MODESTI

Monitoring Data Entry System for Technical Infrastructure

Justin Lewis Salmon BE-ICS-SSE

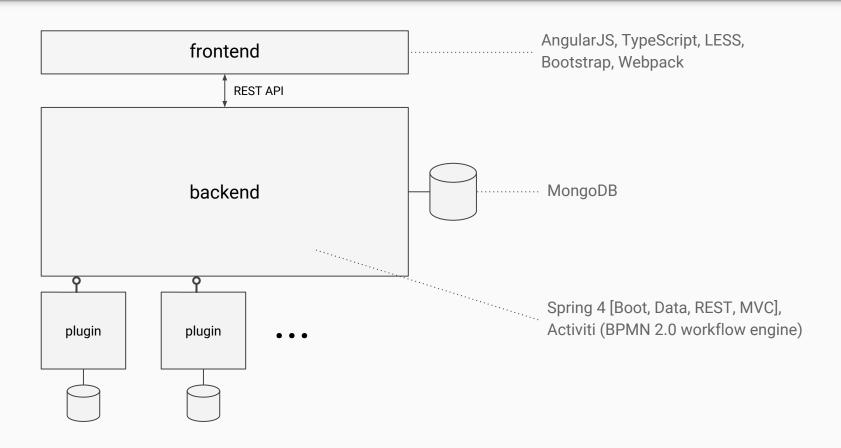
Outline

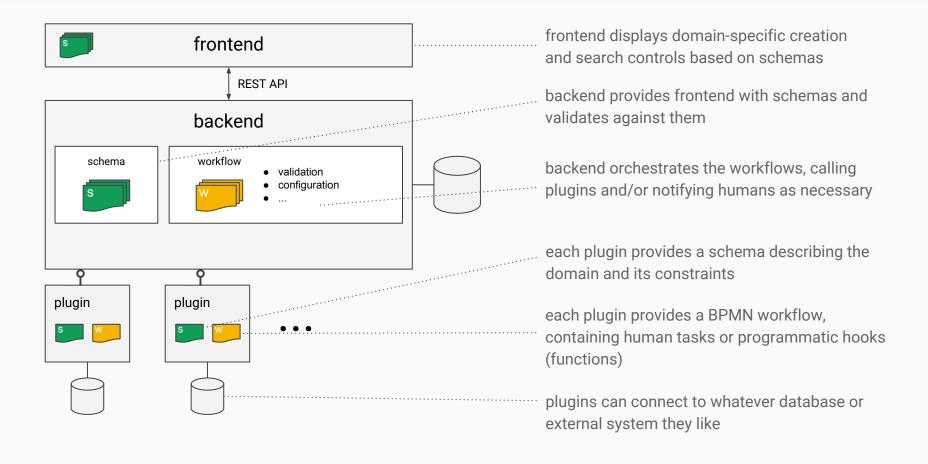
- Purpose of MODESTI
- Architecture
- Technology Stack
- Status and Roadmap

Purpose

Purpose

- Allow both experts and non-experts to enter data for multiple heterogeneous domains/systems via a web application
 - Read/write
 - Sync with external systems
 - Currently mostly monitoring/SCADA systems e.g. TIM, CSAM, WinCC OA
- Cater for domain-specific **workflow** requirements
 - Approval, external sync, testing etc.
- Do not own the data: Connect to existing configuration database(s)





Technology Stack

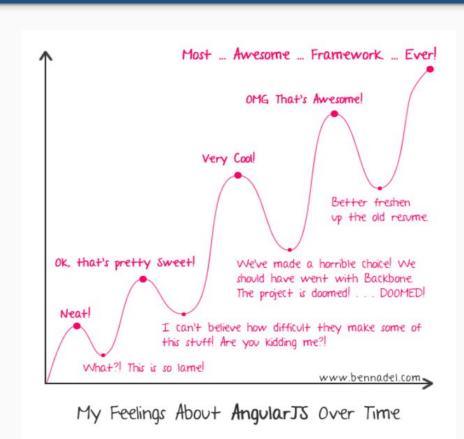
Technology Stack

AngularJS 1.5

- Enables rapid development and prototyping
- Sound architectural patterns
 - Dependency injection
 - Components, services
- Huge variety of library code available
- Open source

TypeScript

- Type safe (ish)
- Classes, modules, encapsulation, etc.
- Generally makes JavaScript less bad



Technology Choices

MongoDB

- Schemaless, object-oriented datastore allows rapid development
- JSON all the way down
- Replication and sharding out-of-the-box

Activiti

- Fast, lightweight, robust, transactional workflow engine
- In-house knowledge

Problems

Problems

3rd-party JavaScript libraries...

- Many, many excellent libraries
- Sometimes it can take a while to find one that fits your exact needs
- Often need to prototype with several

SSL and SSO

- A massive headache until you get it right
- If you can let someone else deal with it, you probably should

Tooling / Deployment

Tooling / Deployment

Frontend

- NPM
- Webpack

Backend

- Gradle
- Spring Boot (embedded web server)

Application runs as a standalone Java process with Apache HTTPD in front

Monitored via wreboot / DIAMON

Current Status and Roadmap

In production since January 2016

30-40 users

Roadmap for v0.2.x (end of the year):

- Searching, updating and deleting existing data
- Frontend extensibility (via dynamic module loading)

Thank you!

any questions?

