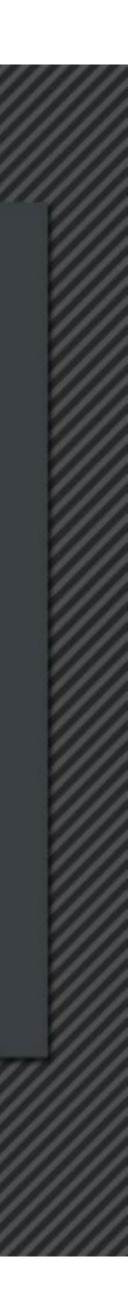
Web Development

Repeat Assignment 2 Specification









Gomark

- Build a Play Web app which allows a user to create and maintain bookmarks for interesting web sites.
- These Bookmarks are organised into bookmark groups (lists) of bookmarks)
 - Deadline: September 2, 2018

<u>Gomark Screens</u>

- Welcome
- Authentication (signup/login)
- Bookmark Group List
- Book Group Contents (bookmarks list)
- Statistics •
- About



- Contains an outline of the purpose of the app in a short passage of text.
 - a suitable image



- The Gomark application to support user signup / login
- Once logged in, the user can manage their own bookmark groups
- Bookmarks groups are maintained separately for each user

Bookmark Group List

- Initially empty •
- - Provide title of bookmark group.
- Bookmark groups can also be deleted. •
- Each Bookmark groups contains; •
 - Title of Group
 - Number of bookmarks in this Group
- Bookmark Groups can be deleted. •
- Individual Groups can be opened. •

Bookmark Groups and be added by pressing an 'Add Bookmark Group' button.

Book Group Contents (bookmarks list)

- Initially empty •
- Can add bookmarks •
 - Title
 - Link
 - Summary
 - Delete button ullet
- Pressing the Title will open the bookmark in a new window

Pressing the delete button will remove the bookmark from the list.

Display detailed statistics on the users bookmark collection

For individual user:

total number of bookmarks total number of bookmark collections average number of bookmarks in each collection name of bookmark collection with most bookmarks name of bookmark collection with least bookmarks

Across all users:

total number of bookmarks average number of bookmarks per user name of user with most bookmarks name of user with least bookmarks

<u>Statistics</u>



About

- Contact details for the author of the app (these can be fictitious company or person).
 - An image which shows a map showing where the company / person is located
- + a form allowing the user to leave a message for the author