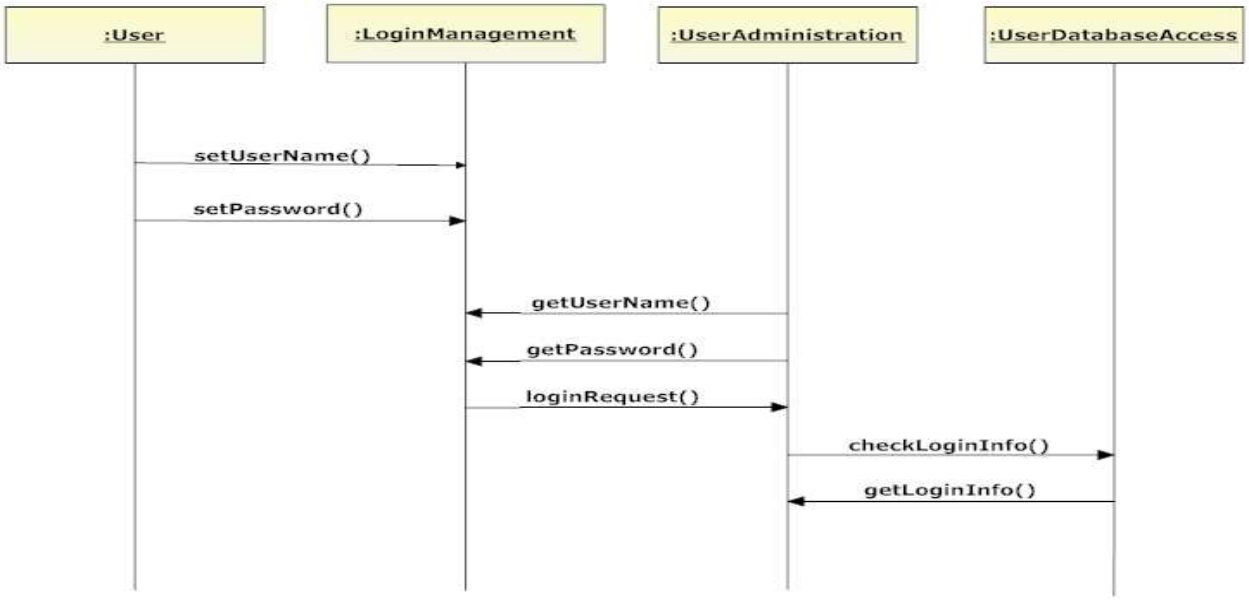


FIGURE 4.4.2.1: LOGIN SEQUENCE DIAGRAM

4.4.3. INSTANT MESSAGING

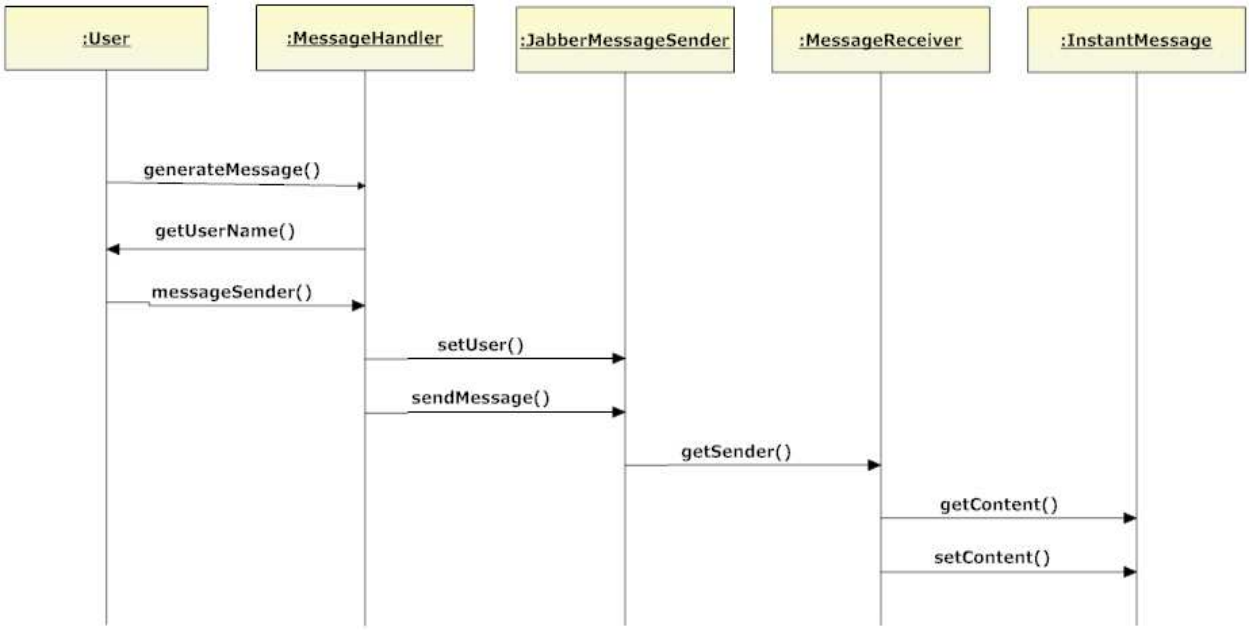


FIGURE 4.4.3.1: INSTANT MESSAGING SEQUENCE DIAGRAM

4.4.4. GROUP MANAGEMENT

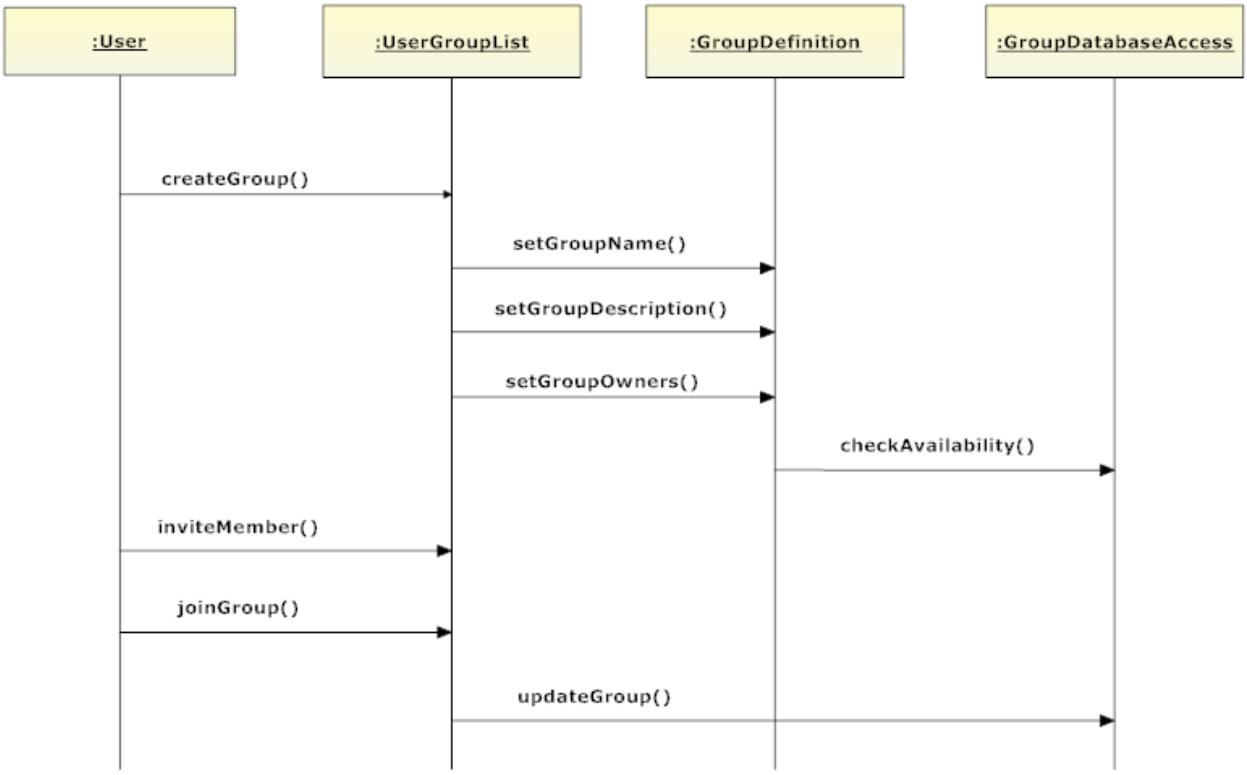


FIGURE 4.4.4.1: GROUP SEQUENCE DIAGRAM

4.4.5. NOTE OPERATIONS

FIGURE 4.4.5.1: NOTE OPERATIONS SEQUENCE DIAGRAM

4.4.6. TAG OPERATIONS

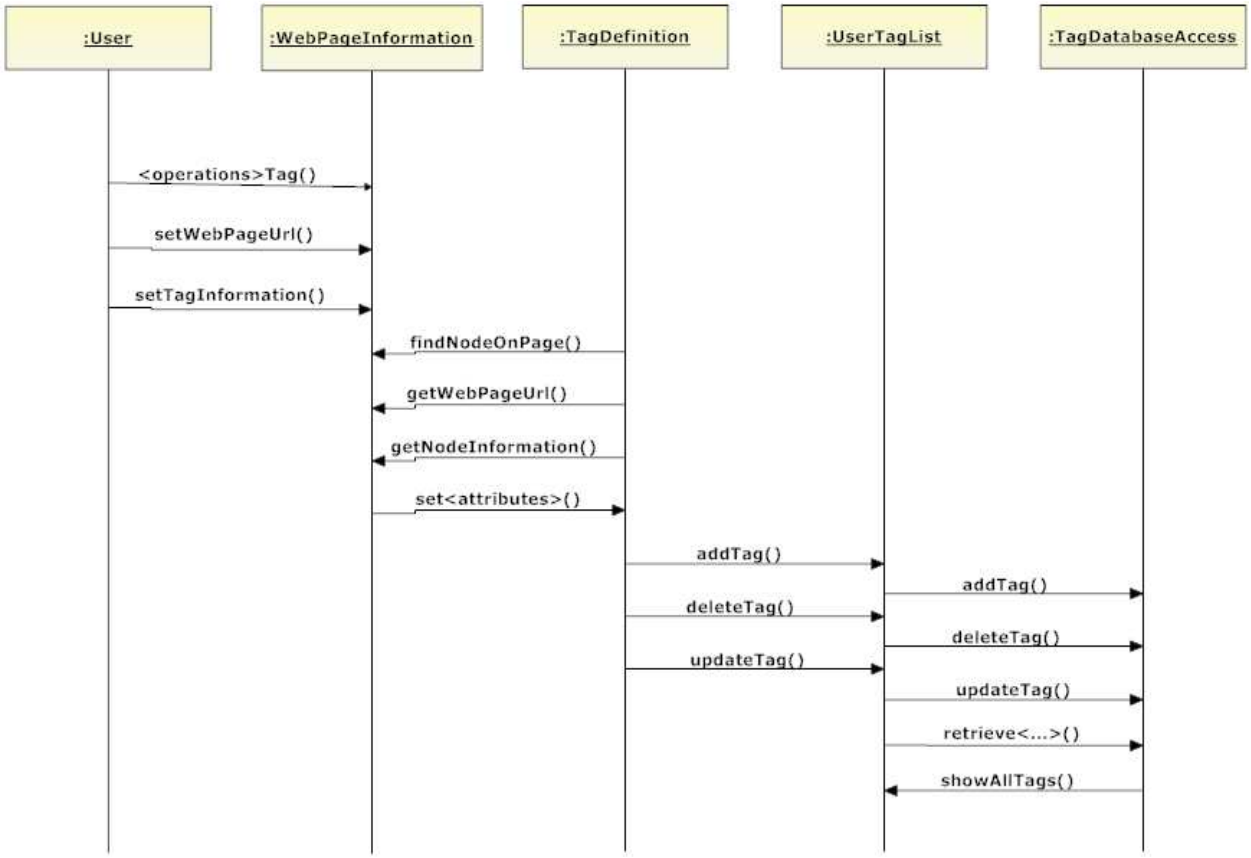


FIGURE 4.4.6.1: TAG OPERATIONS SEQUENCE DIAGRAM

4.4.7. RATE

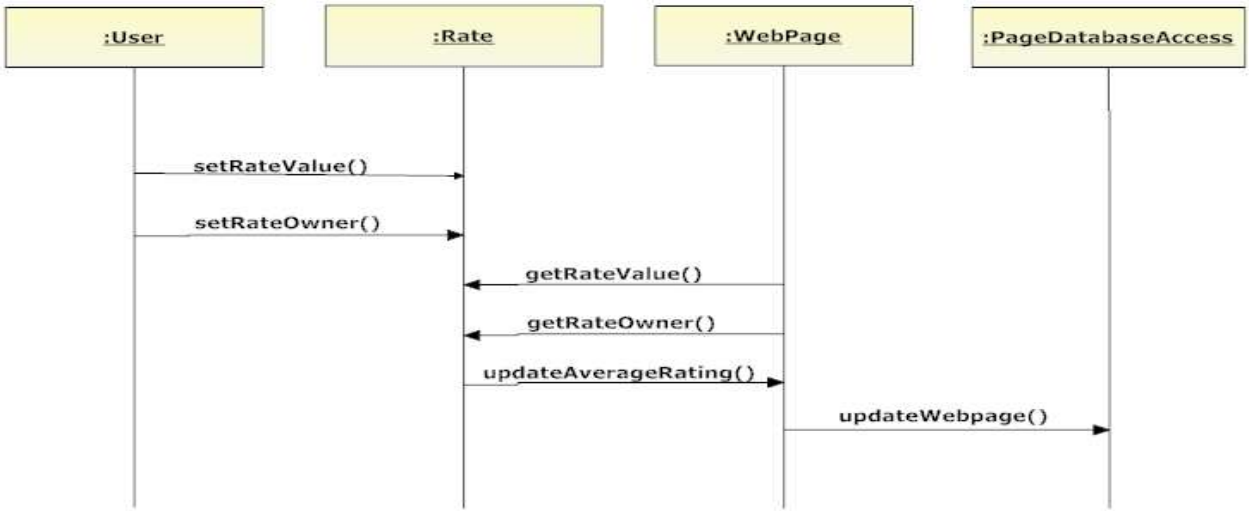


FIGURE 4.4.7.1: RATE SEQUENCE DIAGRAM

4.4.8. ACCOUNT DISPLAY

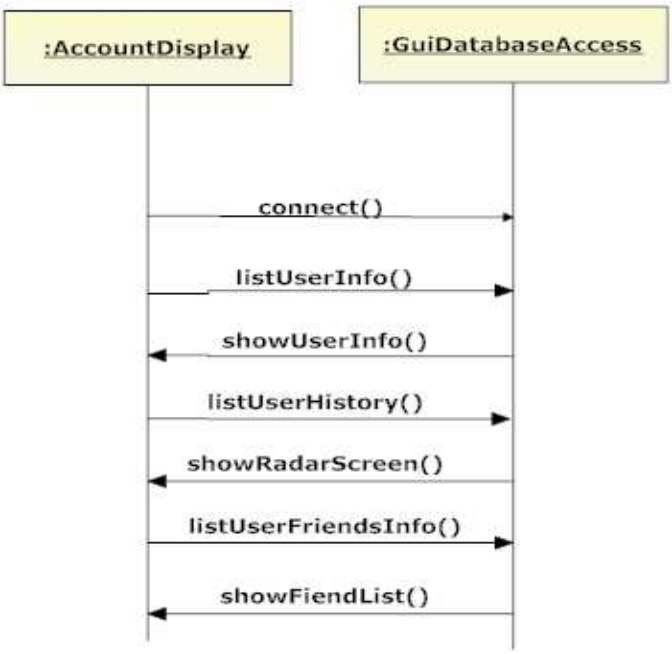


FIGURE 4.4.8.1: PERSONAL ACCOUNT DISPLAY SEQUENCE DIAGRAM

4.4.9. PLUG-IN DISPLAY

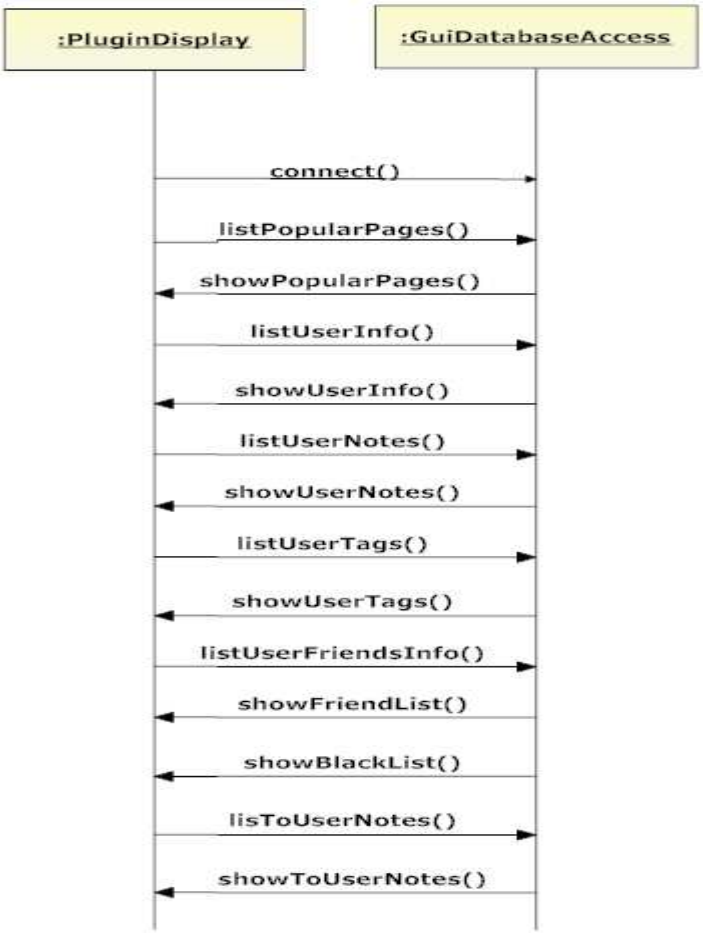


FIGURE 4.4.9.1: PLUG-IN DISPLAY SEQUENCE DIAGRAM

4.4.10. BROWSER DISPLAY

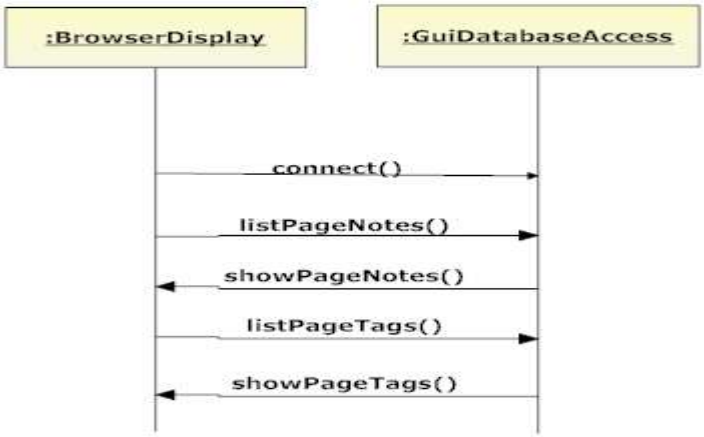


FIGURE 4.4.1.1: BROWSER DISPLAY SEQUENCE DIAGRAM

5. USER INTERFACE DESIGN

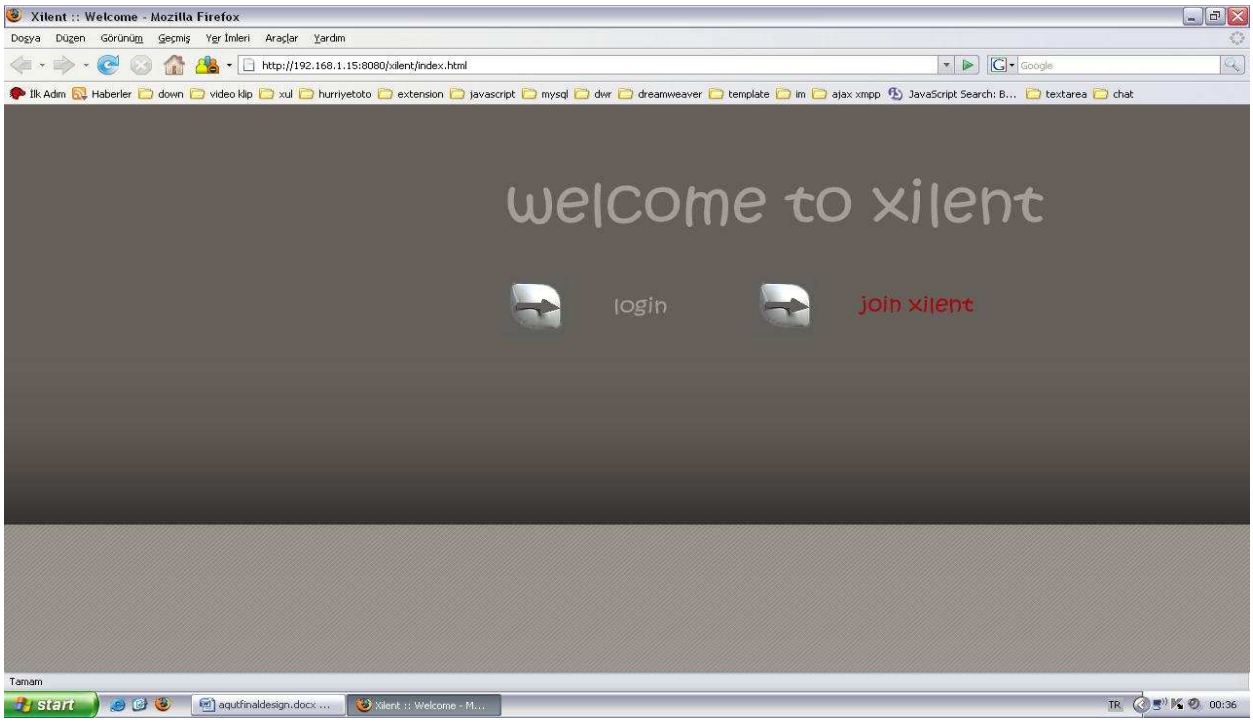


FIGURE 5.1: WELCOME SCREEN

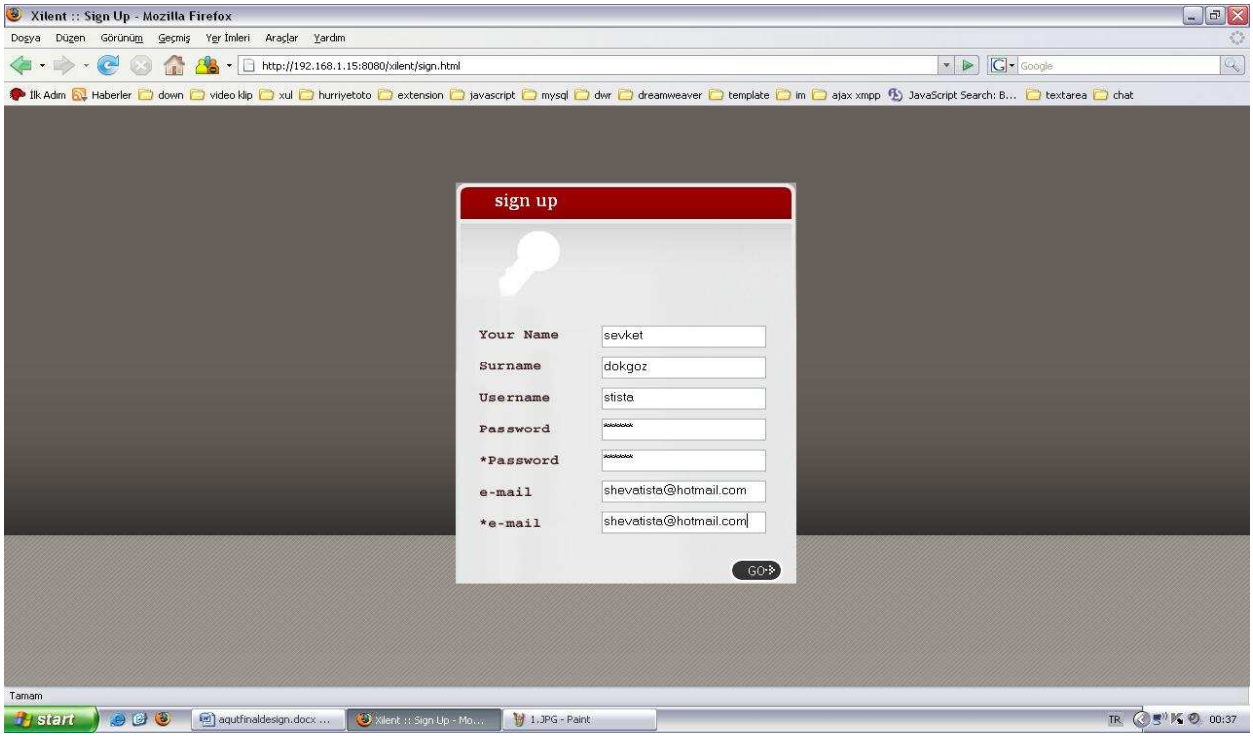


FIGURE 5.2: REGISTRATION SCREEN

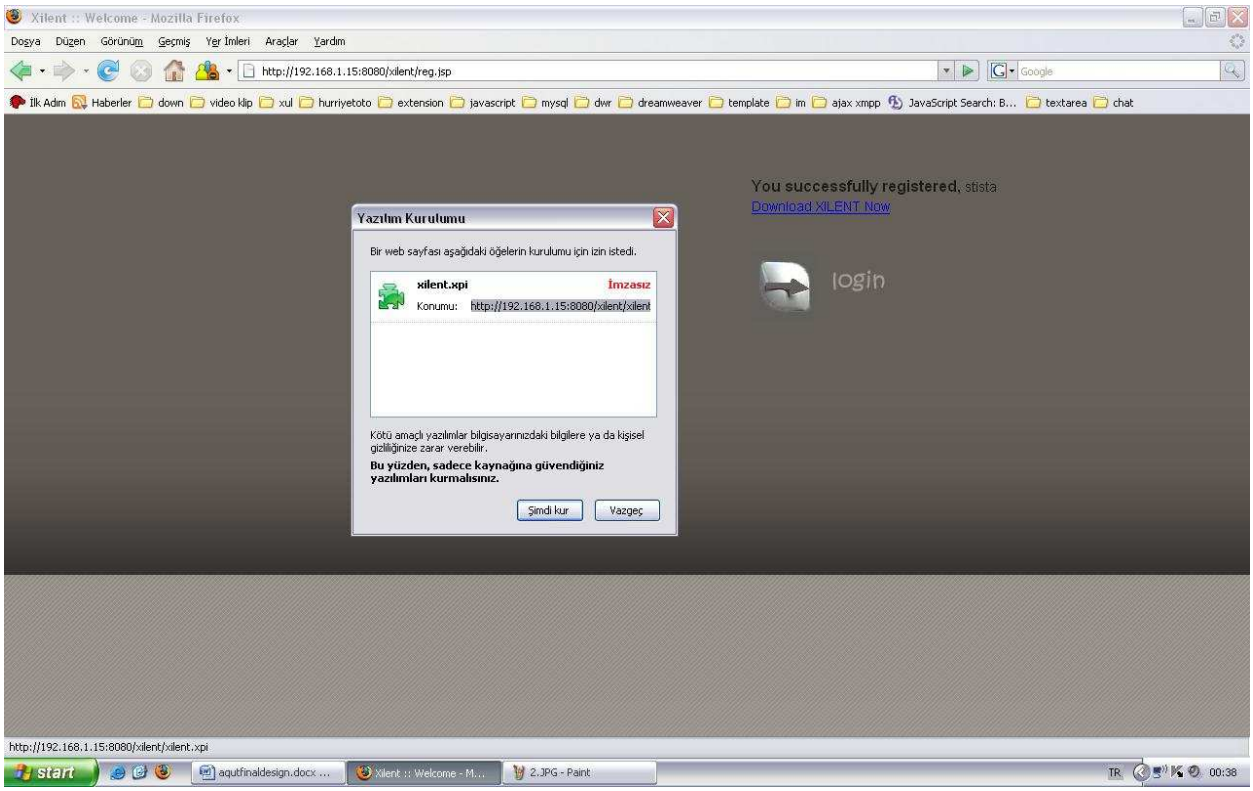


FIGURE 5.3: SETUP OF XILENT SIDEBAR AFTER REGISTRATION

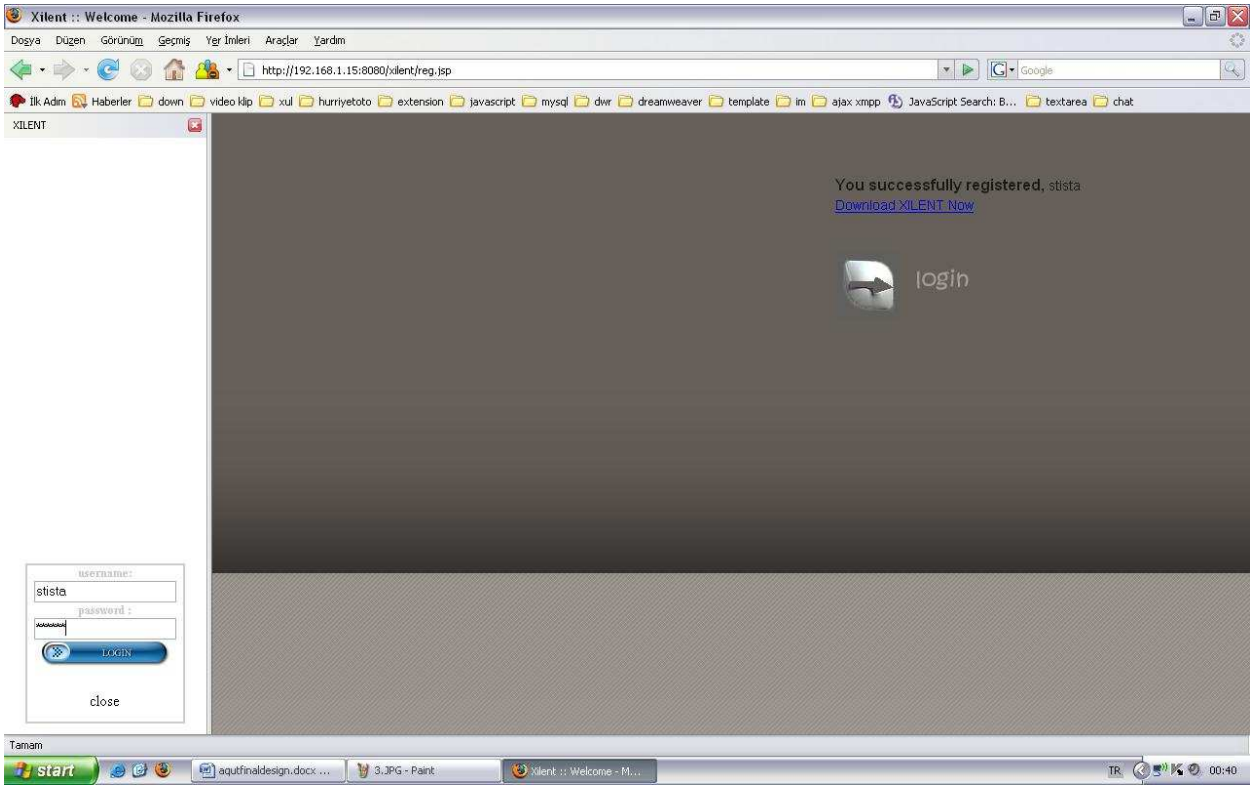


FIGURE 5.4: EXTENSION SCREEN. WHEN THE REGISTERED USER DOWNLOADS THE EXTENSION, A LEFT SIDED TOOLBAR WILL BE LOCATED TO THE BROWSER. AND USER CAN LOGIN FROM THE SIDEBAR TO CHAT WITH OTHER USERS

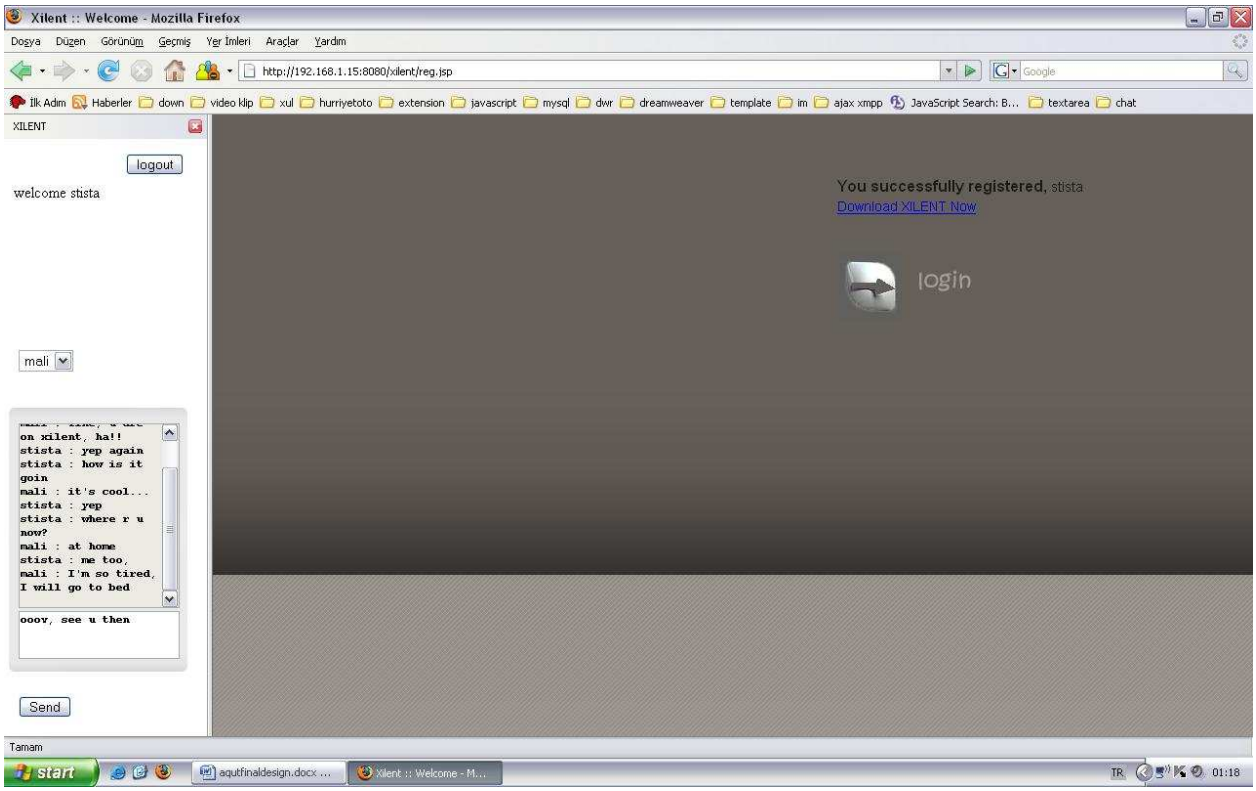


FIGURE 5.5: ONLINE USERS CHAT VIA SIDEBAR

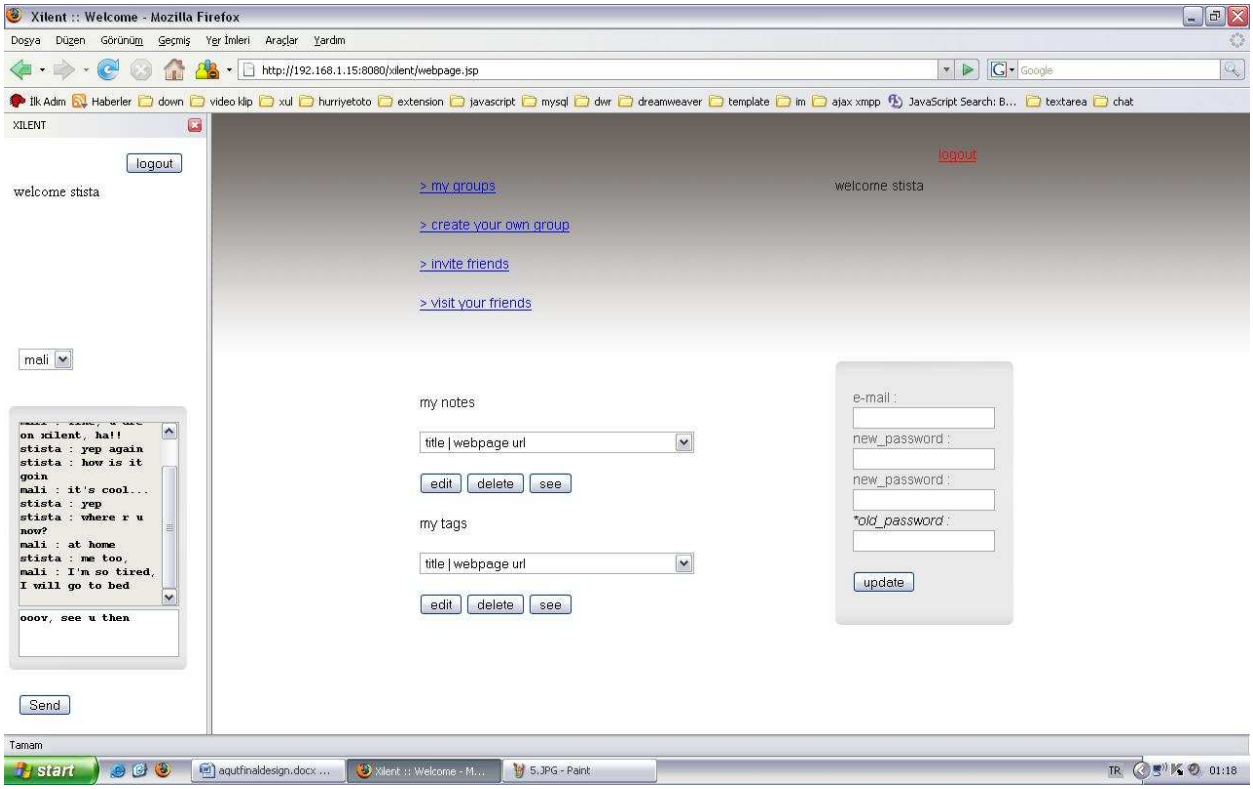


FIGURE 5.6: PERSONAL WEBPAGE SCREEN

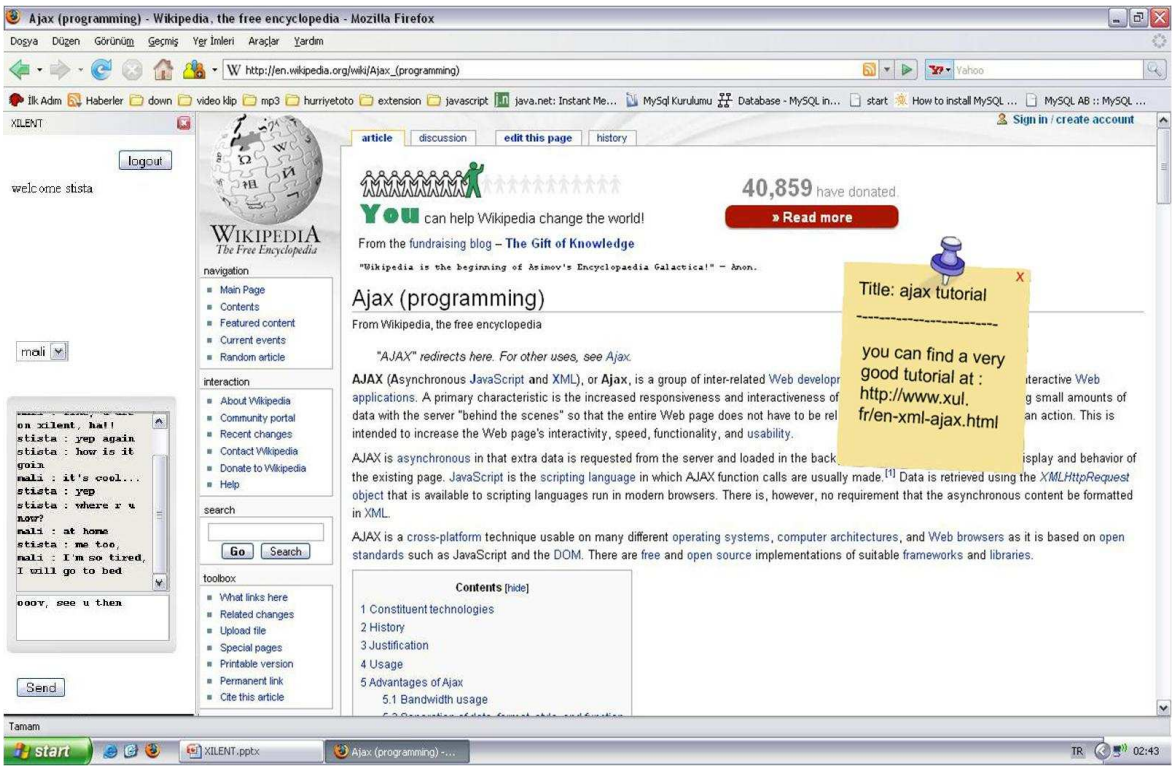


FIGURE 5.7: NOTE LEAVING SCREEN

FIGURE 5.8: TAGGING SCREEN

6. TESTING

Testing is indispensable phase while project is being developed. Project should be tested professionally before the customer delivery. Mainly, we divide our testing strategy into two parts that are dealing with each module individually and handling errors of the system entirely.

6.1. UNIT TESTING

In this step, we will test each module separately to identify errors that arises from them. Tests will be conducted by the code writers of that module. Functionalities will be tested carefully not to have trouble in later phases .We are planning to do this phase first and when we pass to the integration phase, we want to be sure that errors that we will face with are not related with internal structure of the modules.

6.2. INTEGRATION TESTING

After testing each module separately, we will integrate modules of the project. After this step, testing procedure may have another point of view since there may be errors that integration phase brings. We will examine relationship of each module with other modules and we will control whether they work within a harmony or not with our testing approach.

6.3. VALIDATION TESTING

After the integration step, we still may not be sure about the performance of the product. Therefore, we should go on testing the product by controlling its functionalities. Moreover, we are thinking to serve alpha and beta versions of the product to the customer to be aware of the satisfaction amount of the customer before final package.

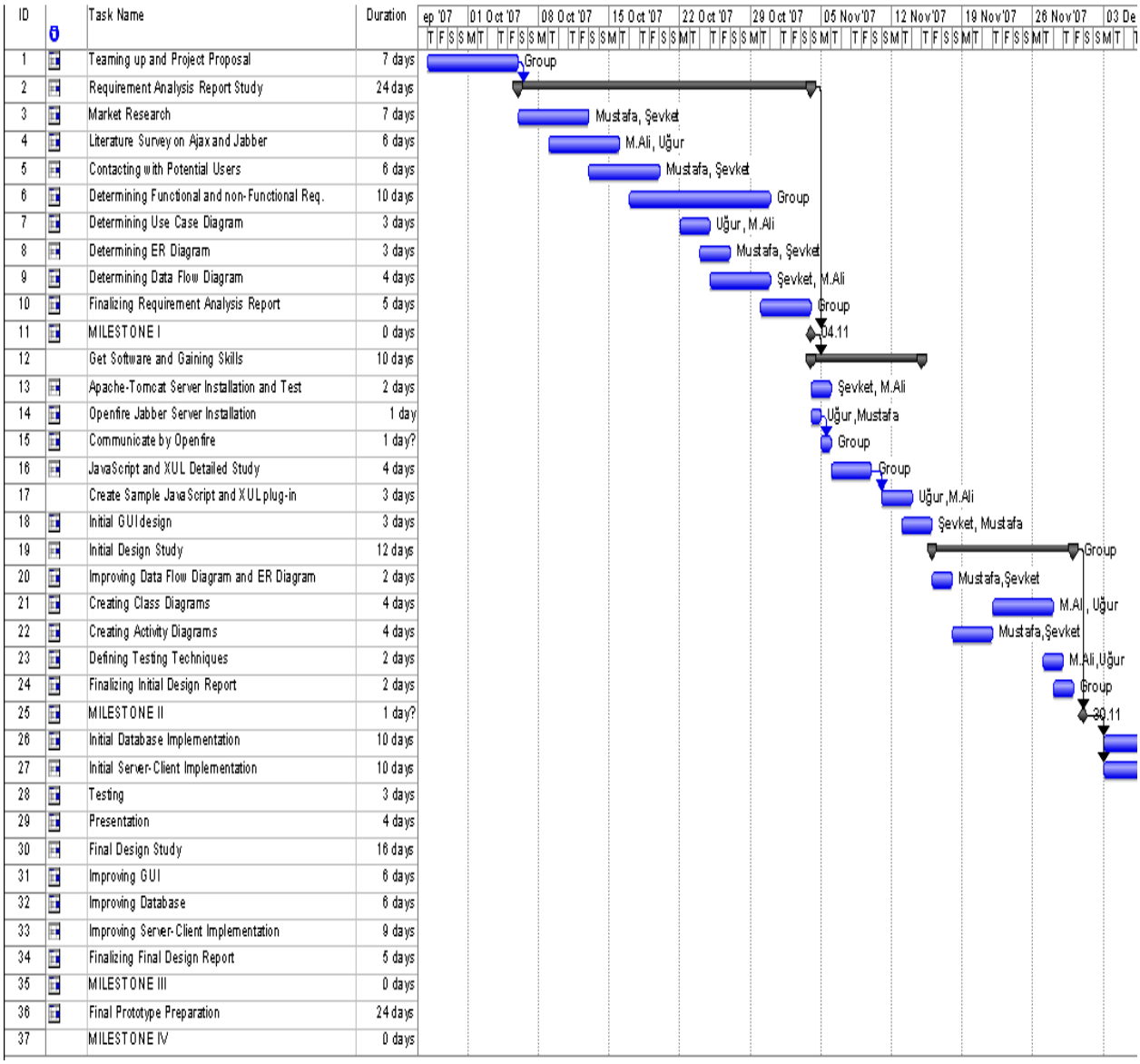
6.4. TESTING TECHNIQUES

In the early phases of the implementation, we will use white-box testing to figure out errors arises from implementation of the code. We will test every coded part not to face with bigger problems in later phases.

In later phases, we will use black-box testing techniques. We will test modules by examining fully functional requirements of the system as black-box testing technique states. Therefore, we will try all functionalities of modules to detect errors, missing and incorrect functions as much as possible. We are planning to handle errors of the system with this approach and prepare product for delivery.

Lastly, we are planning to deliver an executable of the project to some testers. We will want these testers to report us the errors that they face with. We will have a chance to test project on different environments with this approach.

7. GANTT CHART



ID	Task Name	Duration
1	Teaming up and Project Proposal	7 days
2	Requirement Analysis Report Study	24 days
3	Market Research	7 days
4	Literature Survey on Ajax and Jabber	6 days
5	Contacting with Potential Users	6 days
6	Determining Functional and non-Functional Req.	10 days
7	Determining Use Case Diagram	3 days
8	Determining ER Diagram	3 days
9	Determining Data Flow Diagram	4 days
10	Finalizing Requirement Analysis Report	5 days
11	MILESTONE I	0 days
12	Get Software and Gaining Skills	10 days
13	Apache-Tomcat Server Installation and Test	2 days
14	Openfire Jabber Server Installation	1 day
15	Communicate by Openfire	1 day?
16	JavaScript and XUL Detailed Study	4 days
17	Create Sample JavaScript and XUL plug-in	3 days
18	Initial GUI design	3 days
19	Initial Design Study	12 days
20	Improving Data Flow Diagram and ER Diagram	2 days
21	Creating Class Diagrams	4 days
22	Creating Activity Diagrams	4 days
23	Defining Testing Techniques	2 days
24	Finalizing Initial Design Report	2 days
25	MILESTONE II	1 day?
26	Initial Database Implementation	10 days
27	Initial Server-Client Implementation	10 days
28	Testing	3 days
29	Presentation	4 days
30	Final Design Study	16 days
31	Improving GUI	6 days
32	Improving Database	6 days
33	Improving Server-Client Implementation	9 days
34	Finalizing Final Design Report	5 days
35	MILESTONE III	0 days
36	Final Prototype Preparation	24 days
37	MILESTONE IV	0 days

FIGURE 7.1: GANTT CHART PART I (FIRST SEMESTER)

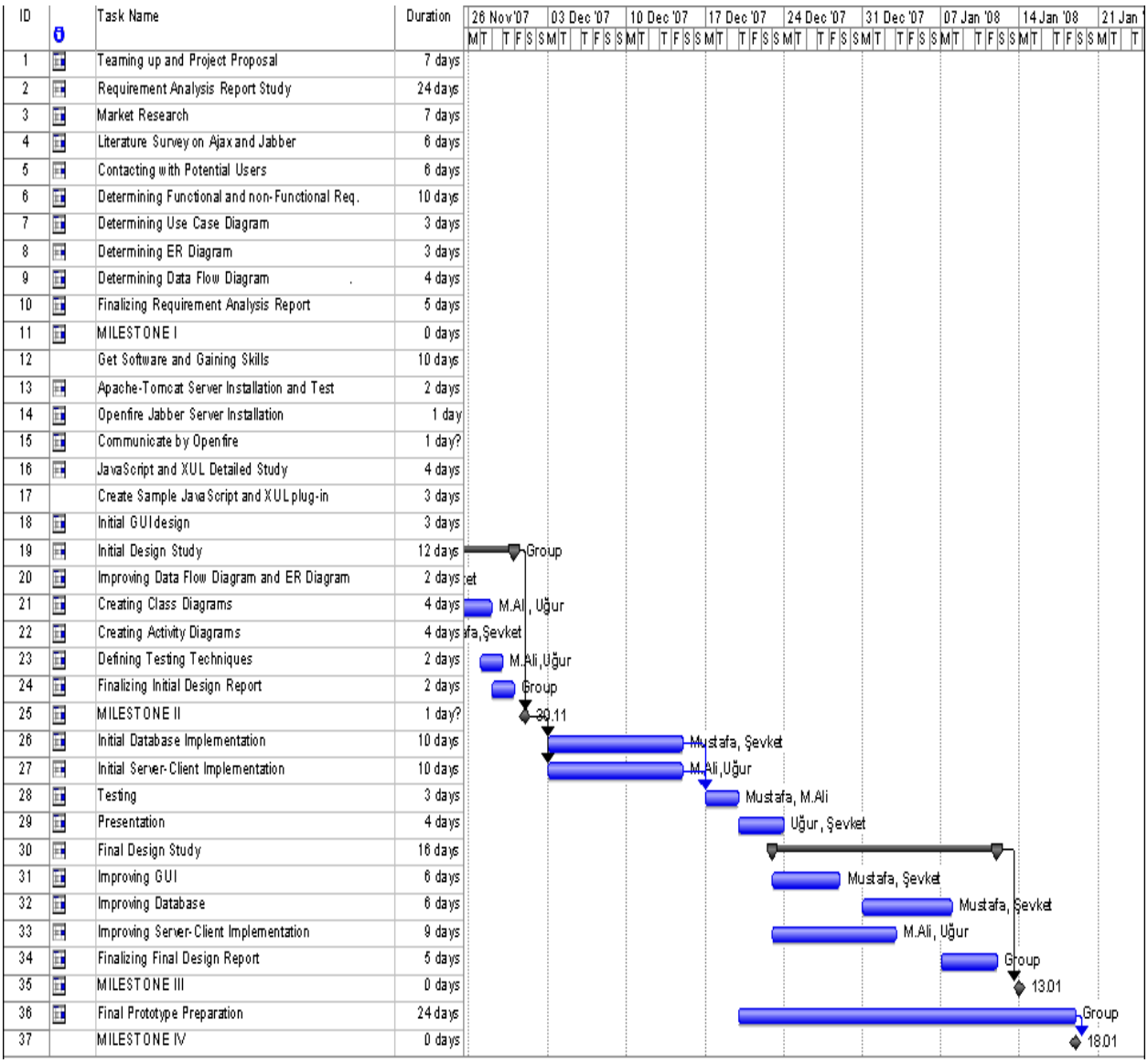


FIGURE 7.2: GANTT CHART PART II (FIRST SEMESTER)

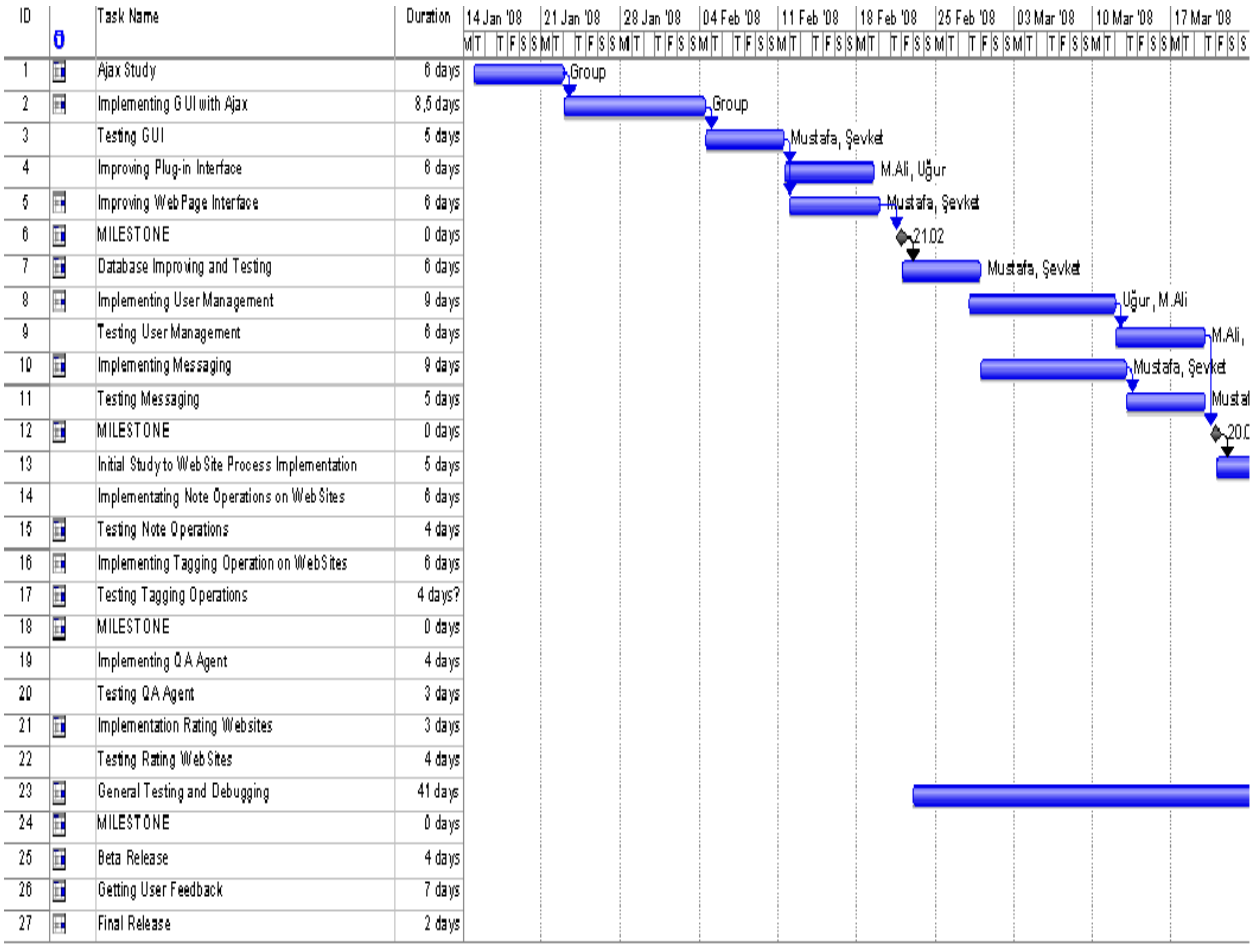


FIGURE 7.3: GANTT CHART PART I (SECOND SEMESTER)

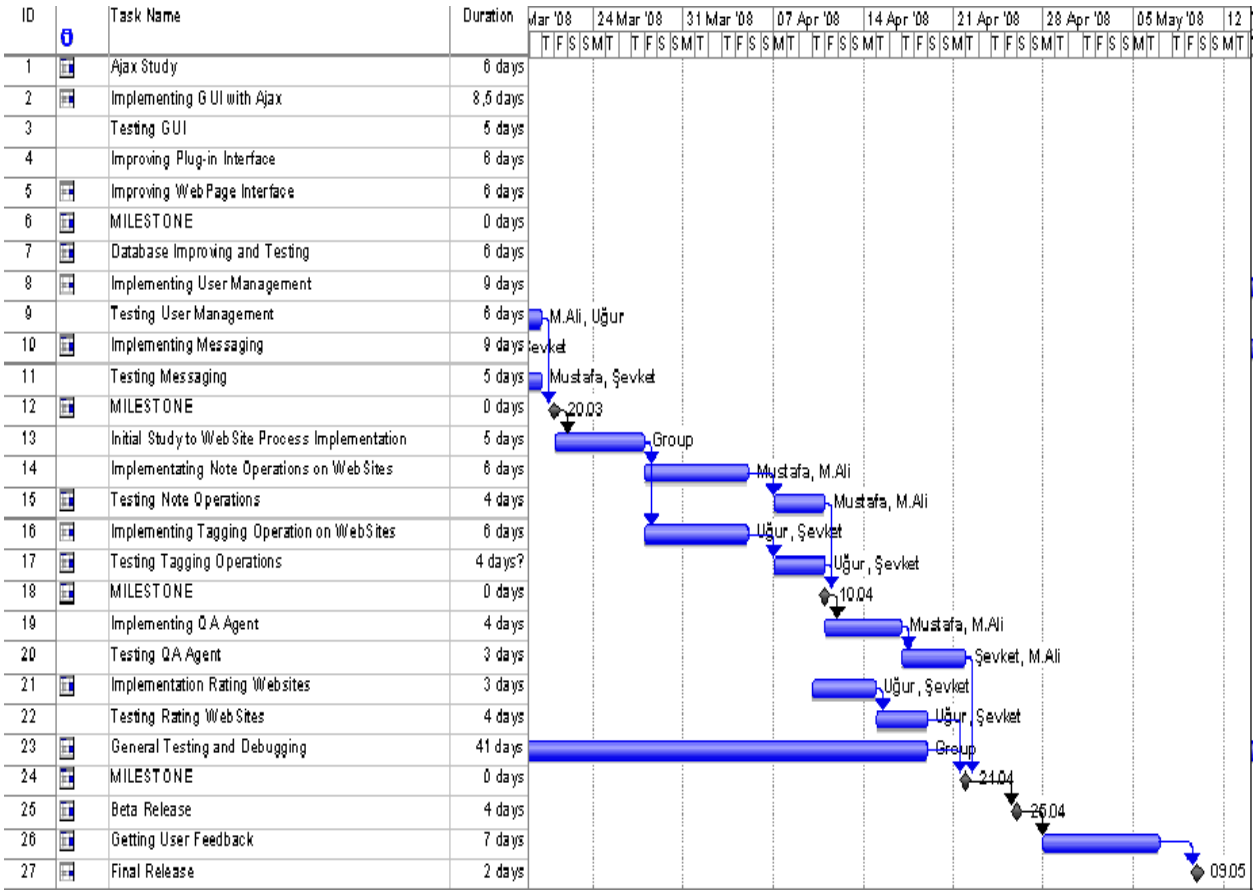


FIGURE 7.4: GANTT CHART PART II (SECOND SEMESTER)

8. CONCLUSION

Date from the day that we started to prepare the initial design and final design reports, we all know the importance of these reports for the later phases. All the team members were aware of the stage being crucial and try to work in a much disciplined way to be successful. Xilent members worked very hard to complete their stuff. Now, as a team, we expect that, all our approaches to solve the problems are well understood and all parts of the report are clear enough. First of all, having drawn the class diagrams, Xilent members have now concrete conceptions for the coding phase of the project. Moreover sequence and activity diagrams are become very valuable from the implementation point of view.

At the end, we believe that giving much importance to design issues, starting from the first day will make our job easier for later phases. This initial design report will be modified when there are more efficient perspectives, and by this way will guide us through the end of the project.

9. REFERENCES

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Software Engineering A practitioner's Approach, Roger S. Pressman, McGRAW-HILL INTERNATIONAL EDITION 2001