
Buildly UI Documentation

Buildly.io

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buildly

Welcome to Buildly UI's documentation! Get started with the [Quickstart](#). Features are described and explained in more details in the [Features](#) section. The rest of the docs describe each module of Buildly UI in detail.

Buildly UI depends on the NodeJS, Yarn and Gulp. The documentation for this service can be found at:

- [NodeJS documentation](#)
- [Yarn documentation](#)
- [Gulp documentation](#)

This technical communication document, is intended to give assistance to developers using a Buildly UI.

CHAPTER 1

Quickstart

Excited to get start? This page gives a decent prologue to Buildly UI. It assumes you as of now have a Buildly Core instance up and running and also all the project's prerequisites installed.

- node v10.16.0
- yarn v1.17.3
- gulp-cli v2.2.0

1.1 Installing

Download and install web application dependencies running the following command:

```
yarn install
```

Now, initialize and build the project

```
yarn run init  
yarn run build
```

To run the web app:

```
yarn run start
```

your Buildly UI will be running locally and listening to the port 4200, so you can access it via your browser typing this address: 127.0.0.1:4200


1.2 Running the tests

To run tests using Jest:

```
yarn run test
```


2.1 Login

Uses the OAuth library from midgard-core for the OAuth password-flow authentication process with Buildly Core.



Username*

Password*

[Register](#)

Login

2.2 Registration

A form where the user can register an account with the app. They will also be redirected to this screen after accepting an invitation from a super user.



Email*

Username*

Password*

Confirm password*

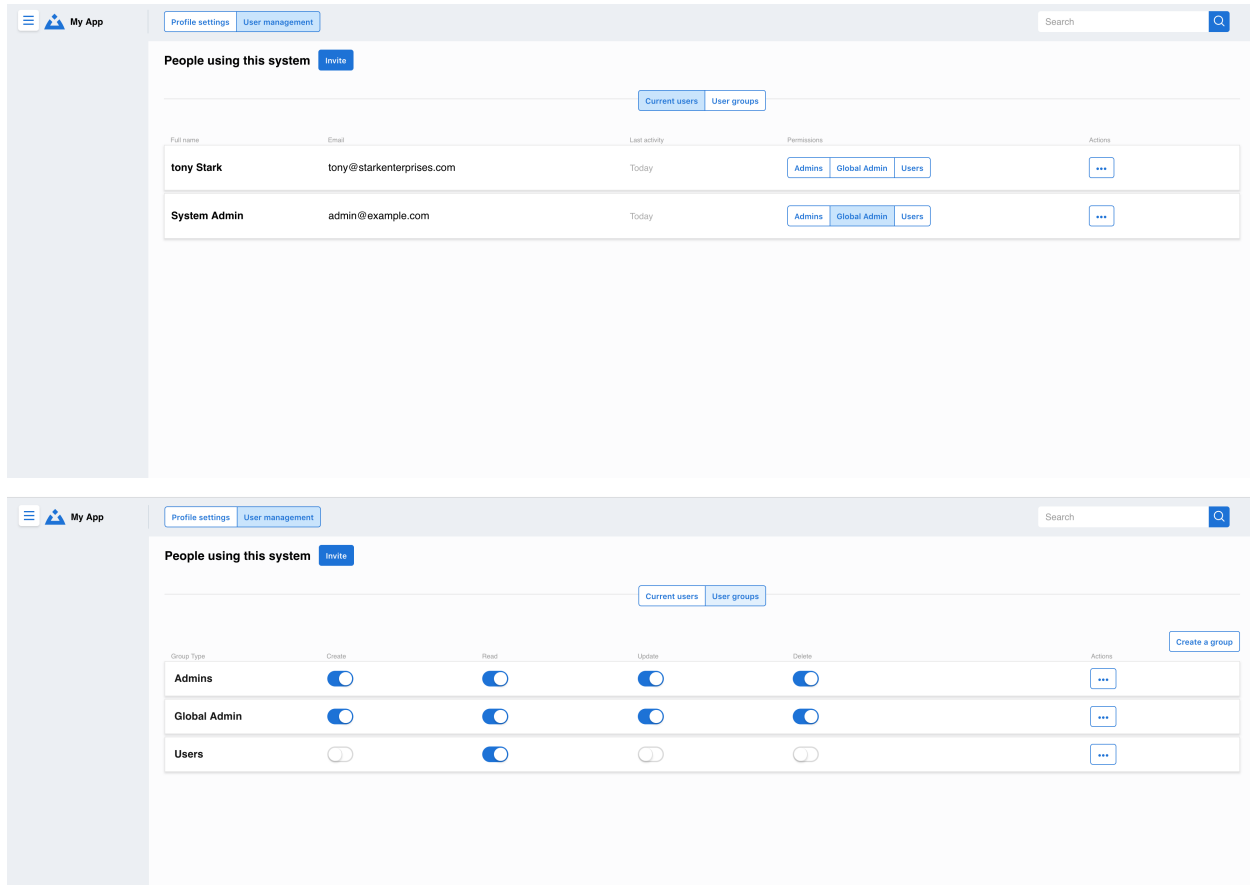
Organization name*

First name

Last name

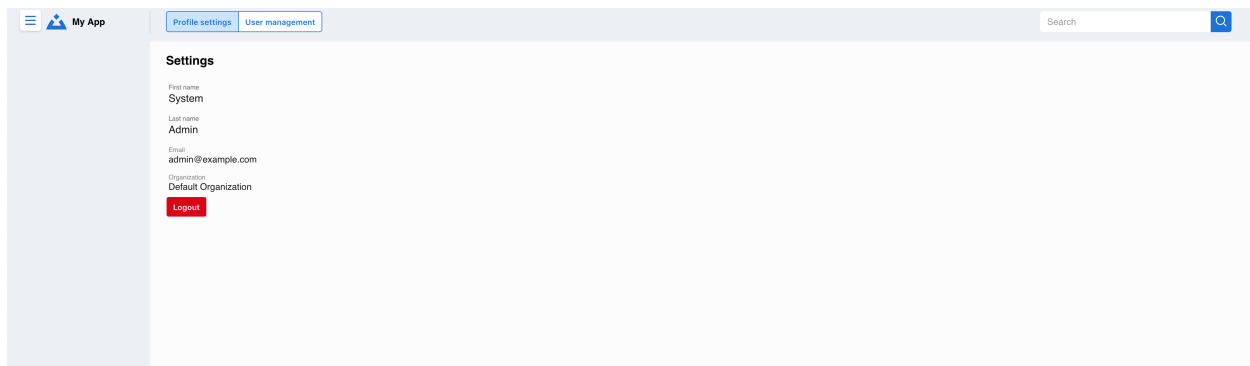
2.3 User Management

A screen where an administrator can manage users, create/update/delete application permission groups and assign them to users.



2.4 Profile Settings

A screen where administrators can update their own profile.



Buildly UI provides different features and user interfaces corresponding to each feature.

3.1 Connection to Buildly Core

Buildly UI uses the Redux-Saga middleware library to handle interactions with Buildly Core. A store configuration is defined in the `/src/redux` directory and connected at the root level `index.js` file.

The `/src/redux` directory contains the `/actions`, `/reducers` and `/sagas` sub-directories.

Actions are dispatched directly by components. Each client has a separate `.actions.js` file which contains actions to create, read, update and delete.

Generator functions defined in the client's `.saga.js` file watch for actions to be dispatched. When this happens, they call another function that uses the services provided in `/src/midgard/modules`. These services are responsible for communicating with the API. All sagas must be imported into the `index.js` file in this directory.

The `.reducer.js` files update the state with the responses from the server. All reducers should be imported into the `index.js` file within this directory.

3.2 HTTP Module

The Http module connects to the Http implementation in midgard-core and handles requests to the server.

3.3 OAuth Module

The OAuth module connects to the OAuth implementation in midgard-core and provides functionalities related to authentication, e.g., logging in using the password flow, logging out, retrieving and saving the access token.

Buildly UI uses the actions defined in `/src/redux/actions/Auth.actions.js` to access these functionalities within the components.

In the attempt of removing the redundancy and repeatability when implementing the application, Buildly UI has some Modules built into it. They are data structure and logic created for re-usability to facilitate developers life.

Design notes, legal information and changelog are here.

4.1 License

The license applies to all files in the Buildly UI repository and source distribution. This includes Buildly UI's source code, the examples, and tests, as well as the documentation.

To read the whole Buildly UI's license, click [here](#)!

4.2 Contributing

First off, thanks for taking the time to contribute!

To know more about how you can contribute to Buildly UI, click [here](#)!