

# FileFighter

Fight against Chaos





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# Agenda

1. Vision
  - 1.1. Vision
  - 1.2. Scope & Use Cases
2. How we work
  - 2.1. Scrum
  - 2.2. RUP and long term planning
  - 2.3. Burndown Chart
  - 2.4. Cost Estimation
  - 2.5. Time per Use Case
  - 2.6. Time Report



# Agenda

3. Quality
  - 3.1. Workflow
  - 3.2. Technologies
  - 3.3. Architecture & Configuration
  - 3.4. CI/CD & Automation
  - 3.5. Code Quality & Testing
  - 3.6. Metrics
  - 3.7. Design Patterns
4. Technical Ability
  - 4.1. Class Diagram
  - 4.2. Deployment View
  - 4.3. Demo





# 1. Vision



# 1.1 Vision

- Network-Attached-Storage solution
- Easy to set up for self-hosting
- Free and open source alternative for Google-Drive/Dropbox
- for home use



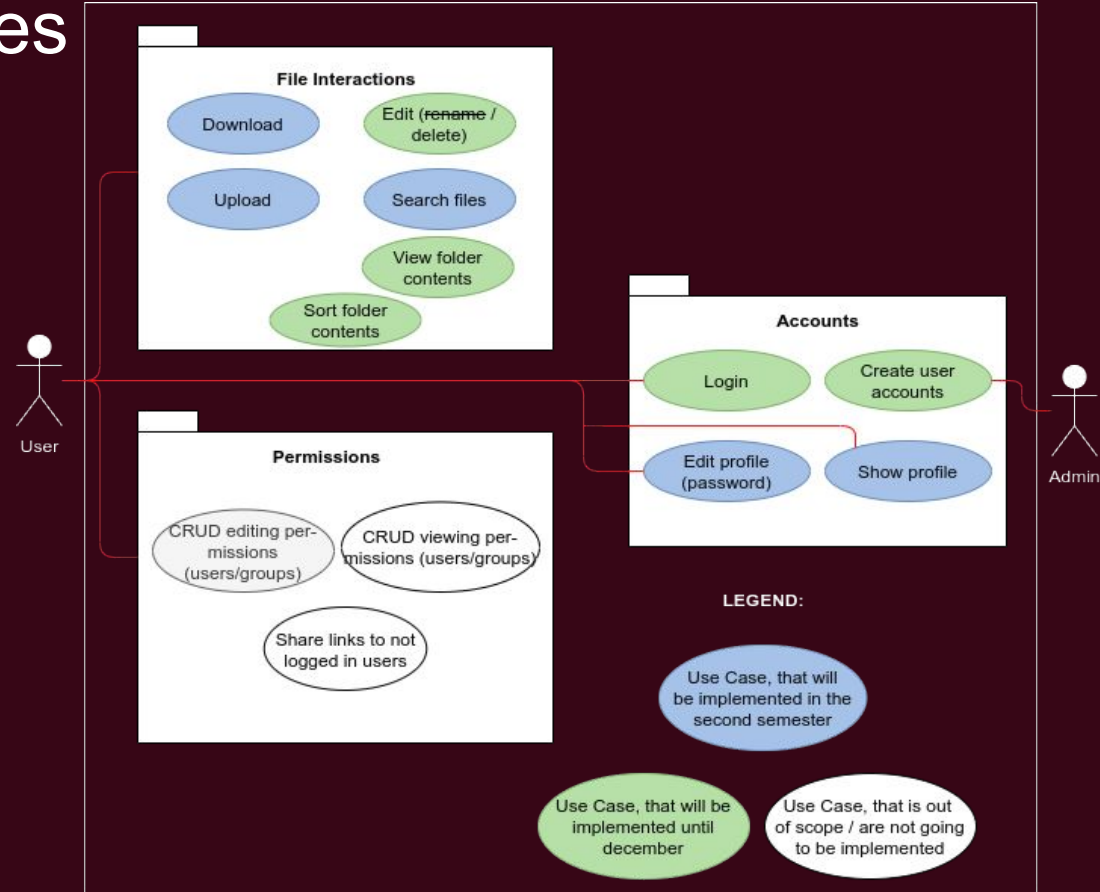
# 1.1 Vision

- fast
- simple
- secured via login
- well structured web interface
- supports all the common file types
- different user groups
- share files and folders
- upload, download, get rid of files
- find all files through search feature



# 1.2 Scope & Use Cases

- 1. Semester
  - CRUD users
  - View folder contents
  - Sort folder contents
  - Edit filesystem (rename, delete)
  - Install Script / Tool
- 2. Semester
  - Download
  - Upload
  - Search files
  - Edit profile
  - Show profile



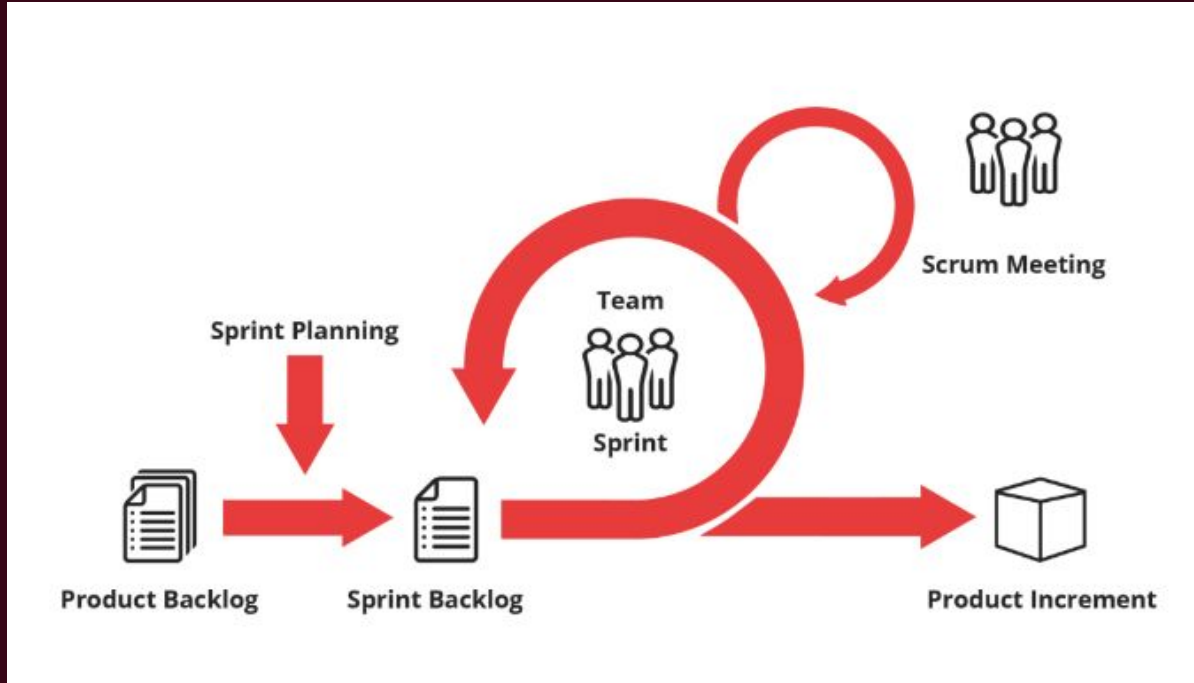




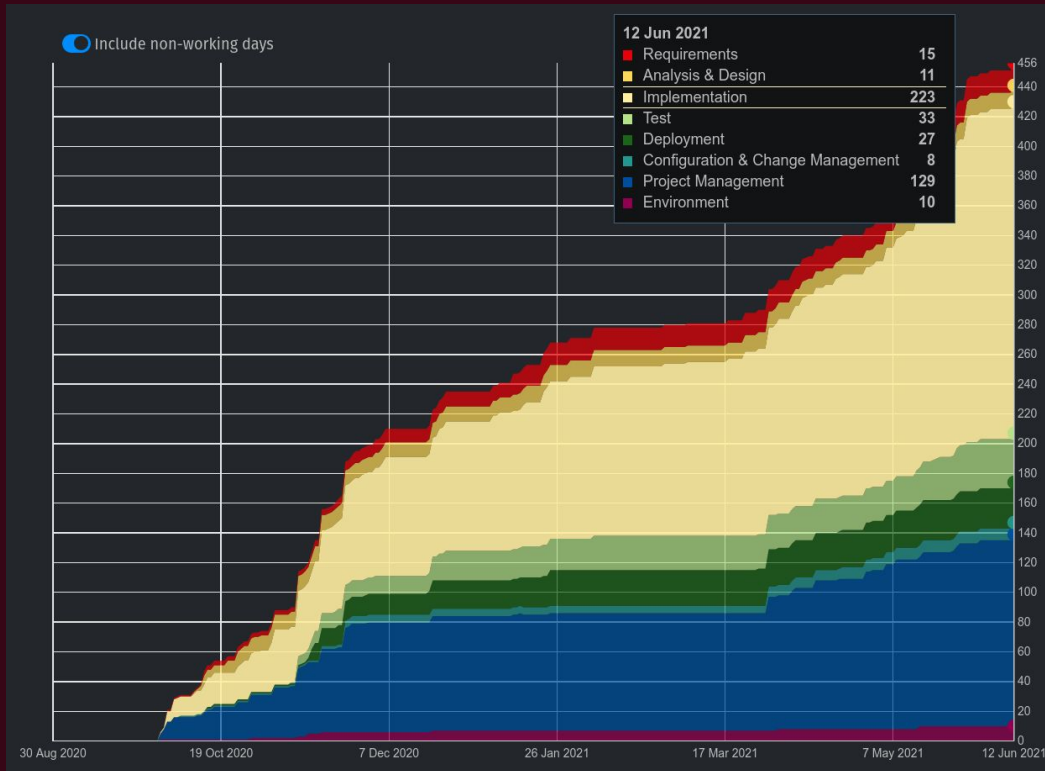
## 2. How we work



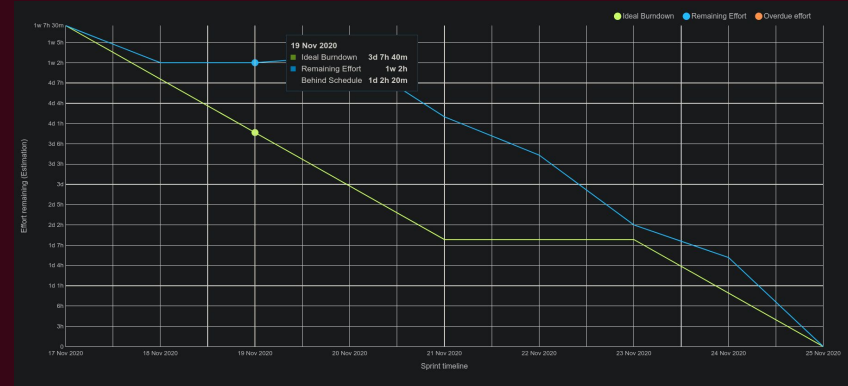
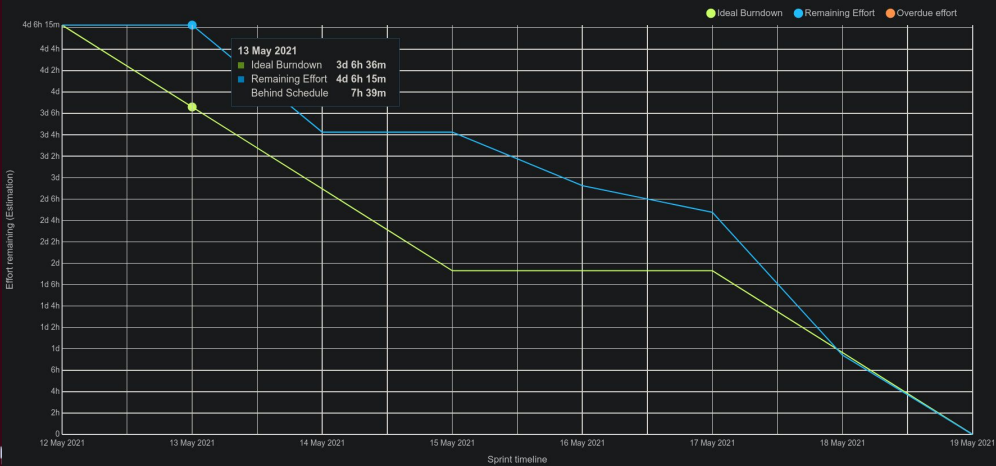
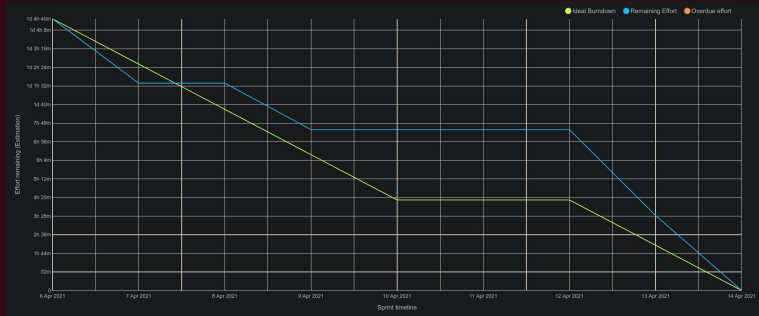
## 2.1 Scrum



## 2.2 RUP / long term planning



# 2.3 Burndown Chart

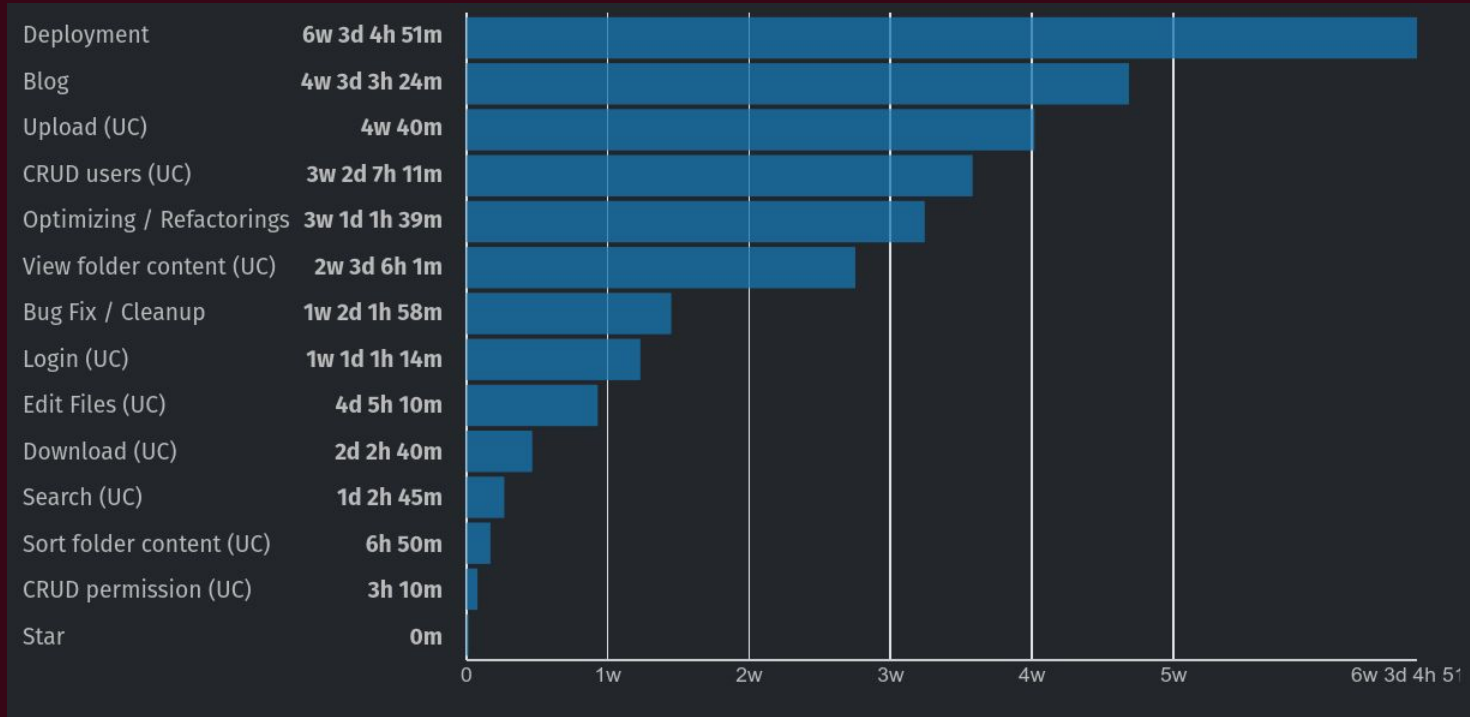


## 2.4 Cost Estimation




Use Case	Function Points (rounded)	Estimated Time in h	Spent Time in h
CRUD Users	234	-	134
View Folder Contents	165	-	110
Login	119	-	49
Upload	190	105	160,4
Download	120	45	20
Search and Sort Files	90	50	19



# 2.5 Time per Use Case



## 2.6 Time Report

Users	Time estimated	Time spent
<b>Total time</b>	<b>596h 15m</b>	<b>681h 23m</b>
 Gimleux		201h 41m
 Open Schnick		272h 12m
 Valentin		207h 30m



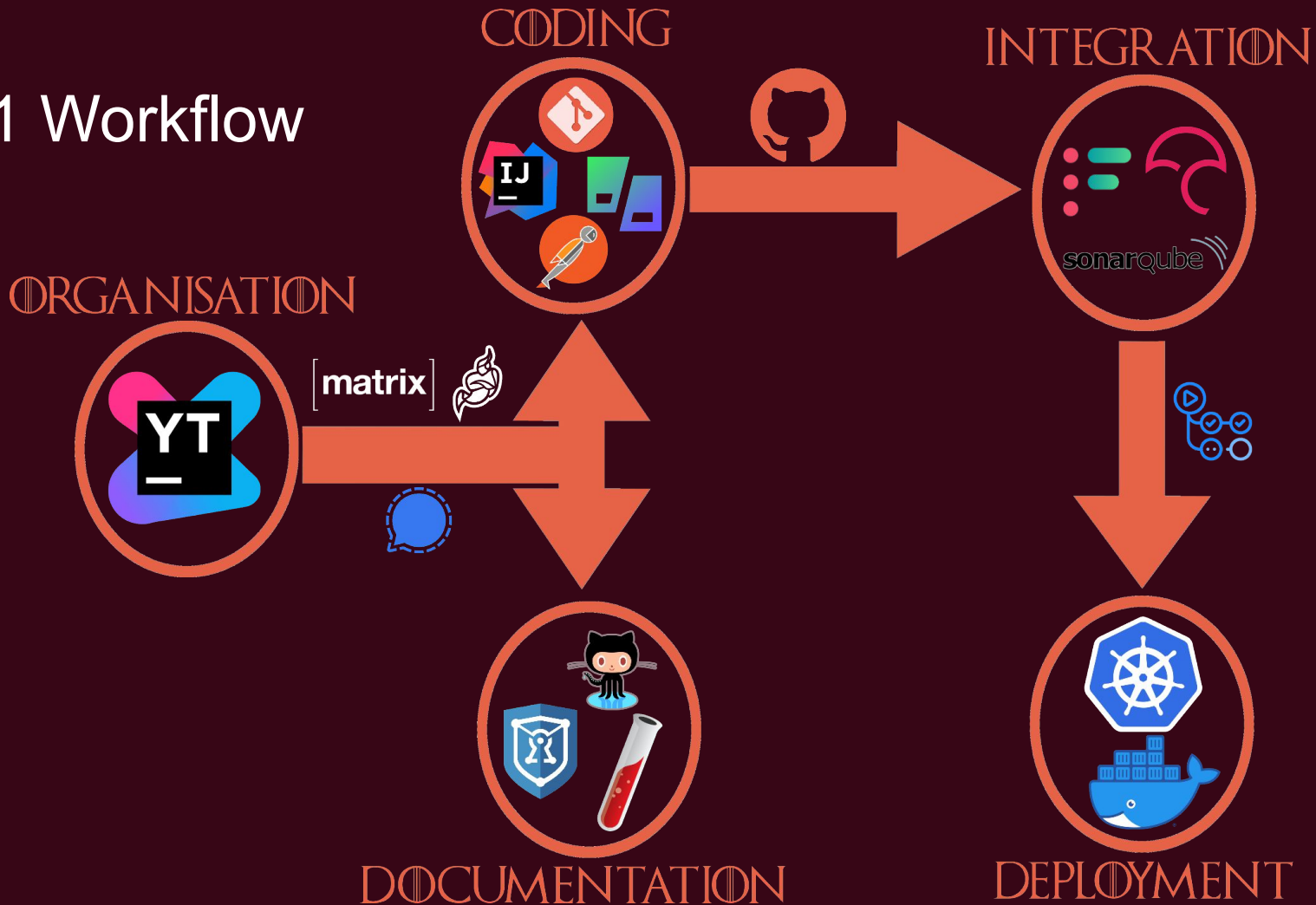


# 3. Quality

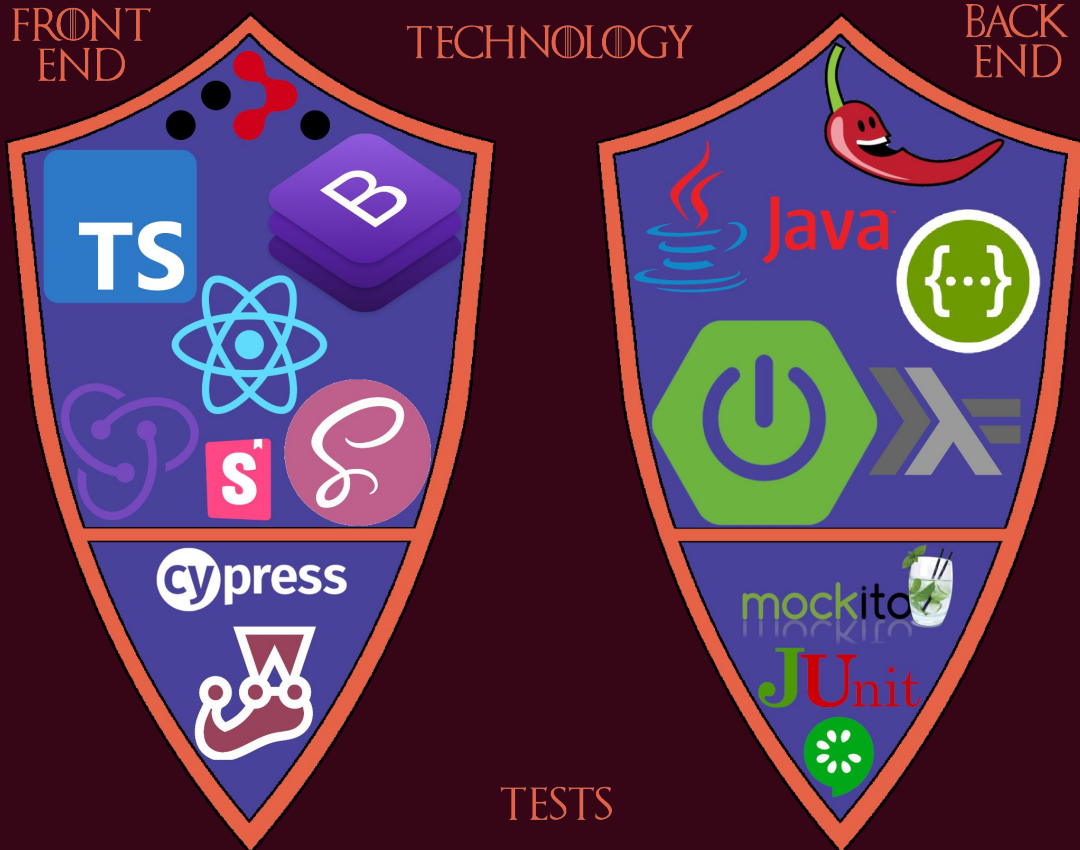




# 3.1 Workflow



# 3.2 Technologies



TESTS

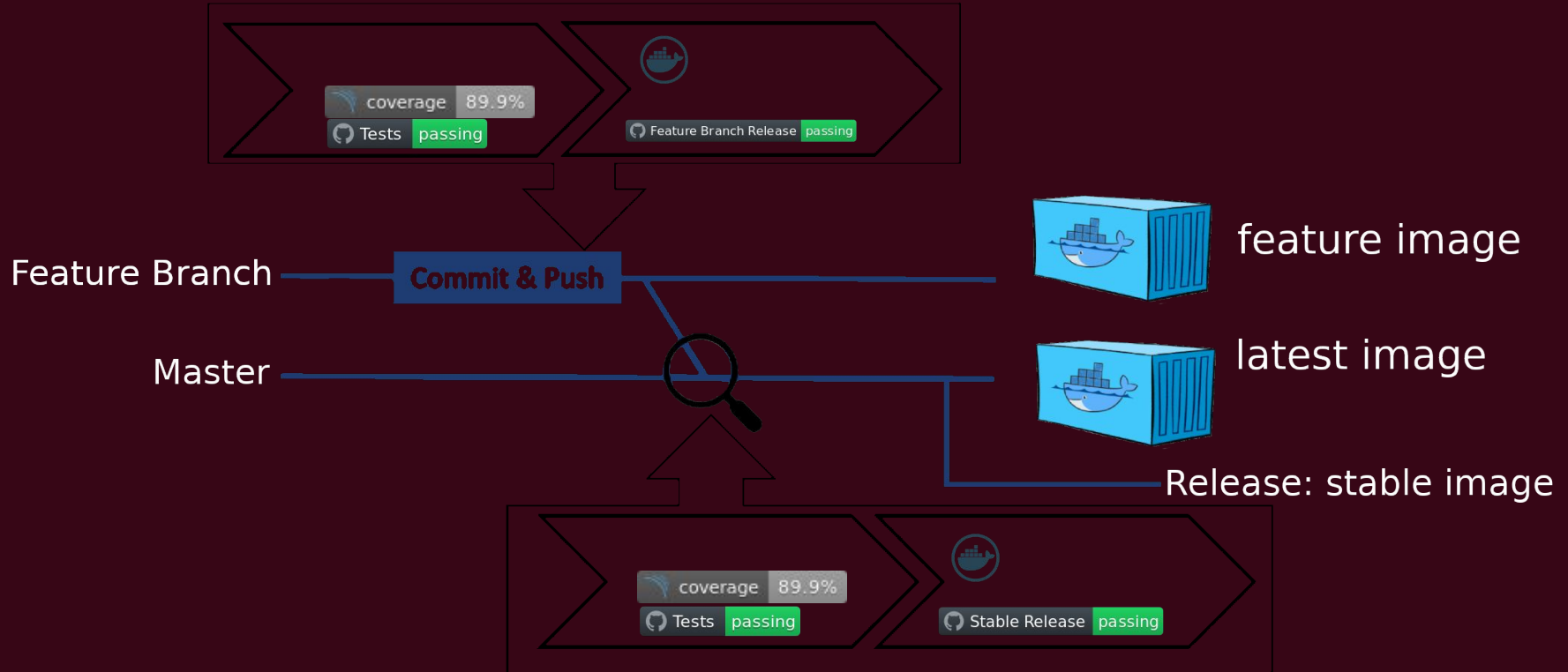


## 3.3 Architecture

- Microservice architecture
- Code maintained by us:
  - MVC backend.
  - Frontend
  - File upload/download handler
- Third party code:
  - Database
  - Reverse Proxy for easier usage and security

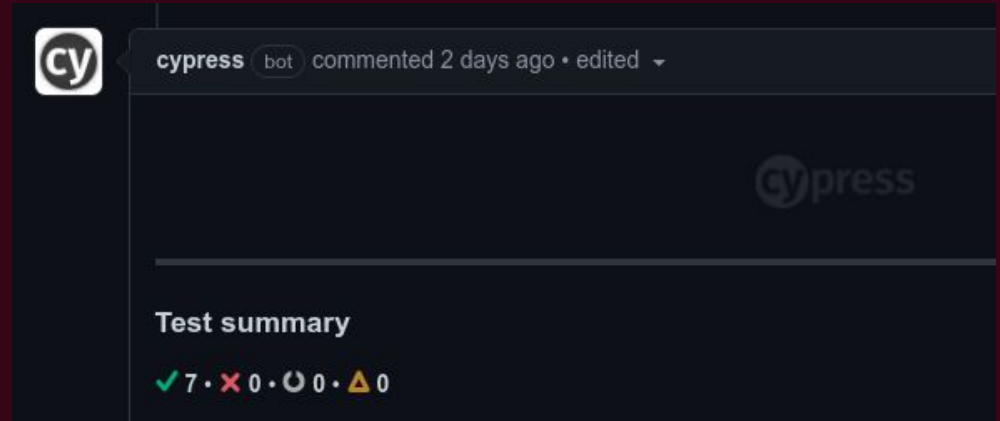


# 3.4 CI/CD & Automation

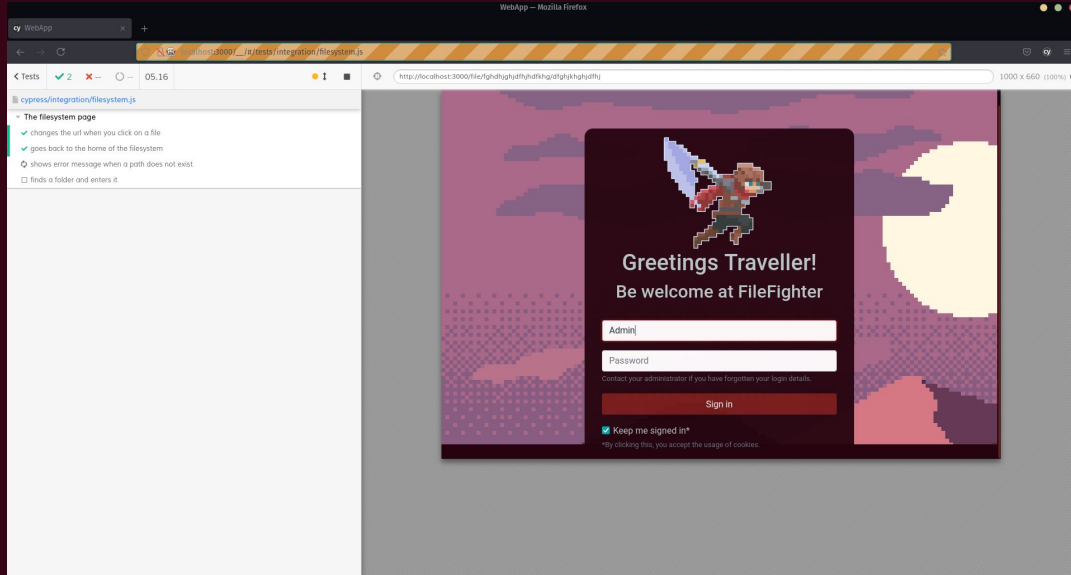


## 3.5 Code Quality & Tests

- Unit Tests in backend
- Integration tests with Cucumber
- Snapshot Tests in frontend
- E2E test with Cypress
- CI/CD with GitHub Actions, Maven and SonarQube



# 3.5 Code Quality & Tests



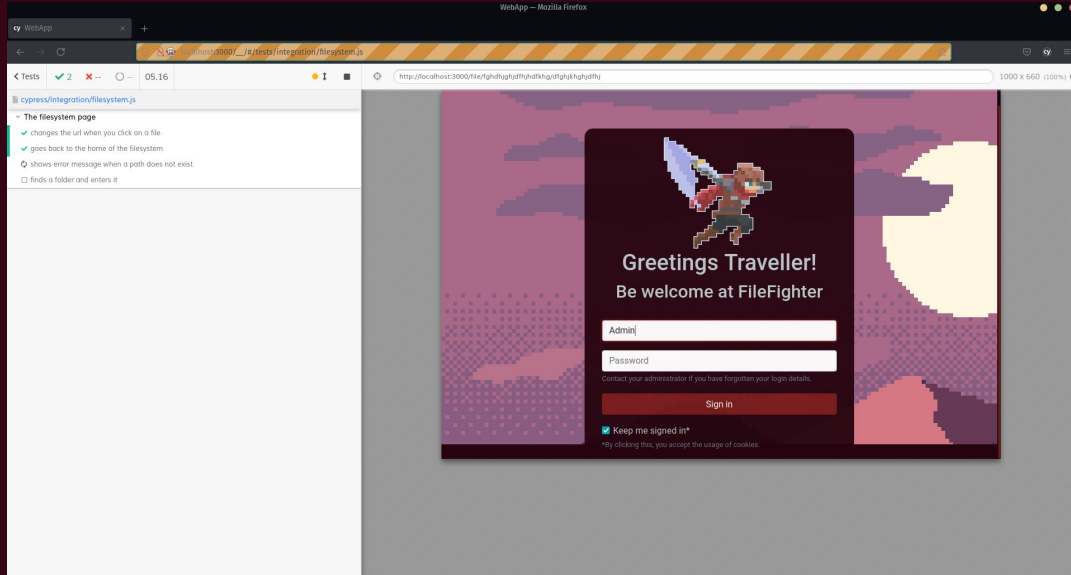
All checks have passed

6 successful checks

- ✓ End-to-end tests / runTests (push) [Details](#)
- ✓ Feature Branch Release / Build\_Docker\_Image\_on\_Pu... [Details](#)
- ✓ Storybook Release / Build\_Docker\_Image (pull\_reque... [Details](#)
- ✓ CodeFactor — No issues found. [Details](#)
- ✓ cypress: default-group — 6 tests passed in 00:25 [Details](#)
- ✓ security/snyk (FileFighter) — 3 security tests have pa... [Details](#)

> ✓ <default package>	16 sec 636 ms
> ✓ JUNit Jupiter	2 sec 676 ms
> ✓ FileSystemUploadSteps	1 sec 18 ms
✓ contextLoads()	1 sec 18 ms
> ✓ FileSystemUploadServiceUnitTest	106 ms
✓ createNewFolderWorks()	97 ms
✓ createNewFolderThrows()	9 ms
> ✓ UserRegistrationSteps	11 ms
> ✓ UserDtoServiceUnitTest	9 ms
> ✓ UserEditInformationSteps	9 ms
> ✓ SystemHealthSteps	37 ms
> ✓ FileSystemRepositoryUnitTest	78 ms
✓ findAllByFilesystem	78 ms
Tests passed: 243	

# 3.5 Code Quality & Tests



All checks have passed

6 successful checks

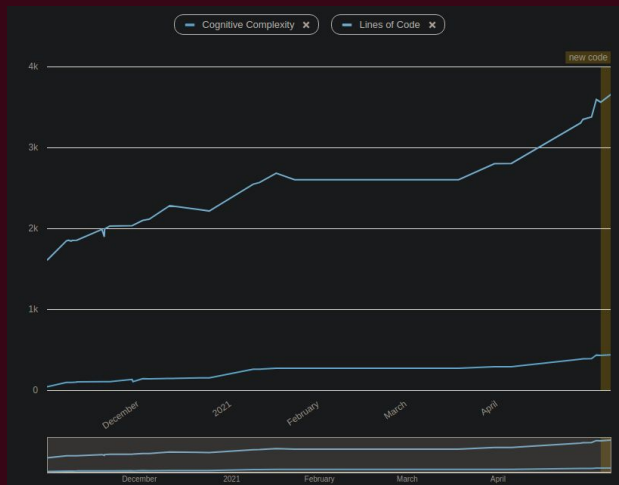
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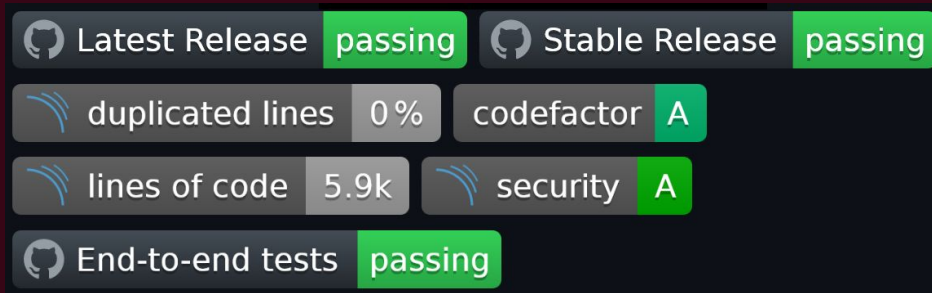
## 3.6 Metrics

- SonarQube since almost the beginning

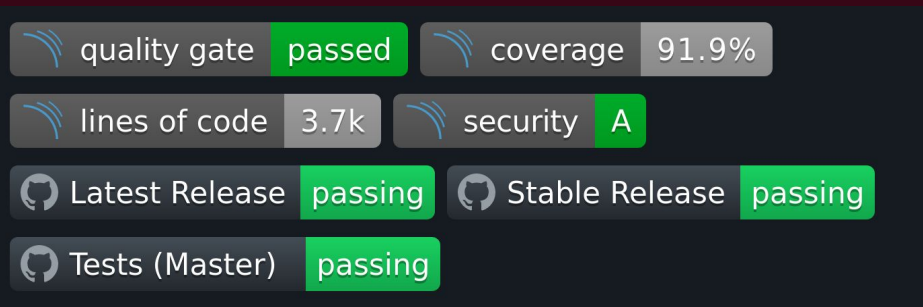
Lines of Code/Complexity



### Frontend



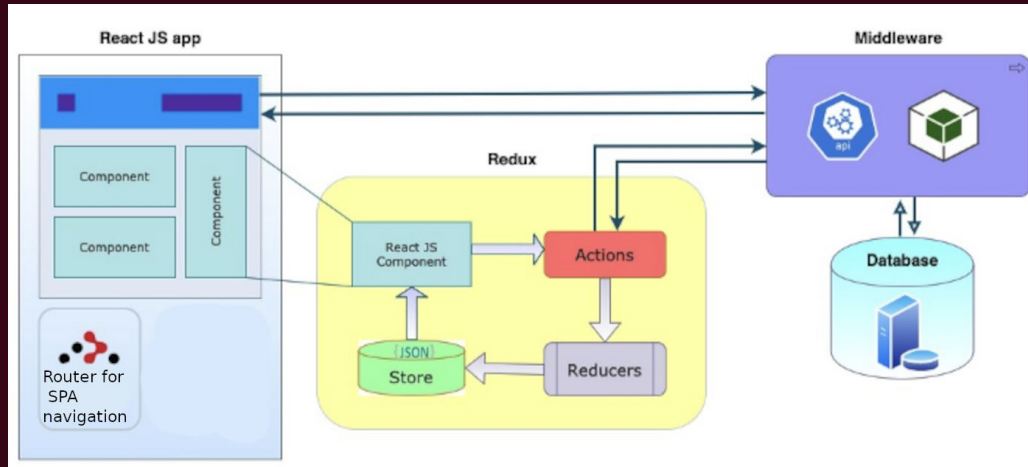
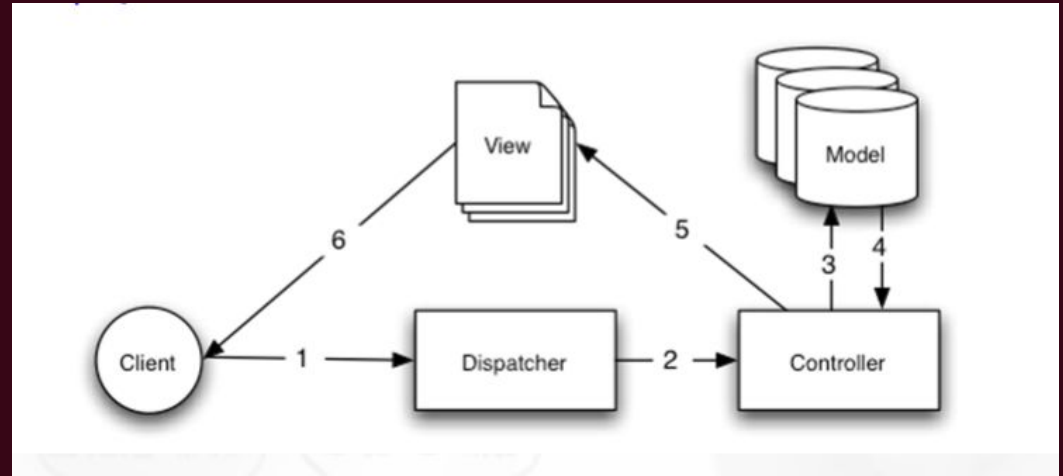
### Backend





# 3.7 Design Patterns

- MVC
- Builder Pattern
- Reducer Pattern
- Microservices

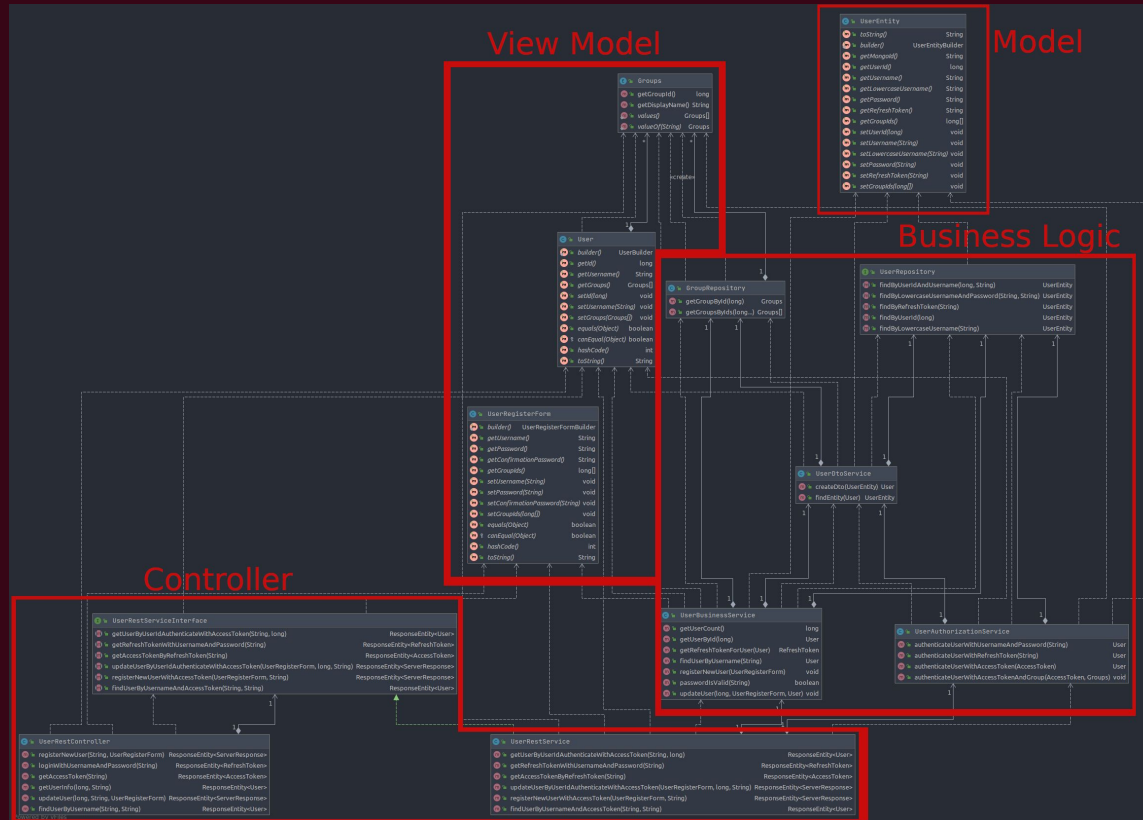


A pixel art landscape featuring a large, bright yellow sun in the center of the sky. The sky is a mix of purple and pink hues with several dark purple clouds. Below the sun, there are dark purple mountains. In the foreground, there is a dense forest of dark green trees. The overall style is reminiscent of classic 8-bit or 16-bit video game graphics.

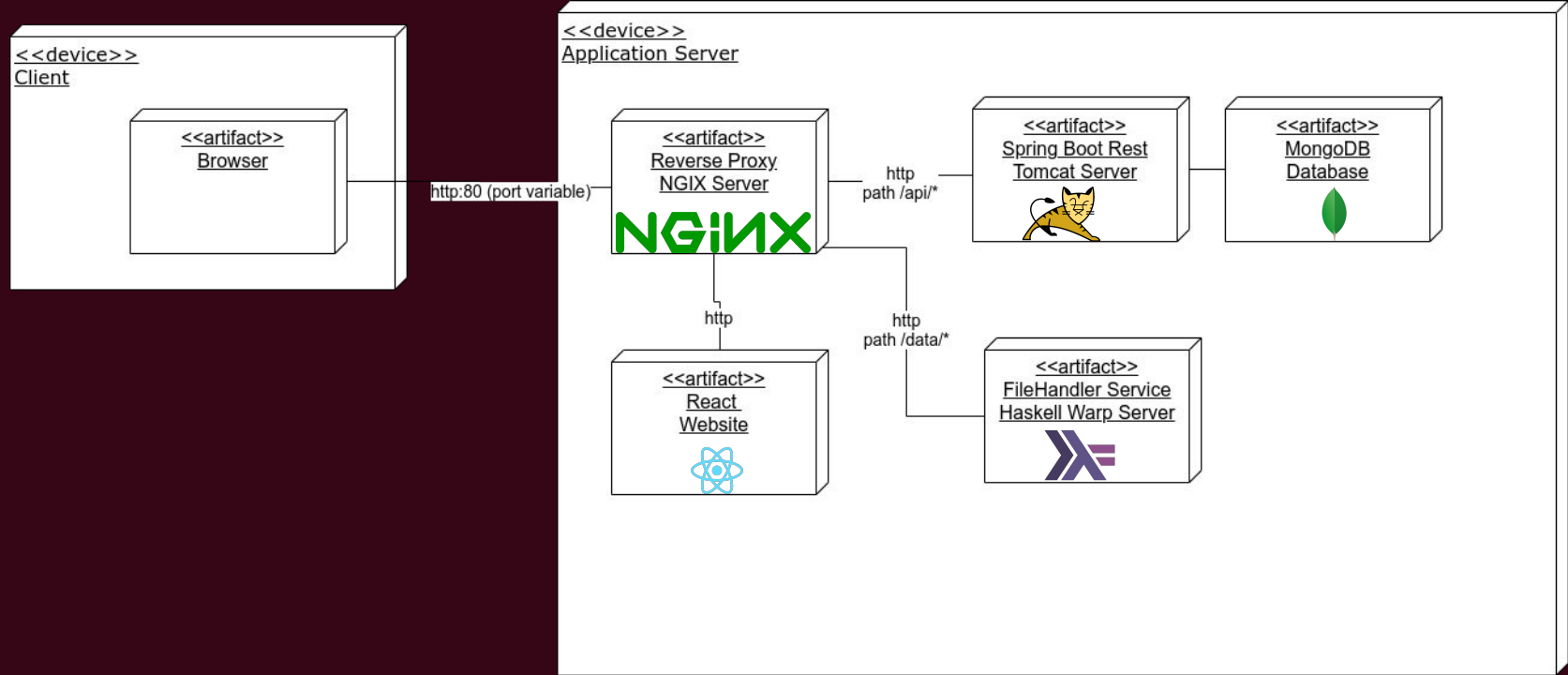
## 4. Technical Ability



# 4.1 Class Diagram



# 4.2 Deployment View



## 4.3 Demo

