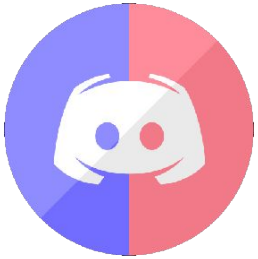


PacilMate

Week 7 - Deliverable

Kelompok B14

Aditya Pratama	1706039490
Farah Nazihah	1906350761
Hocky Yudhiono	1906285604
Muhammad Urwatil Wutsqo	1906351101
Wiena Amanda	1806186591

https://gitlab.com/pacilmate

https://www.youtube.com/watch?v=MSDkZ8EgjQA

Latar Belakang

Pada masa pandemi ini, **semakin ramai penggunaan** berbagai aplikasi **chat**. Tidak jarang kita ingin melakukan **janjian atau pertemuan** dengan orang-orang. Namun terkadang kita lupa dalam membuat agenda tersebut di kalender masing-masing.

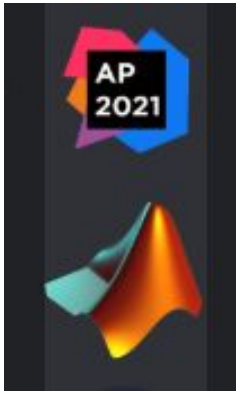
Setelah berjanjian, alangkah baiknya **bila ada cara instan** yang dapat langsung diimplementasikan di tempat. Misalnya dalam agenda organisasi, kita dapat mengatur sebuah agenda yang dapat diikuti **semua orang secara langsung dari kotak chat**.

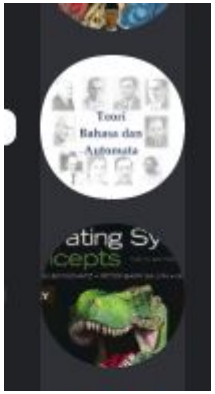
Ide Aplikasi

PacilMate ialah Calender + Utility Bot yang lebih relate ke Mahasiswa Fasilkom. Bot ini dalam bentuk paling sederhana akan berfungsi sebagai kalender yang semua orang dapat gunakan fitur-fitur dasarnya seperti **tambah event, hapus event, dan subscribe event**, dan secara global dapat difungsikan sebagai kumpulan event, menjadi kalender. Kemudian juga ada grader yang bisa digunakan untuk mengadakan kuis secara global!

Tujuan dan Manfaat

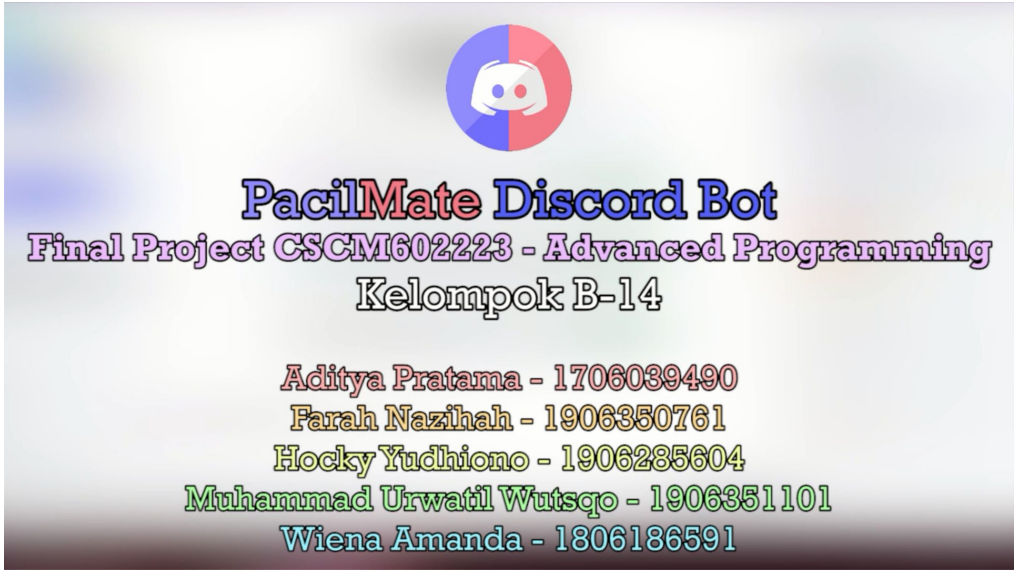
Memberikan **kemudahan dan utilitas lebih** bagi para mahasiswa dalam beraktivitas melalui aplikasi Discord, salah satu platform chat yang sedang populer karena kemudahan adanya kanal suara dan kanal streaming serta pembagian kanal *chat* yang mudah.





Link Video Demo Aplikasi

https://www.youtube.com/watch?v=MSDkZ8EgjQA



Tahapan Realisasi

- Menggunakan berbagai design pattern yang sesuai
- Menggunakan Java Spring Framework
- Menggunakan JDA sebagai Wrapper Discord, framework yang memudahkan pengembangan Discord Chat Bot
- Mengimplementasikan topik-topik yang seturut dengan pengembangan aplikasi ini.

Cara Kerja Aplikasi

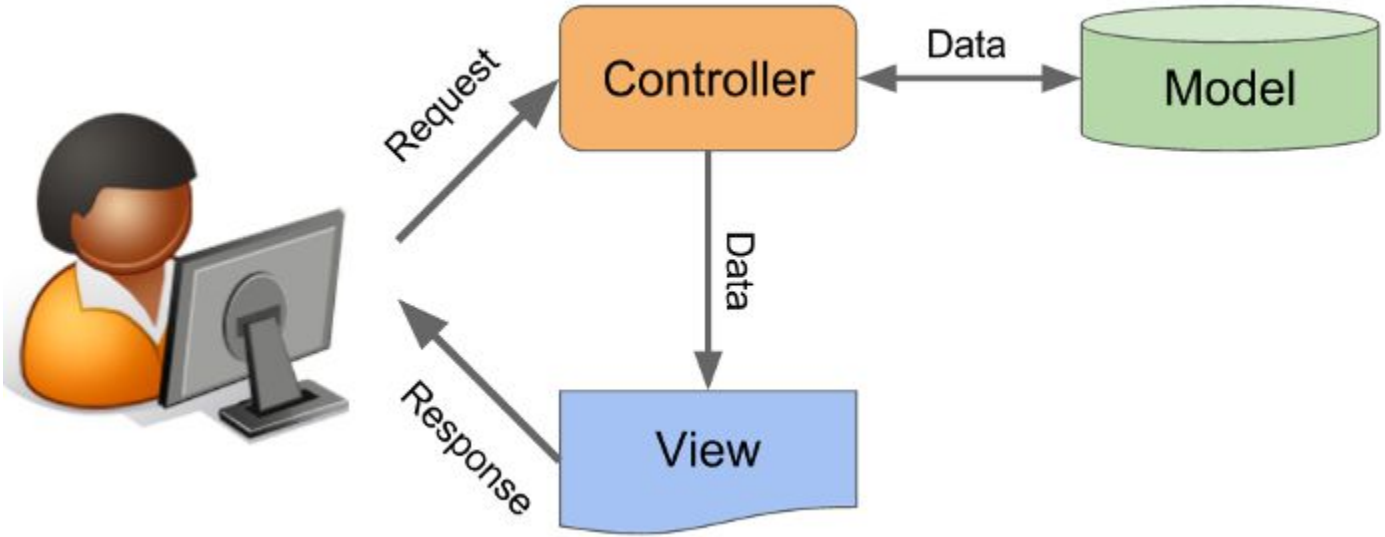
Pada chatbot, akan ada **controller** dalam bentuk **listener**.

Event yang ada akan diberikan secara event driven. Chatbot akan memiliki beberapa **Listener,** yang masing-masing akan dikategorikan commandnya apa saja.

Setelah itu, listener akan memanggil service sesuai dengan kategorinya masing-masing.

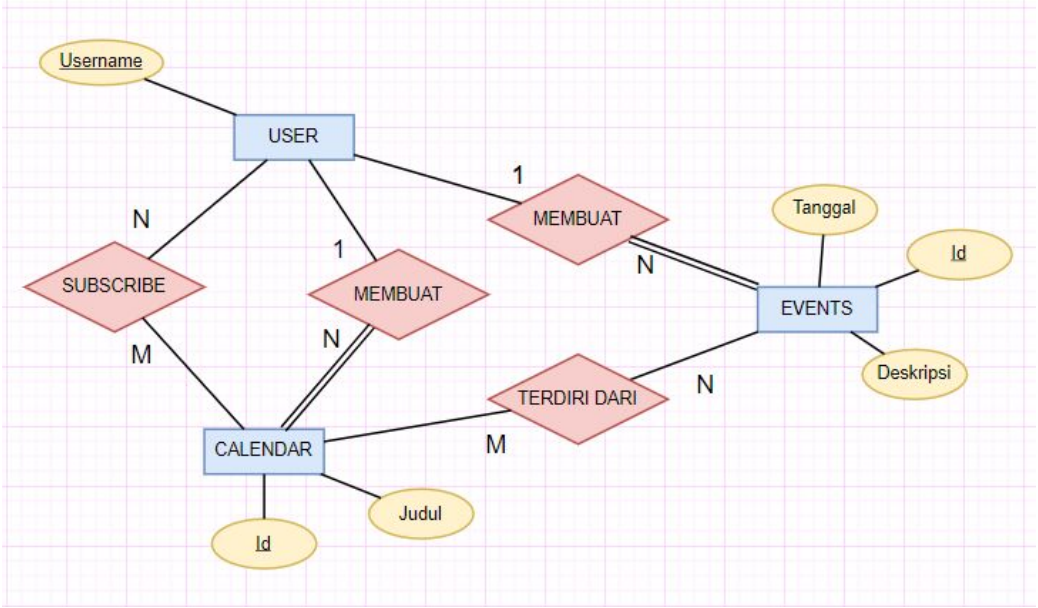
Akan digunakan arsitektur **MVC**. Dengan view berupa chat dengan fitur-fitur markup language, **Markdown**, yang pada dasarnya serupa dengan Web App.

Cara Kerja Aplikasi



Cara Kerja Aplikasi

Akan ada model **Events**, **Calendar**, dan **User**. Dengan **ERD Basis Data** kira-kira sebagai berikut.



Cara Kerja Aplikasi

Akan ada beberapa class view lain untuk membuat struktur dari chat embed dari kalender dan events-events yang ada. Endpoint listener juga akan ditambahkan operasi **CRUD** lainnya. 😁

Pembagian Fokus Pengembangan Fitur

Fitur Lookup Global - Farah Nazihah
Fitur Calendar Lookup - Wiena Amanda
Fitur Builder dan Judge - Hocky Yudhiono
Fitur Manage Calendar dan Notification - Muhammad Urwatil Wutsqo
Fitur Manage Events dan Specific Lookup - Aditya Pratama

Fitur Builder dan Edit

Builder

`!makecal, {title}`: Create a calendar.

`!makeev, {description}, {time_parse}, {date_parse}`: Create an event.

Edit

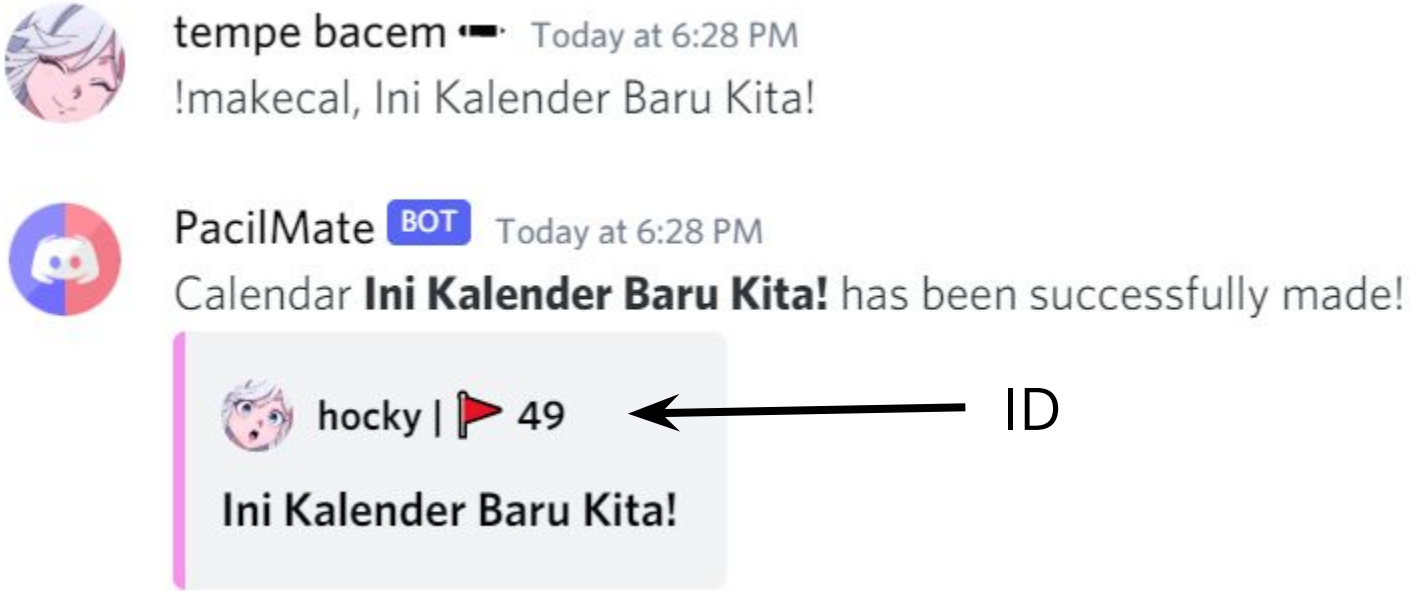
`!editcal, {calendar_id}, {title}`: Edit calendar.

`!editev, {event_id}, {description}, {time_parse}, {date_parse}`: Edit event.

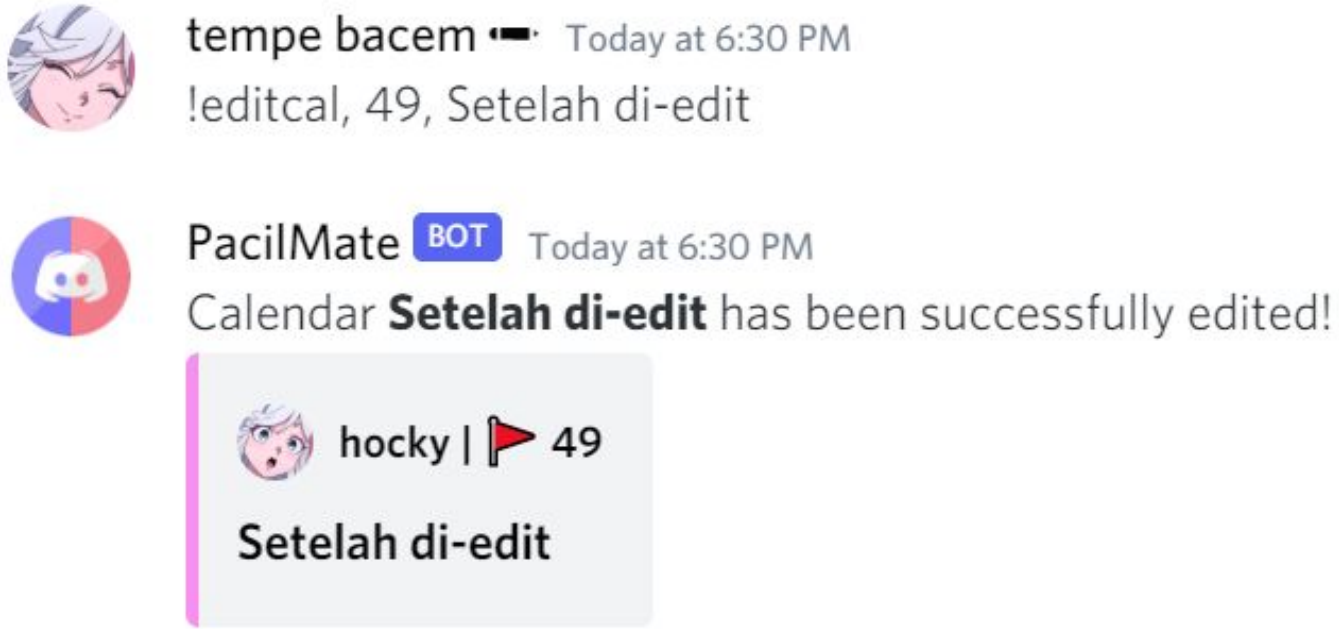
`!delcal, {calendar_id}`: Delete calendar.

`!delev, {event_id}`: Delete event.

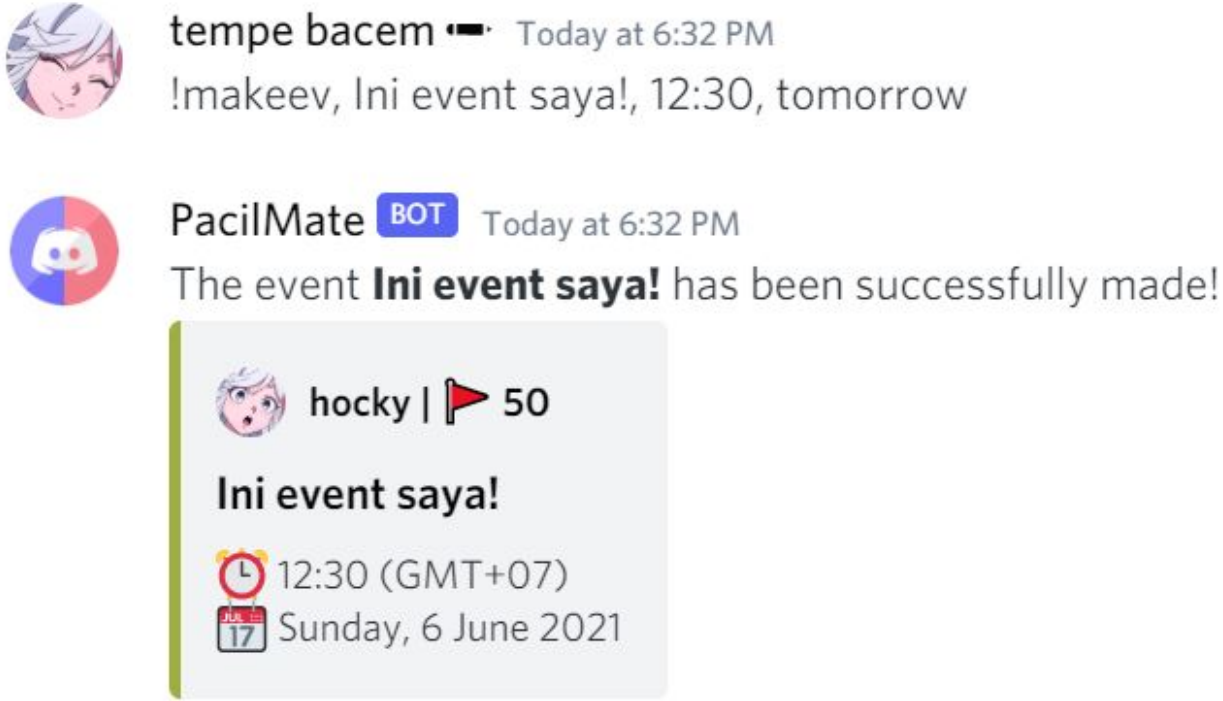
Fitur Builder dan Edit



Fitur Builder dan Edit



Fitur Builder dan Edit



Fitur Builder dan Edit

date_parse bisa berupa:

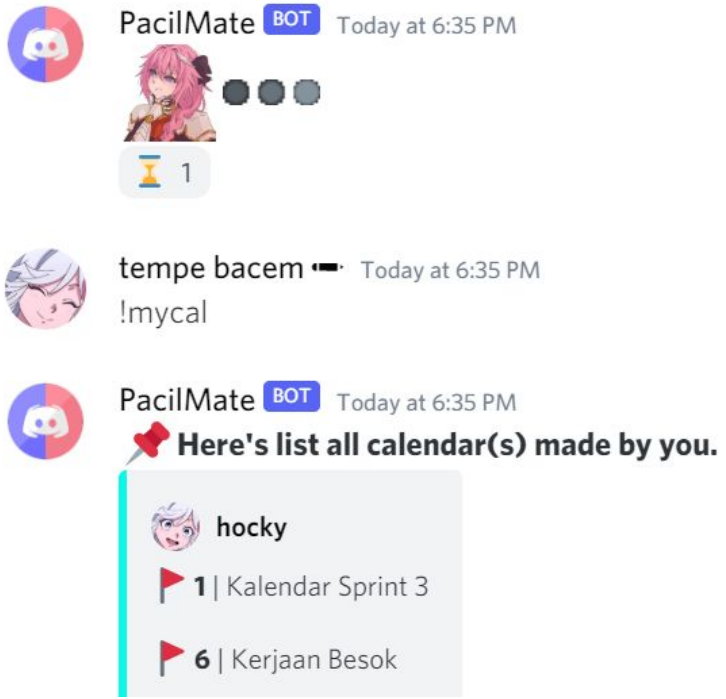
- today
- tomorrow
- next week
- next month
- next year
- dd-MM-yyyy

time_parse bisa berupa:

- **{jam}**h
- **{menit}**m
- hh:mm

Fitur Judge

Semua fitur Judge loading secara asynchronous, bisa melakukan proses lain selama menunggu koneksi dengan **PacilJudge**



Fitur Judge

Judge

`!problems`: Get all problems title.

`!init`: Initialize yourself into **PacilJudge**.

`!solve, {problem_id}`: Try to solve this question.

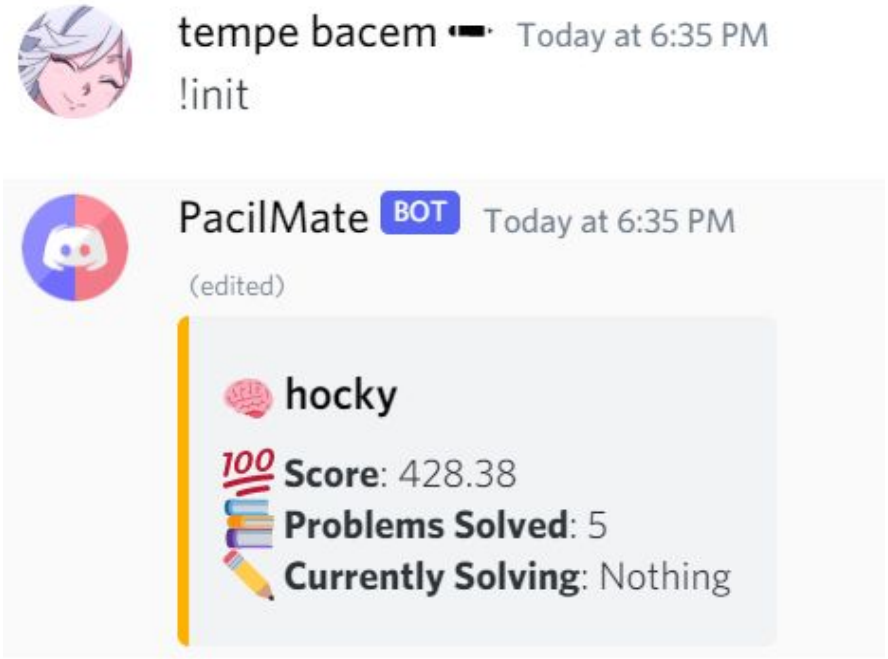
`!release`: Surrender answering this question.

`!answer, {answer}`: Answer this question.

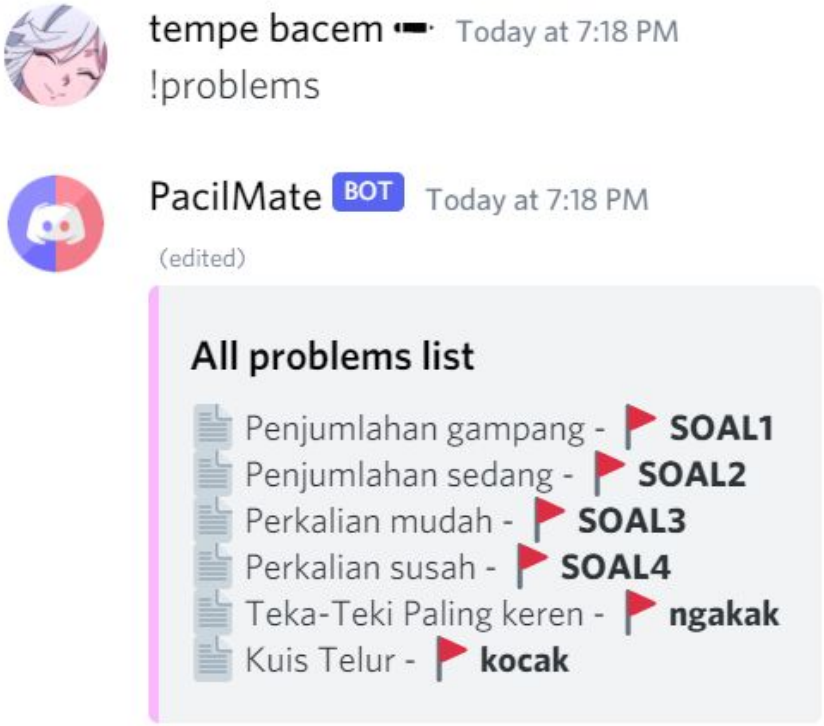
`!profile`: Check your own profile.

`!scoreboard`: Check scoreboard.

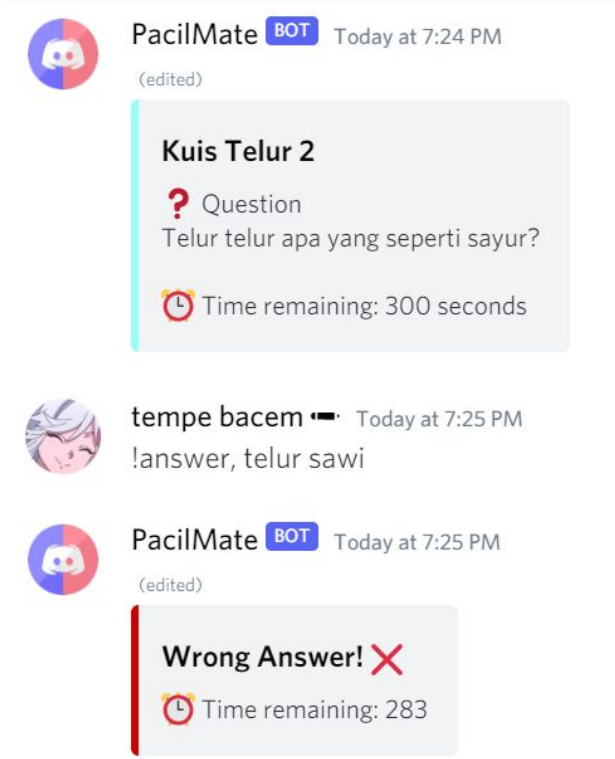
Fitur Judge


tempe bacem
Today at 6:35 PM
!init
PacilMate
BOT
Today at 6:35 PM
(edited)
hocky
Score: 428.38
Problems Solved: 5
Currently Solving: Nothing

Fitur Judge

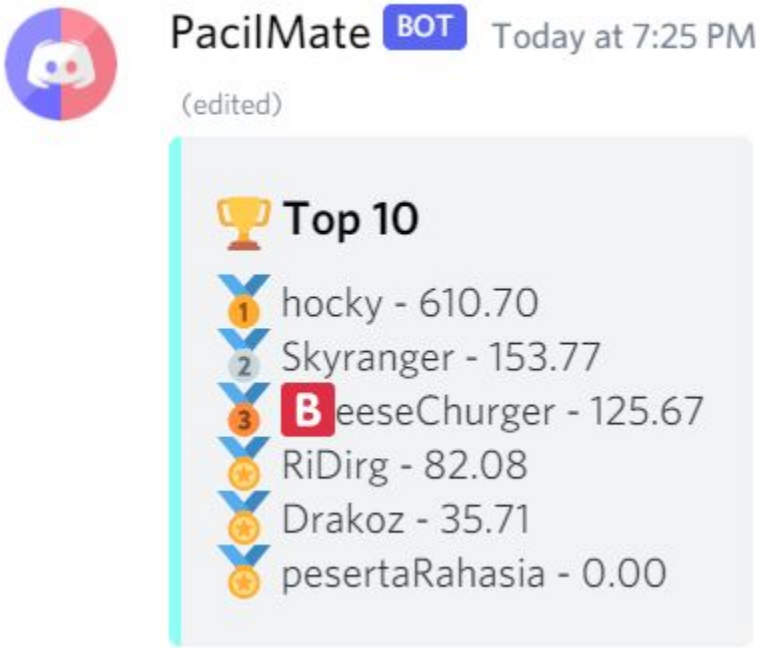

tempe bacem Today at 7:18 PM
!problems
PacilMate BOT Today at 7:18 PM
(edited)
All problems list
Penjumlahan gampang - SOAL1
Penjumlahan sedang - SOAL2
Perkalian mudah - SOAL3
Perkalian susah - SOAL4
Teka-Teki Paling keren - ngakak
Kuis Telur - kocak

Fitur Judge

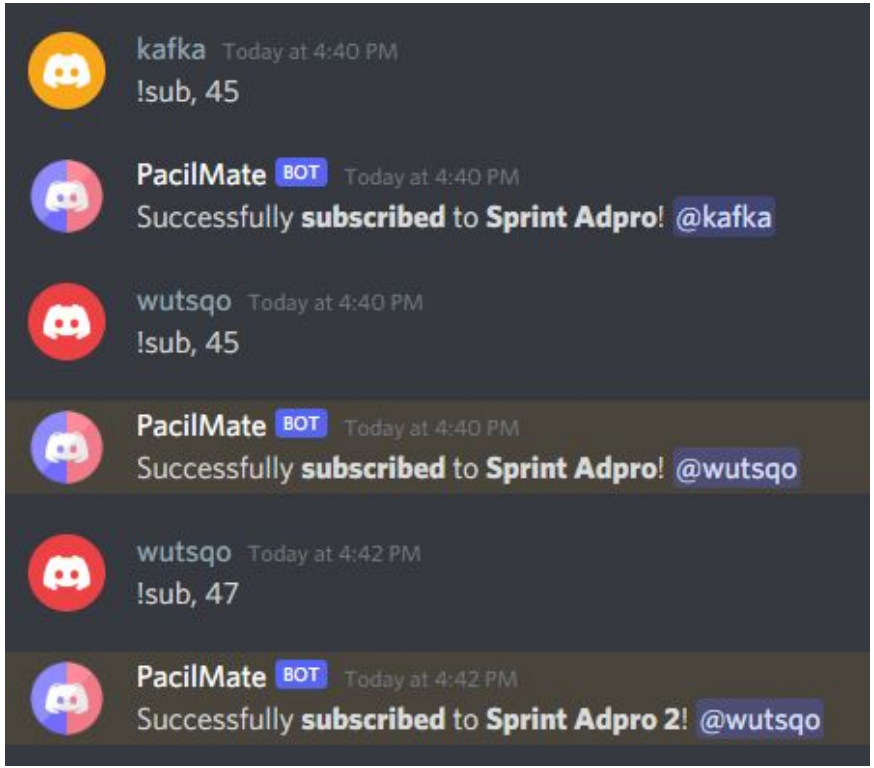

PacilMate BOT Today at 7:24 PM
(edited)
Kuis Telur 2
Question
Telur telur apa yang seperti sayur?
Time remaining: 300 seconds
tempe bacem Today at 7:25 PM
!answer, telur sawi
PacilMate BOT Today at 7:25 PM
(edited)
Wrong Answer!
Time remaining: 283


tempe bacem Today at 7:25 PM
!answer, eggplant
PacilMate BOT Today at 7:25 PM
(edited)
Accepted!
Score 84.72

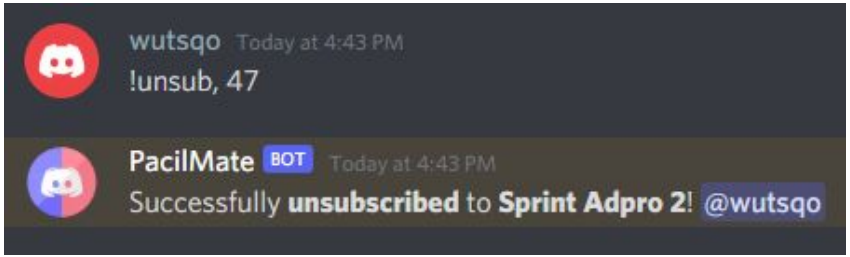
Fitur Judge


PacilMate
BOT
Today at 7:25 PM
(edited)
Top 10
1 hocky - 610.70
2 Skyranger - 153.77
3 BeeseChurger - 125.67
RiDirg - 82.08
Drakoz - 35.71
pesertaRahasia - 0.00

Fitur Manage Calendar

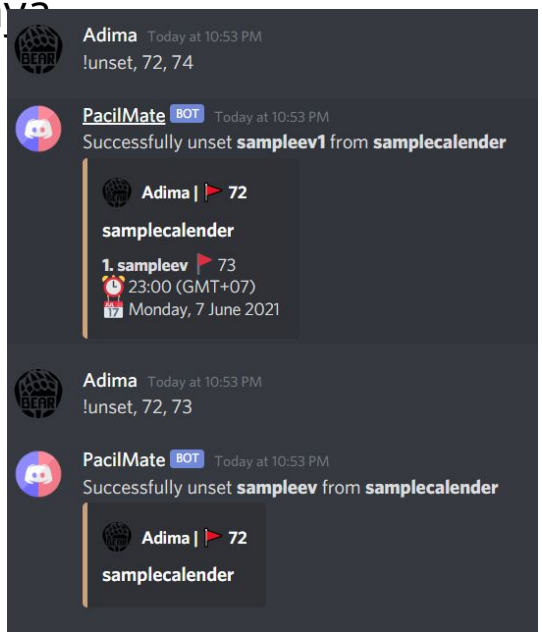


Setiap user dapat mensubscribe satu atau beberapa calendar. User yang sudah mensubscribe sebuah calendar juga dapat membatalkan subscriptionnya.



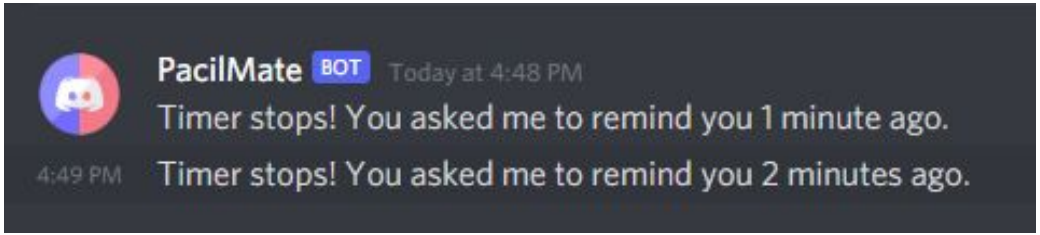
Fitur Manage Event

Setiap user dapat mengatur event yang diinginkan ke dalam kalendernya sendiri dan mengatur event yang tidak diinginkan dalam kalendernya



Fitur Notification #1: Remind Me

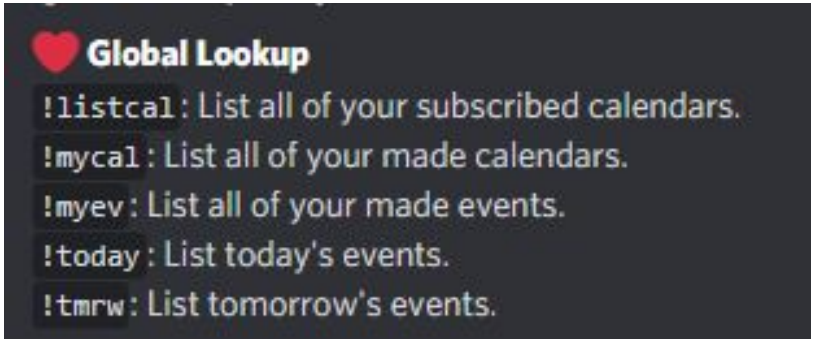
Fitur ini berfungsi layaknya countdown timer. User dapat mengatur berapa lama timer akan berjalan. Lalu bot akan mengirim notifikasi melalui direct message.

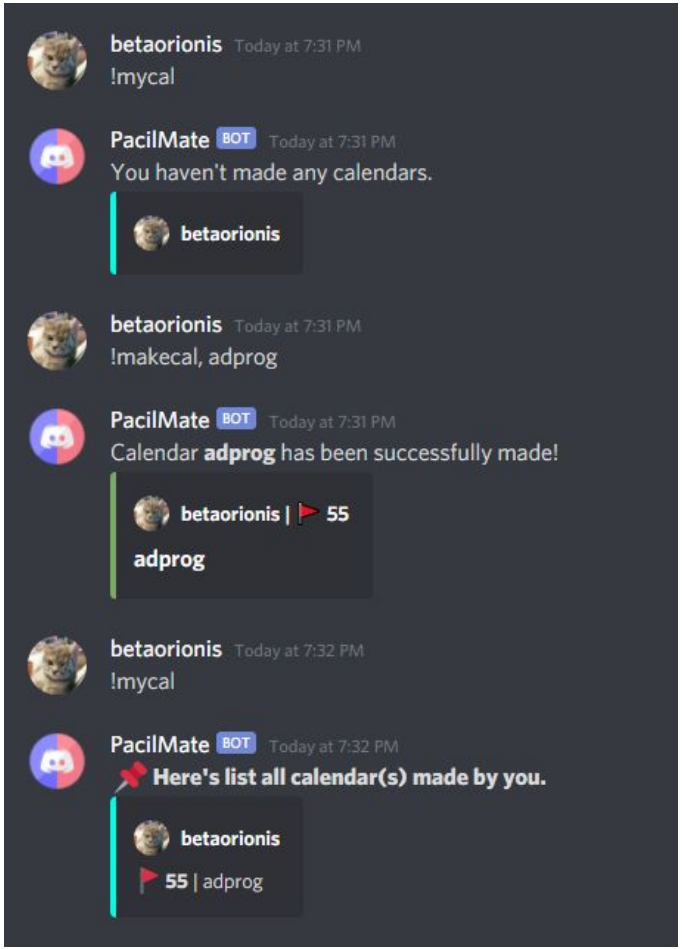


Fitur Notification #2: Event Reminder

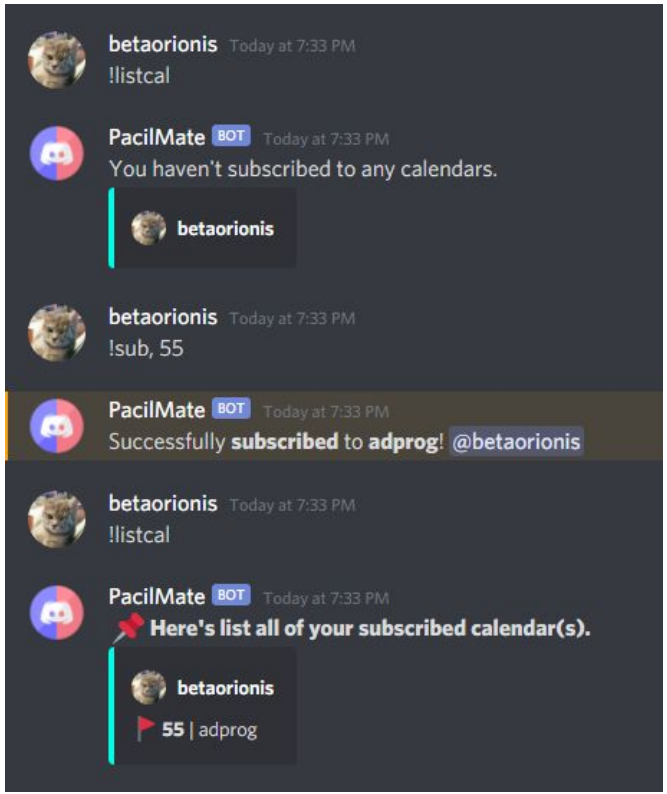
Fitur ini akan mengirim pesan reminder secara berkala melalui direct message kepada para subscriber dari sebuah kalender terkait event yang akan berlangsung.

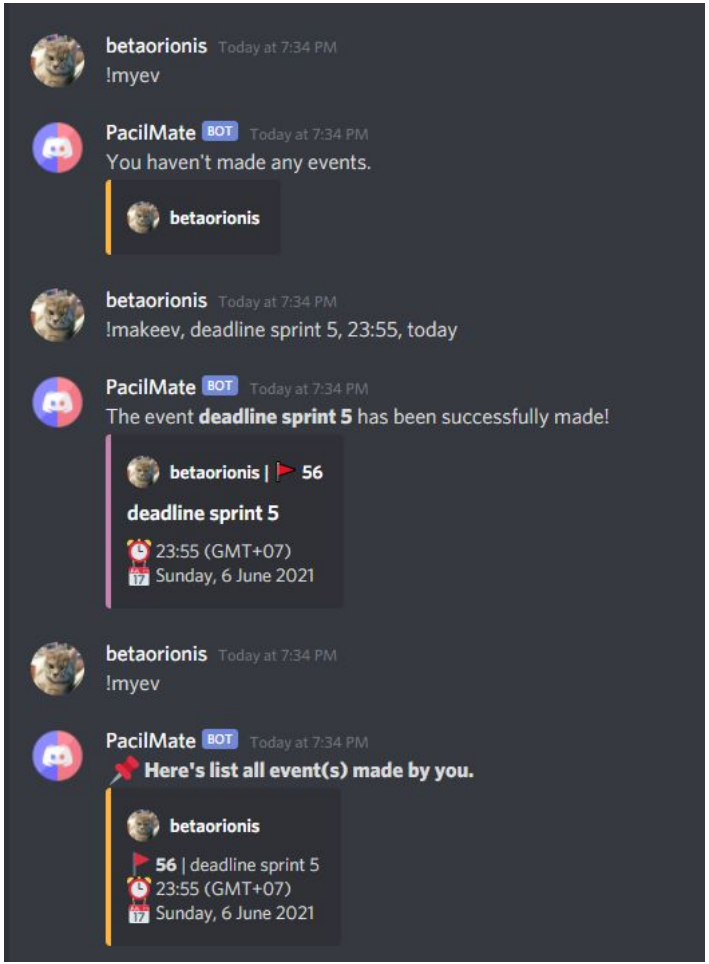
Fitur lookup global #1



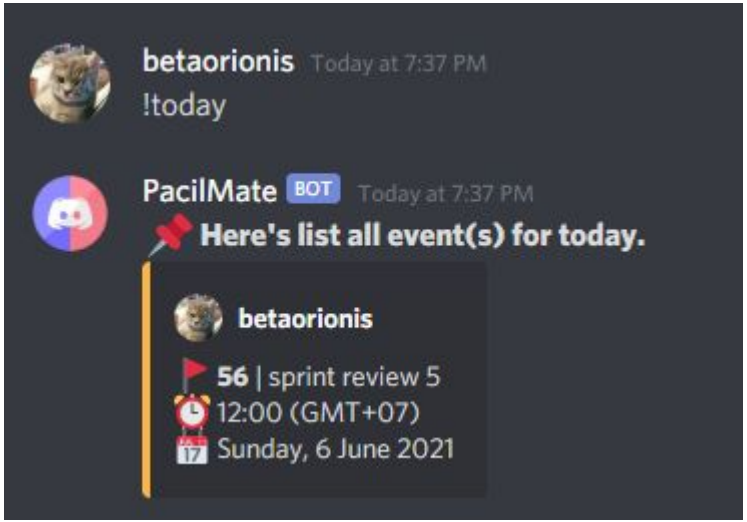


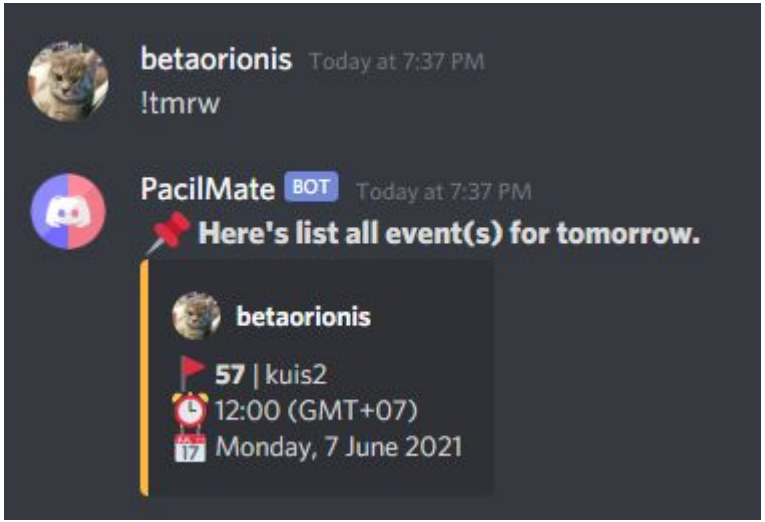
Fitur lookup global #2



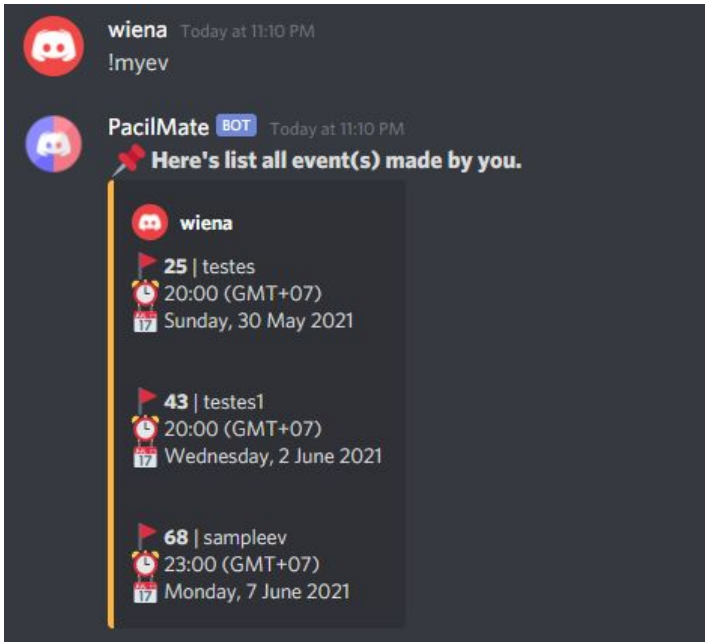


Fitur lookup global #3

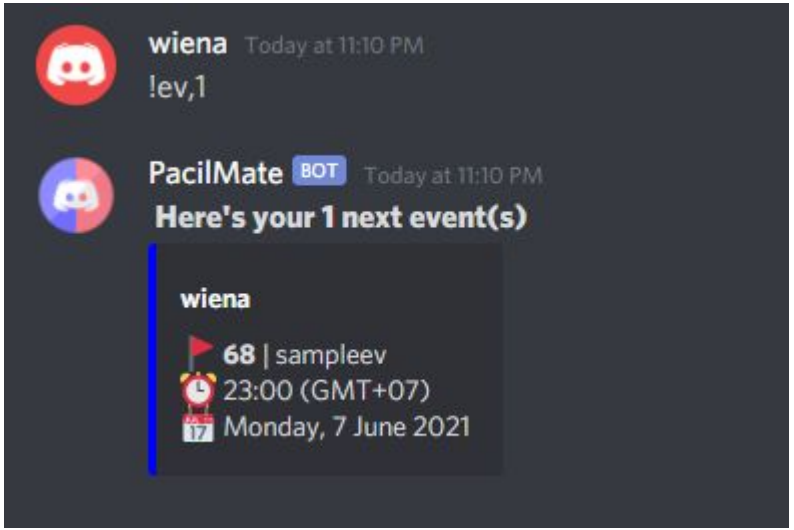




Fitur lookup calendar#1

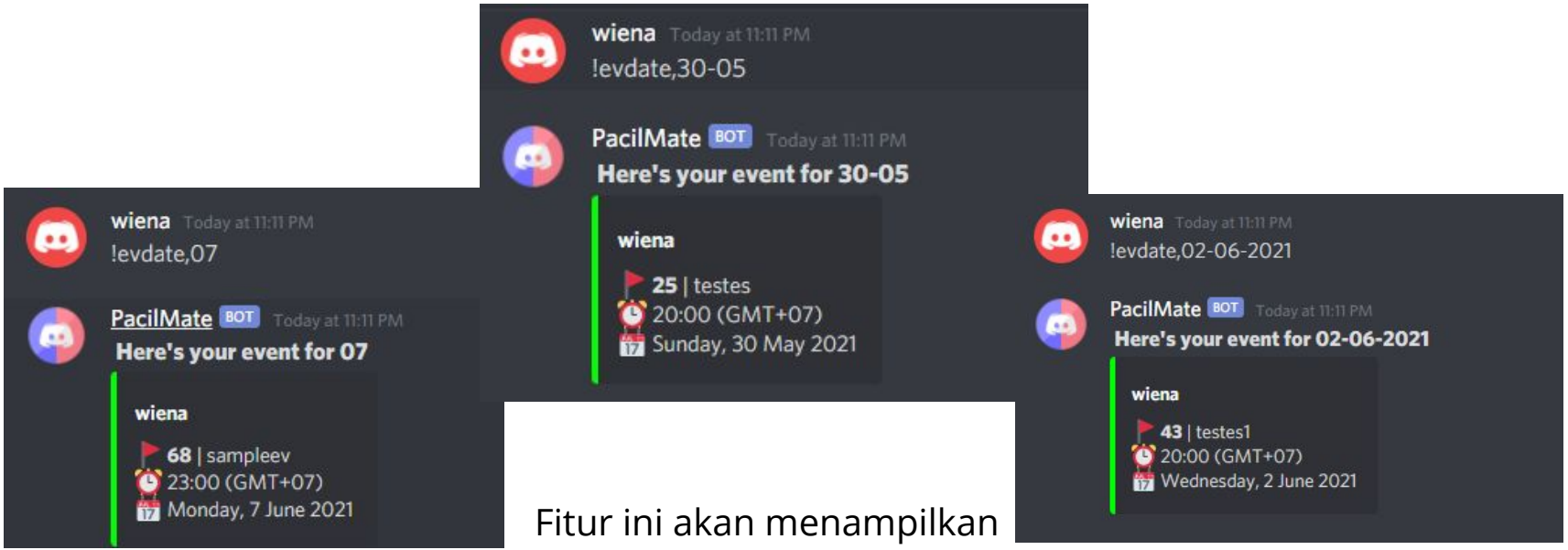


Contoh event yang dimiliki



Fitur ini akan menampilkan event selanjutnya sesuai yg diinput. misal !ev,1 yang berarti menampilkan 1 event selanjutnya

Fitur lookup calendar#2



Fitur ini akan menampilkan event secara lebih spesifik. bisa berdasarkan tanggal, tanggal-bulan atau tanggal-bulan-tahun.

Fitur lookup calendar#3

Fitur lookup calendar dapat menampilkan seluruh event yang terdaftar pada salah satu calendar yang ada.

Penerapan Design Pattern di Code

- **Singleton Pattern,** ternyata wrapper Discord Bot sangat cocok digunakan bersama Spring Boot, Autowired yang digunakan secara default diterapkan secara Singleton. 🦴

> first, beans declared with @Component and picked up by spring component scan will become a spring-managed *singleton by default*.

- **Chain of Responsibility Pattern,** untuk datetime parser karena ada beberapa jenis. 🔗
- **Mediator Pattern,** sebelum masuk ke service, pesan dari controller mesti diparse terlebih dahulu, bisa dimanfaatkan sebuah service mediator. 🌉

Penerapan Design Pattern di Code

```java
public abstract class PacilmateDateHandler {

    private PacilmateDateHandler nextHandler;

    public abstract OffsetDateTime compute(String string, String timezone);

    /**
     * Return day of specified choice by a string.
     *
     * @param string the string specified
     * @return OffsetDateTime object with truncated time of day
     */
    public OffsetDateTime get(String string, String timezone) {
        OffsetDateTime result = compute(string, timezone);
        if (result == null && nextHandler != null) {
            return nextHandler.get(string, timezone);
        }
        return result;
    }

    public PacilmateDateHandler setNextHandler(
        PacilmateDateHandler nextHandler) {
        this.nextHandler = nextHandler;
        return nextHandler;
    }
```

Sebuah tanggal bisa diparse dengan banyak cara, misal:

- 15-03-2021
- next year
- today
- tomorrow

Digunakan **chain of responsibility** 👍👍

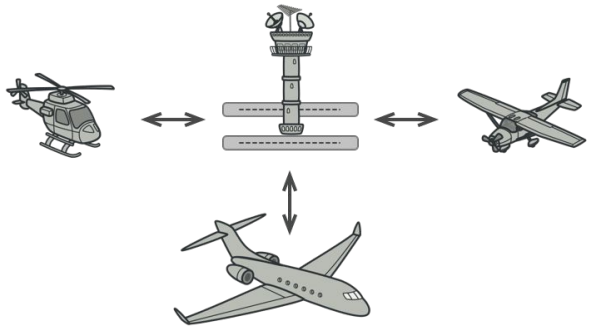
Penerapan Design Pattern di Code

```java
@Timed("check_profile")
@Override
public Message checkProfile(User user) {
    MessageBuilder messageBuilder = new MessageBuilder();

    try {
        JsonNode response = judgeService.checkUser(user.getIdLong());
        int status = response.get(STATUS).asInt();

        if (status == 200) {
            messageBuilder.setEmbed(paciljudgeUserEmbedBuilder.makeEmbed(response));
        } else {
            messageBuilder.setContent(NO_INIT_MSG);
        }
    } catch (WebClientRequestException e) {
        messageBuilder.setContent("PacilJudge is Offline! 😭");
    }

    return messageBuilder.build();
}
```



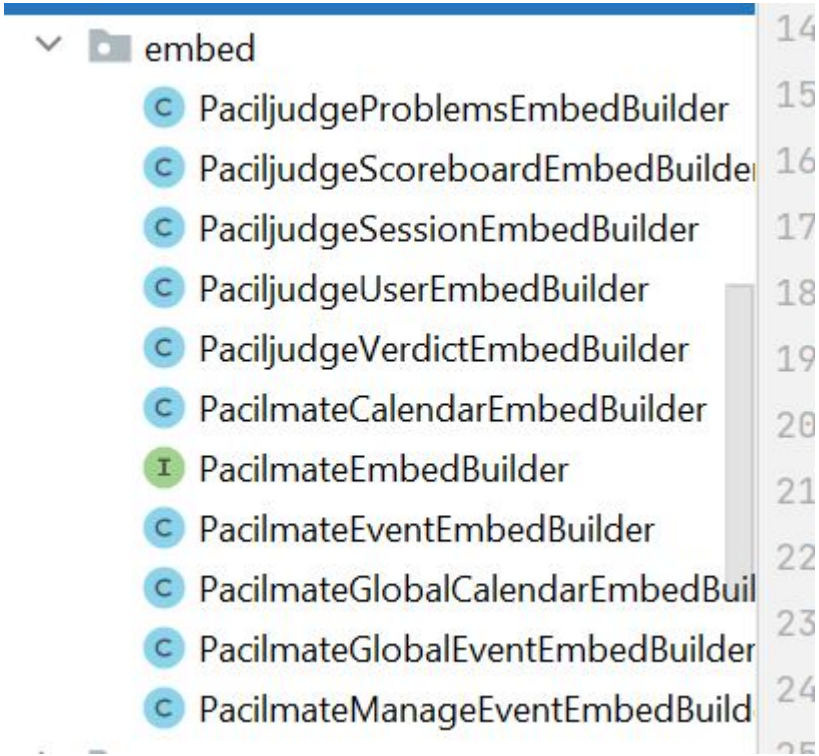
Sebuah Listener pada dasarnya akan dipanggil berulang-ulang kali oleh JDA. Sebelum memanggil service, **Mediator** akan dipanggil terlebih dahulu.

Hal ini memenuhi Single Responsibility Principle.

Penerapan Design Pattern di Code

- **Builder Pattern,** proses pembuatan message dan embed discord. 🏭
- **Iterator Pattern,** Listener ada banyak dan akan dilakukan iterasi untuk setiap listenernya. Proses ini sudah ada interface JDA-nya. ➰
- **Observer Pattern,** untuk mengabarkan notifikasi kepada setiap subscribernya. 🕶️
- **Proxy Pattern,** sebuah Judge pada dasarnya akan memberikan banyak sekali informasi, butuh suatu proxy antara Judge dan Pengguna, melalui **PacilMate**.

Penerapan Design Pattern di Code



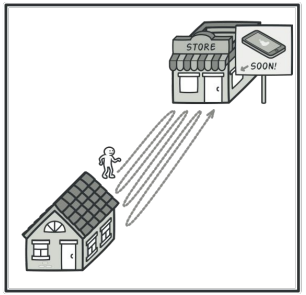
Di dalam message ada beberapa embed yang di dalamnya bisa diisi dengan berbagai informasi.

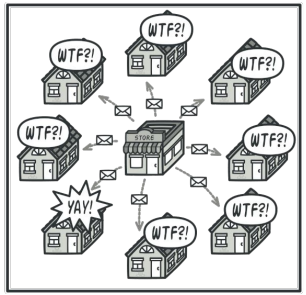
Disini cocok digunakan **Builder Pattern**. 🔨

Penerapan Design Pattern di Code

```java
@Override
public void createTimer(Long minutes, User author) {
    MessageBuilder messageBuilder = new MessageBuilder();
    messageBuilder.setContent(
        String.format("Timer stops! You asked me to remind you %d %s ago.",
            minutes,
            minutes == 1 ? "minute" : "minutes"));

    ScheduledExecutorService timer = Executors.newSingleThreadScheduledExecutor();
    timer.schedule(() -> author.openPrivateChannel().queue(
        privateChannel -> privateChannel.sendMessage(messageBuilder.build()).queue()
    ), minutes, TimeUnit.MINUTES);
}
```



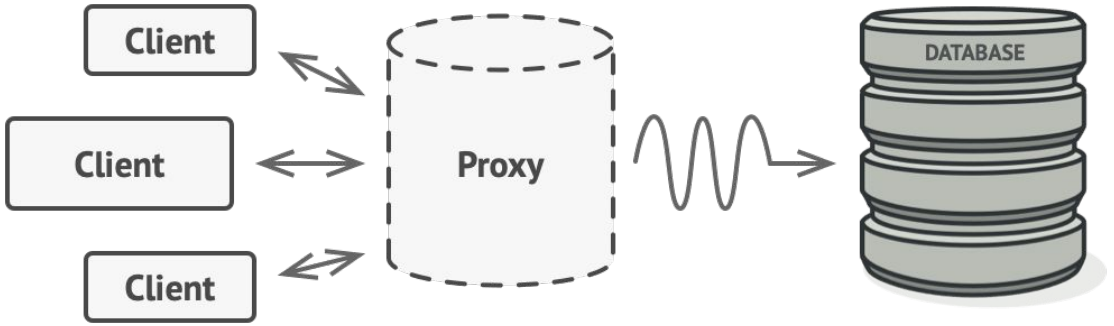


Ada notifier yang mengirim pesan sesuai jadwal, disini sangat berguna **Observer Pattern**!

Penerapan Design Pattern di Code

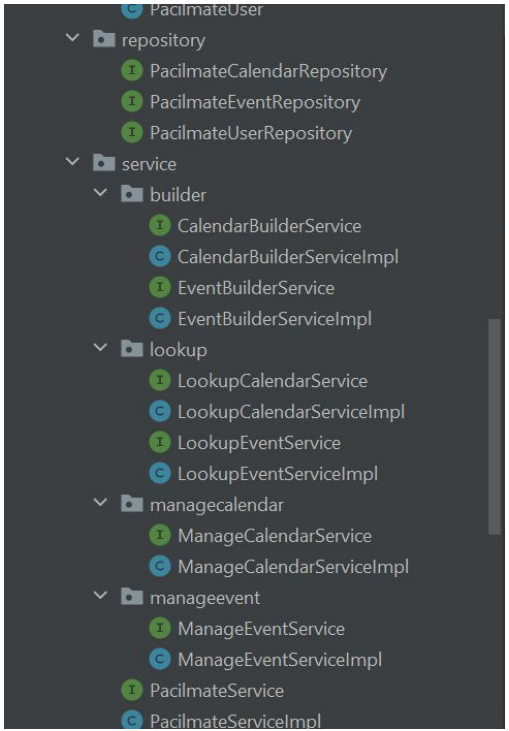

```
{
    "sessionId": 123123123123,
    "problem": {
        "problemId": "Cp",
        "title": "Ini judul 2",
        "question": "empat tambah satu berapa?",
        "answer": "lima",
        "solvedBy": []
    },
    "endsAt": {
        "nano": 913658400,
        "year": 2021,
        "monthValue": 5,
        "dayOfMonth": 15,
        "hour": 11,
        "minute": 8,
        "second": 46,
        "month": "MAY",
        "dayOfWeek": "SATURDAY",
        "dayOfYear": 135,
        "chronology": {
            "id": "ISO",
            "calendarType": "iso8601"
        }
    },
    "tries": 0,
    "timeLimit": 300,
    "message": "OK",
    "status": 200
}
```


PacilJudge merupakan Microservices, API nya exposes terlalu banyak informasi, juga bisa down. Disini **Proxy Pattern** pada PacilMate sangat bergunaa! 😁🌎

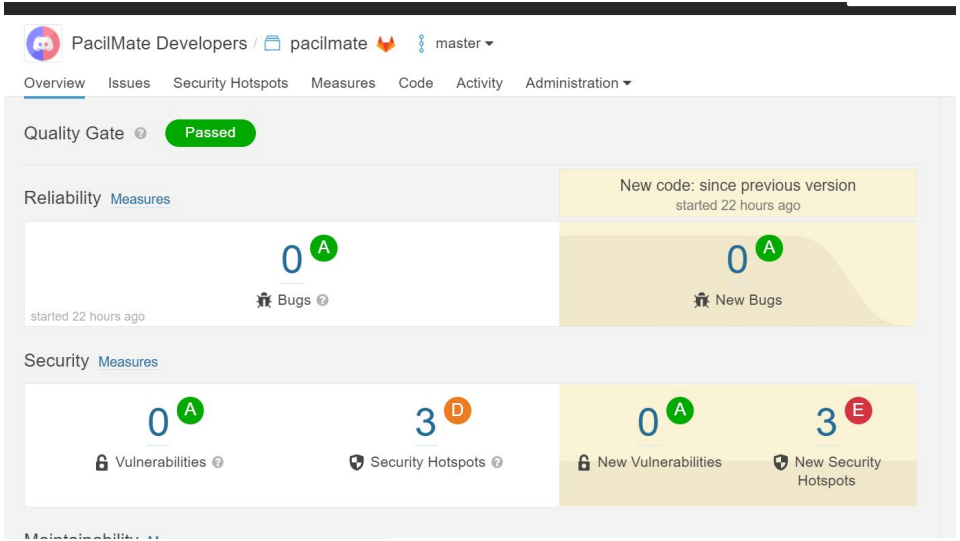


Penerapan Clean Code

Interface first, No Code Duplicate



SonarQube! Detects code smell, and Progresses of our codes!



sonarqube

Penerapan Clean Code

Checkstyle, Naming convention, Standardized Codes
(Camel case for methodsName and attributesName)
(Lower for packagename)
(Pascal case for ClassName) 😊

CheckStyle Audit

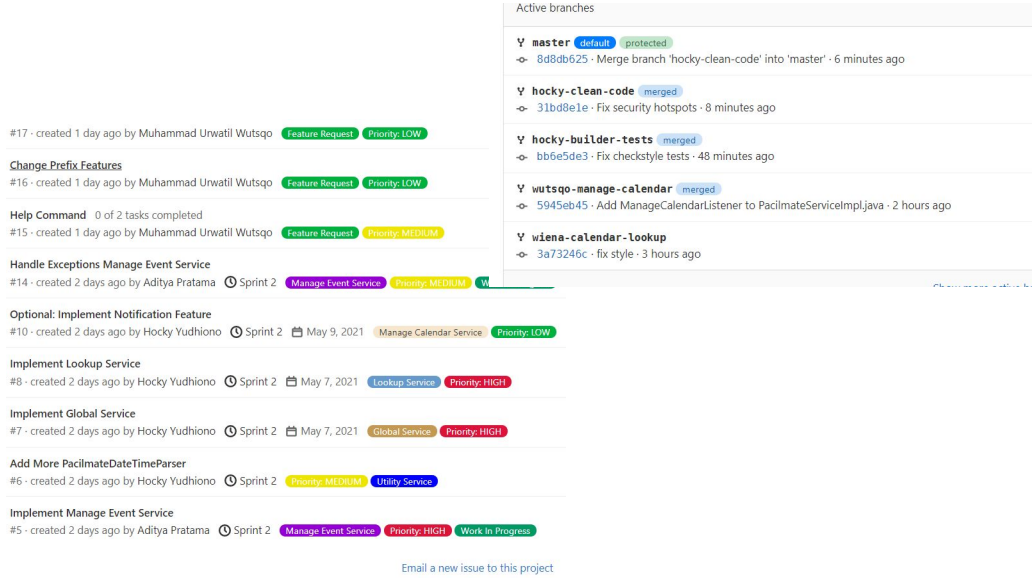
Designed for use with CheckStyle and Ant.

Summary	
Files	**Errors**
49	0

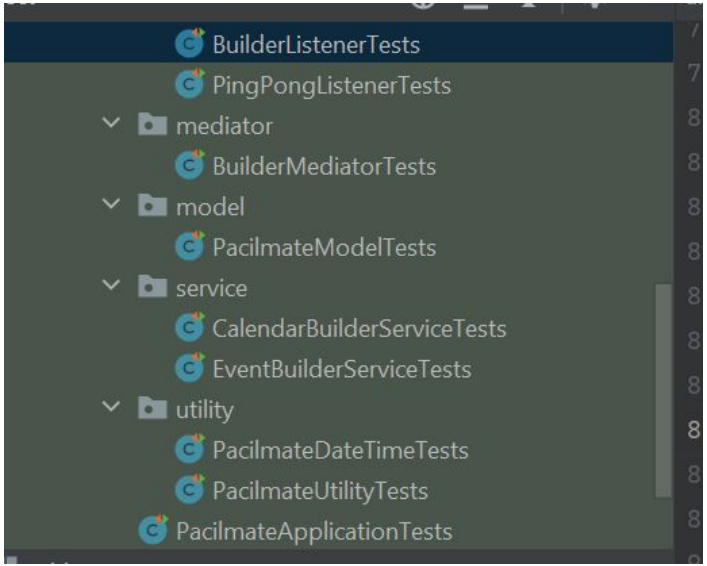
Files
Name
C:\Users\ASUS\Desktop\JDA-project\pacilmate\src\main\java\com\pacilmate\pacilmate\Pacil
C:\Users\ASUS\Desktop\JDA-project\pacilmate\src\main\java\com\pacilmate\pacilmate\exception\PacilmateParseDateTime
C:\Users\ASUS\Desktop\JDA-project\pacilmate\src\main\java\com\pacilmate\pacilmate\exception\PacilmateUnverifiedCom
C:\Users\ASUS\Desktop\JDA-project\pacilmate\src\main\java\com\pacilmate\pacilmate\exception\PacilmateUserAlreadySu

Penerapan Clean Code

Gitlab Branches, Issues, Cross Member Review, and Merge Requests



Semi-TDD, Interface → Live Tests → Implementation → Tests



Penerapan Clean Code

Maximize Java Documentation For Public methods and Gitlab Wiki For Installing Guide

```java
public abstract OffsetDateTime compute(String string);

/**
 * Return day of specified choice by a string.
 *
 * @param string the string specified
 * @return OffsetDateTime object with truncated time of day
 */
public OffsetDateTime get(String string) {
```

```java
/**
 * Return duration since truncated days from a duration string.
 *
 * @param string the string specified
 * @return Duration object passed since begin of date
 */
public Duration get(String string) {
    LocalTime result = compute(string);
```

Microservices?

Mengapa menggunakan microservices?

- Scalable 🐘
- Maintainable 🎾
- Testable 📄
- High Cohesion 👫
- Low Coupling 🏃‍♀️
- Centered Around Business Capability 💵

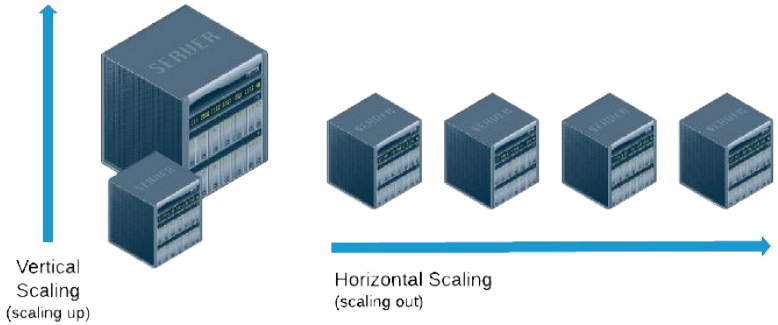
```
@Override
public void startBot() throws InterruptedException, LoginException {
    jda = JDABuilder.createDefault(botToken).build();
    jda.addEventListener(builderListener);
    jda.addEventListener(manageEventListener);
    jda.addEventListener(pingPongListener);
    jda.addEventListener(lookupGlobalListener);
    jda.addEventListener(manageCalendarListener);
    jda.awaitReady();
}
```

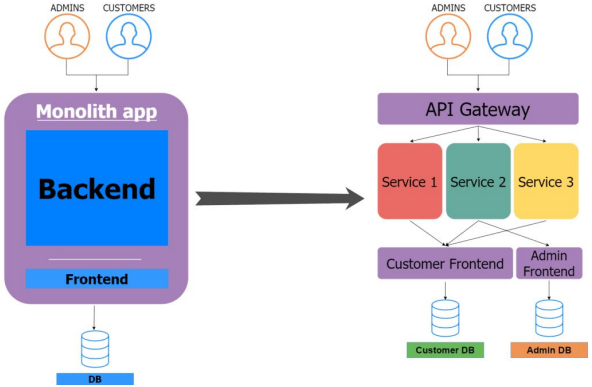
Microservices

Microservices?

Mengapa tidak semua menggunakan microservices?

- Low Response Time **Needed** (We're building a chat bot **here**) 🕒, untuk aplikasi skala kecil seperti ini, malah **menambahkan** waiting time.
- Users are often separated, Horizontal Scaling is more based! 📏
- Chat bot separated by module, bisa deploy banyak instance dengan fitur yang bisa dibuat berbeda! 🤖
- Aplikasi chatbot kami cukup **monolithic**, 🧠 memisahkannya hanya **akan menambahkan workload**, bottlecap di komunikasi. Instead lakukan **refactor** *seoptimal* mungkin, setiap aplikasi di dalam aplikasi tersebut dipisahkan berdasarkan service, sehingga masih bisa scaled masing-masing. **Tapi.....**





Penerapan Microservices

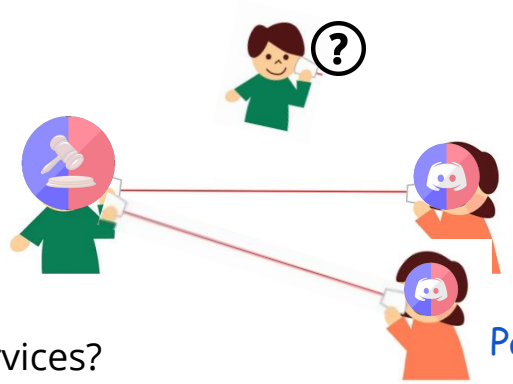
He can scale separately

This guy has separate DB

REST API Based PacilJudge 👩‍⚖️

HE CAN TALK WITH 2 BOTS!

He is Independent 🏆



PacilMate 1

PacilMate 2

More microservices in the future(?)

How they communicate?
Web client, asynchronously, statelessly!

No bottlecap!

Mengapa dibuat microservices?

- ⛳ **Independen**, tidak ada hubungannya dengan kalender (**aplikasi utama**).
- Menilai **bisa membutuhkan waktu** 🕒, waktu fitur utama untuk melayani request lain bisa terganggu 😡.
- Yang paling penting:
  Kalau user mengirim pesan yang berbahaya 😈, **pacilmate** tidak down 📉😭😭😭

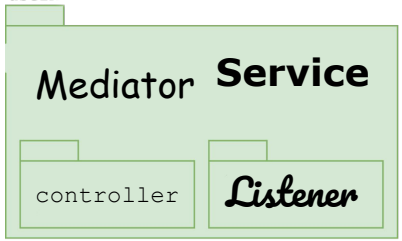
Judge

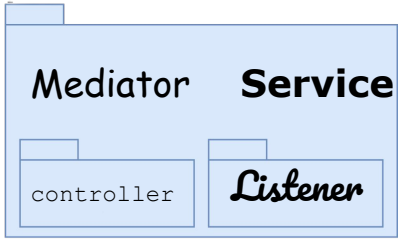
`!problems`: Get all problems title.
`!solve, {problem_id}`: Try to solve this question.
`!release`: Surrender answering this question.
`!answer, {answer}`: Answer this question.
`!score`: Check my score.
`!scoreboard`: Check scoreboard.

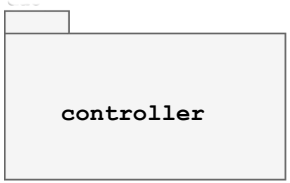
Penerapan Microservices - Pacilmate Inside  !

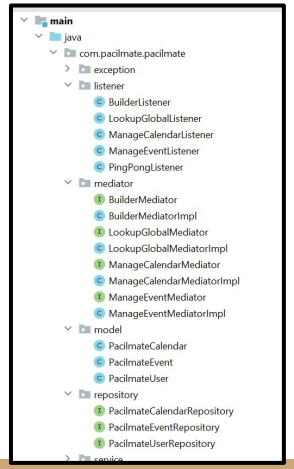
Package by Feature (Services) vs Package by Layer

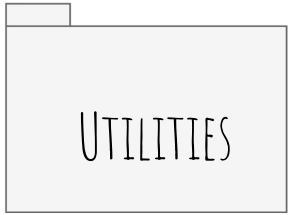
Not really “microservices”, but it’s less **monolith** and can be scaled!

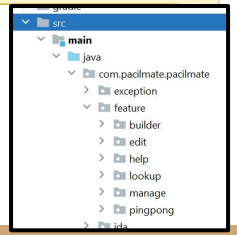


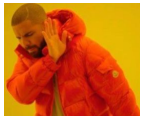












Penerapan Asynchronous Programming

Asynchronous programming bisa diterapkan dalam bentuk Async Spring! Chat Bot juga di dalamnya sudah banyak Rest yang sudah diintegrate oleh message queue JDA! Contoh: Fitur Ping!

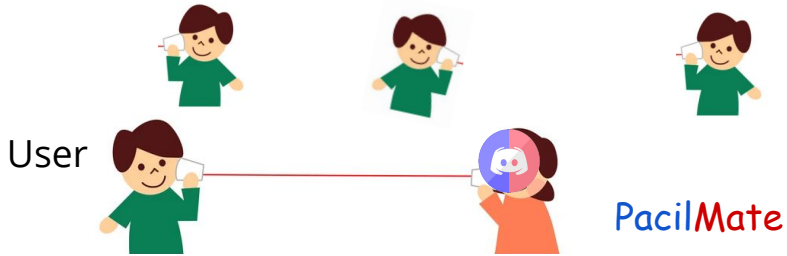
```java
public class PingPongListener extends ListenerAdapter {

    @Autowired
    PacilmateUtility pacilmateUtility;

    public void pongAccepted(Message responseMessage) {
        long time =
            Math.abs(Duration.between(responseMessage.getTimeCreated(), OffsetDateTime.now())
                .toMillis());
        responseMessage
            .editMessageFormat("Changed: %d ms", time)
            .queue();
    }

    @Override
    public void onMessageReceived(MessageReceivedEvent event) {
        Message message = event.getMessage();
        if (pacilmateUtility.isQuery(message.getContentRaw(), query: "ping")) {
            MessageChannel channel = event.getChannel();
            channel.sendMessage( text: "Pong!")
                .queue(this::pongAccepted);
        }
    }
}
```

PacilMate will Notify your events!



PacilMate will run a thread that will check the latest event coming, and will notify user that subscribed to this!

Notification?

Observer Pattern!

Penerapan Asynchronous Programming

He can scale separately

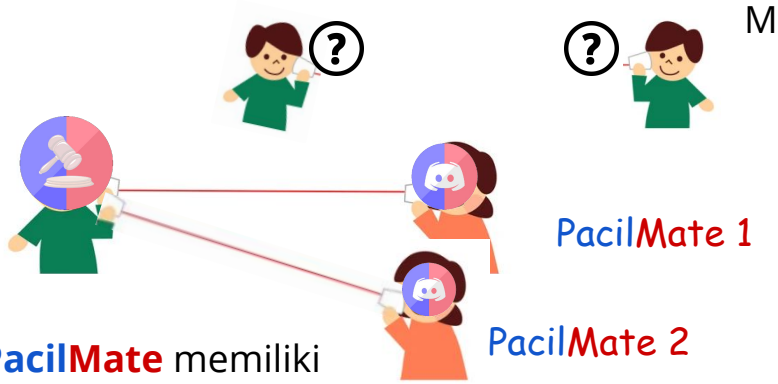
This guy has separate DB

REST API Based

PacilJudge

HE CAN TALK WITH 2 BOTS!

He is Independent



More microservices in the future(?)

How they communicate?
Web client, asynchronously, statelessly!

Proxy Pattern to the rescue !

No bottlecap!

Pemanggilan Judge oleh **PacilMate** memiliki satu permasalahan, yaitu lama jika webclient tidak kunjung mendapatkan response.

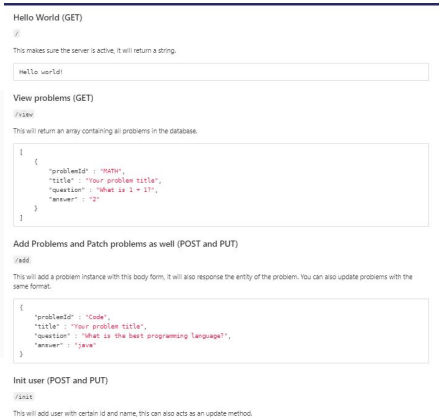
Bagaimana cara mempercepat hal ini?

Asynchronous Services

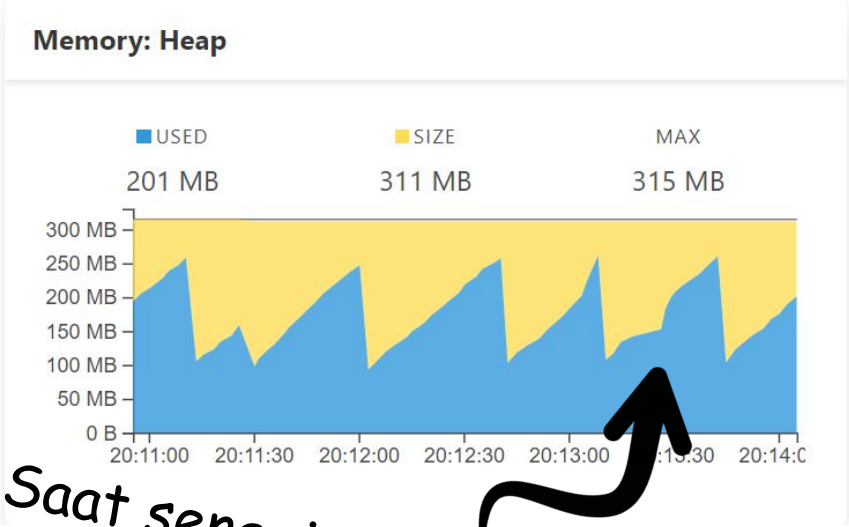
Mesti dilakukan pemanggilan secara asynchronous agar setiap fitur tidak terganggu oleh karena microservice ini!

Judge

`!problems` : Get all problems title.
`!solve, {problem_id}` : Try to solve this question.
`!release` : Surrender answering this question.
`!answer, {answer}` : Answer this question.
`!score` : Check my score.
`!scoreboard` : Check scoreboard.

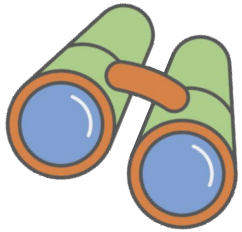


Penerapan Profiling

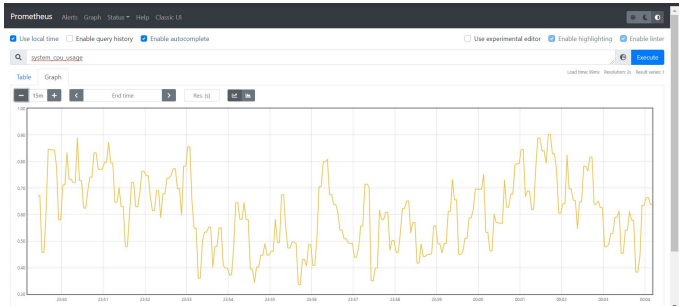


Saat sengaja dibuat spike request!

Spring Boot Actuators +
Spring Boot Admin +
Micrometer +
Prometheus + Grafana



Buat memonitor memori terpakai, memori bebas, disk usage, threads, uptime, environment,



Penerapan Profiling

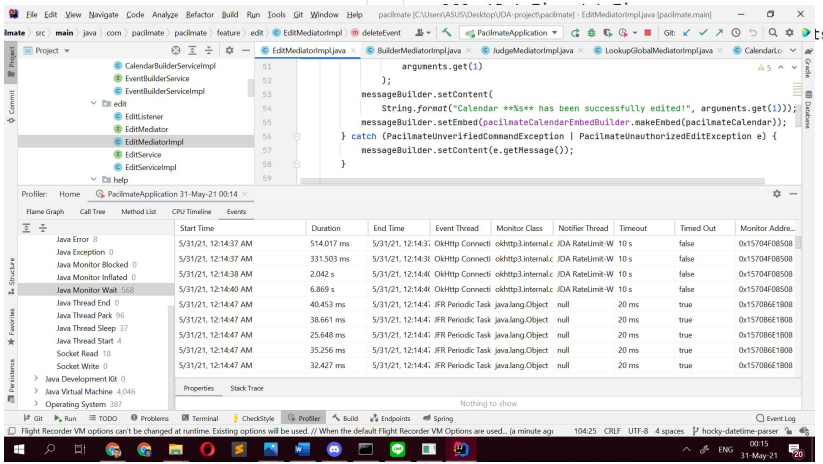
```java
package com.pacilmate.pacilmate.configurations;

import io.micrometer.core.aop.TimedAspect;
import io.micrometer.core.instrument.MeterRegistry;
import org.springframework.context.annotation.Bean;
import org.springframework.context.annotation.Configuration;
import org.springframework.context.annotation.EnableAspectJAutoProxy;

@Configuration
@EnableAspectJAutoProxy
public class AutoTimingConfiguration {
    @Bean
    public TimedAspect timedAspect(MeterRegistry registry) { return new TimedAspect(registry); }
}
```

```java
    }

    @Timed("edit_event")
    @Override
    public Message editEvent(User author, String command) {
        MessageBuilder messageBuilder = new MessageBuilder();
        try {
            List<String> arguments = pacilmateUtility.verify(author
```



Bisa mengukur **waktu** ⏲ berjalannya suatu query 📚 dengan annotation `@Timed`, menghitung 🖐 berapa kali query tersebut dipanggil 📞 dan diakses.

Melalui **Prometheus**, dengan endpoint yang disediakan **actuators**! Di `localhost` bisa menggunakan **SLF4J** dan **Intellij Profiler**!

Terima Kasih