DisConvReact

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Introductions

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 - 4th year CS
 - Javascript, C, C++, Java, and Python
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 - 3rd year CS
 - Javascript, C, C++, Java,
 Python, Matlab
- Elias Reta
 - 2nd year CM
 - \circ $\,$ Java, Python, HTML, CSS $\,$

- Suma Cherkadi
 - 2nd year CS
 - Java, Python, C, Scala, Javascript, ReactJS
- Zihuan Wu(Mark)
 - 3rd year CS
 - C, Java, Python and R



Project Plan

- Integrated old **DisConvDemo** GUI with React and NodeJS
 - Current function types: Constant, Sinusoid, Exponential
- Added database access using **Express**
 - Enabled state saving and restoring
- Created **React and Express hierarchy** template for future teams

Motivation

- Issues with previous design:
- Plain Javascript and HTML didn't work well for saving state
 - Required use of PHP (outdated)
- Code lacked organization and structure



Motivation

- React is better for code organization and version control
- React and NodeJS allow us to use Express for database elements
- ITS has long-term goal to make a GUI template in React
 - React format for GUIs is preferable to test this out





Many small component files

What is REACT?

• A JavaScript library that creates UIs



- Components are independent from each other
- Component Organization
 - Props and States



Frontend

- Improve code structure
 - Remove hard-coded values, have an organized file system
- Adapt code structure to React format
 - Code should be organized into react components
- Add user input and display formulas
 - User input should have the same options as the matlab GUI

Frontend





DisConvDemo



Matlab

Last Semester

Frontend — Elias

Replaced hard-coded functions with

More versatile Signal Functions

- User Signal(pictured)
- Exponential
- Sine/Cosine
- Constant Signal

Written in Javascript

```
function userSignal(userData, backingArray) {
  for (let j = 0; j <= userData.length; j++) {</pre>
      if (userData.charAt(j) != ",") {
          try {
              var input = userData.charAt(j)
              var intInput = parseInt(input)
              backingArray.push(intInput)
          }
          catch {
                throw new Error('Invalid Input');
          finally {
              continue
      }
  return backingArray
```

Frontend — Elias

Other Signal Functions

- User Signal
- Exponential
- Sine/Cosine
- Constant Signal

```
export function sinSignal(array, num_samples, amp, freq, phase) {
    for (var n = 0; n < num_samples; n++) {</pre>
        array[n] = amp * Math.sin(n * freq + phase);
export function expSignal(array, num_samples, scalingFactor, expConstant) {
    for (let i = 0; i <= num_samples; i++) {</pre>
        array[i] = scalingFactor * Math.pow(expConstant, i);
    }
export function constSignal(array, num_samples, constant) {
    for (let i = 0; i <= num_samples; i++) {</pre>
        array[i] = constant;
```

Frontend — Elias

- Used Mathjax and algebra.js libraries to
- improve display of functions



const sineFunc = f(x) = asin(bx + c) + d'const expFunc = $f(n) = ca \land n - nd'$



- Create a structure based off of React components
 - Component rendered for each graph type
- Create global state variable
 - One state for the graphs to remain updated
 - One to store in the database (only essential information)

- Use jsxgraph-react-js library to incorporate JSX plots
 - Require an init function to be passed in
 - Save a reference to the JSX
 Board within that function to the global state

```
Inputsoverlap = (brd) => {
    Graph_State.inputs_board = brd;
    var input1_stems = brd.create('curve',[[0], [0]], {strokeWidth:2, color:"blue",
    input1_stems.updateDataArray = function() {
        this.dataX = [];
        this.dataY = [];
        for (var n = 0; n < Graph_State.input1_x.length; n++) {</pre>
            var x = n + Graph_State.sliderval/1;
            var y = Graph_State.input1_x[n];
            this.dataX.push(x); // Start of a stem
            this.dataY.push(0);
            this.dataX.push(x); // End of stem
            this.dataY.push(y);
            this.dataX.push( NaN ); // Interrupt the curve
            this.dataY.push( NaN );
    }:
```

- Use jsxgraph-react-js library to incorporate JSX plots
 - Require an init function to be passed in
 - Save a reference to the JSX
 Board within that function to the global state

var Graph_State = { input1_x : [1,1,1,1,1], input2_x : [1,1,1,1,1], result : [], diff : 0, sliderval : 5, inputs_board: null, mult_board: null, res_board:null, slider: null

- Values in the Store_State variable are used to initialize the stem plots
 - This makes it easier to restore state



// console.log(Store_State.len_1); if(Store_State.func_1 == 3) { sinSignal(Graph_State.input1_x, Store_State.len_1, Store_State.amp_scale_1, Store_State.freq_const_1, Store_State.phase_1); } else if(Store_State.func_1 == 2) { expSignal(Graph_State.input1_x, Store_State.len_1, Store_State.amp_scale_1, Store_State.freq_const_1); } else { constSignal(Graph_State.input1_x, Store_State.len_1, Store_State.freq_const_1);

Frontend — Mark

- Get User Input
 - Use Drop_Down_List.js to gather all user input signals
 - Selections for both functions and relevant parameters

```
else {
  return (
        <form onSubmit={this.handleSubmit}>
        <label>
        Function Type:
            <select value={this.state.value} onChange={this.handleChange}>
            <option value="const">Constant</option>
            <option value="sin">Sinusoid</option>
            <option value="exp">Exponential</option>
            </select>
            </label>
            <//label>
            {/* <input type="submit" value="Submit" /> */}
            </form>
);
```

<input type="text" onChange={this.handlePhaseChange}>

<input type="text" onChange={this.handleAmpScaleChange}>

<input type="text" onChange={this.handleSamplesChange}>

Phase

</label>

</label> <label>

</input>

</br></br>Amplitude

</input>

</br>

</input>

Number of Samples

Frontend - Mark

- Utilize User Input
 - Modify variables in Store_State.js
 - Make function call to update the array
 - Display array on the frontend

```
handleFreqConstChange(event) {
   Store_State.freq_const_2 = event.target.value;
   if(this.state.value == "const") {
      constSignal(Graph_State.input2_x, Store_State.len_2, Store_State.freq_const_2);
   } else if(this.state.value == "sin") {
      sinSignal(Graph_State.input2_x, Store_State.len_2, Store_State.freq_const_2);
   } else if(this.state.value == "exp") {
      expSignal(Graph_State.input2_x, Store_State.len_2, Store_State.freq_const_2);
   }
   Graph_State.inputs_board.update();
   Graph_State.mult_board.update();
   Graph_State.res_board.update();
   Graph_State.res_board.update();
```

Backend

- Update the lab to use an Express backend rather than PHP
- Create a "blackbox" for database reads and writes that can be easily utilized by the Frontend
 - saveState: POST request to save the Store_State object
 - restoreState: Calls getParams to retrieve data via UserID. If the call to the database is resolved the Store_State is restored accordingly.

Backend - Querying Database



Backend - GUI Uses Client.js



Frontend can use Client file as a blackbox to submit and retrieve data (in this case function parameters) from the database

restoreState() {
 let data = {userID: Store_State.userID};
 Client.getParams(data).then(params =>
 { console.log(params[0]);
 }
}

Backend - Client Interacts With Express Application

- Client file handles all CRUD functions
 - getParams(): reads saved parameters from a given userID
 - saveState(): passes parameter to Express application to be saved in database

return fetch(input: '/arrays/add', init: {
 method: 'POST',
 headers: {'Content-Type': 'application/json'},
 body: JSON.stringify(data)

Backend - Express Queries Database

- Based on the route used by the Client function, the Express application performs a:
 - SELECT command to read data
 - INSERT INTO command to write data

db.query(sql: "SELECT * FROM params WHERE userID = " + req.body.userID, values: function (err, result, fields) {



Conclusion

- We achieved:
 - Porting the initial GUI over to react
 - Saving a GUI state to the database
- Improvements:
 - Improve layout and add more user input options
 - Allow user to be able to update the data they want to save in the database

Questions?