



by

Tyler Thomas, Kyle Millsap, and David Ferdiny

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<u>Tyler Thomas Kyle Millsap David Ferdiny</u>	<u>4/27/2020</u>
<u>Abdou Fall</u>	<u>4/27/2020</u>

University of Cincinnati
College of
Education, Criminal Justice, and Human Services

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ABSTRACT

Getting a job interview does not mean automatically landing a job. For people in IT, the interview process can be very lengthy and involve multiple face to face interviews and skill testing. These interviews can be stressful and hard to prepare for. No one should be held back from getting a job they are qualified for. In order to help people prepare for interviews, we have created PrepIN. PrepIN will do what sites like Indeed and Hackerrank do not. Anyone would be able to schedule a time for a practice interview. They will participate in a one to one host video call and have access to a video message chat. Having access to a test environment that will put them face to face with someone will better help stimulate the interview environment and process. That way job seekers can work to deal with the stress and anxiety that many face during interviews.

INTRODUCTION

PROBLEM

According to [anxiety.com](https://www.anxiety.com), 92% of US adults feel some sort of anxiety about job interviews. With IT interviews, most positions require some sort of technical interview where the interviewee showcases their skills. However, when someone is performing under stress and anxiety, they usually are not performing as best as they can. An article by [usejournal.com](https://www.usejournal.com) recounts different experiences of going through IT technical interviews. One person said that “interviews are high stress affairs”, and “how you do not get an accurate picture of how good anyone with interview anxiety is”. The problem is that people who have the skills to accelerate in the IT field are being held back by anxiety and stress about interviews.

SOLUTION

PrepIN will bridge the gap between coding practice and live interviews. It is a web application that users can use for free, with an account. After signing up, the user can search for and select a time in which they will attend a live video interview. We will bring in industry veterans who wish to contribute their help training the new generation of IT professionals to conduct these interviews. The interview itself has a live whiteboard/text editor that both the interviewer and interviewee can edit in real time, and a live video chat as well, thus simulating an in-person whiteboard technical interview environment.

This is where PrepIn differs from sites such as hackerrank.com. Hackerrank has many different test and simulation you can use to test your knowledge and tips for interviews. However, they do not stimulate their environment like an actual interview. It is more similar to that of an online test in blackboard. While this is good for testing your skills, it will not help stimulate a real interview. According to Usejournal.com, many issues people face when interview is that they have anxiety, or they lacked practice for the interview. Also, that the questions they were given were not practical.

We believe that this real person to person contact is a much better learning experience than just practicing problems on their own. Being questioned and tested by a real person will better simulate and interview and give users a chance to overcome their interview issue. We expect our users to have a much better chance of doing well in their technical interviews after using our application.

PROJECT GOALS

The goals for this project are to create a website that will simulate the testing environment as realistically as possible This way interviewees can have a simulation that will allow them to work through the stress and anxieties of interviewing . Using a testing environment, people will be able to participate in video calls and have a real time work environment.

OVERVIEW

The rest of this paper will go over the specs of the project and the development process of it. This includes the design, planning, developing, and testing of the final product.

DISCUSSION

PROJECT CONCEPT

PrepIN will bridge the gap between coding practice and live interviews. PrepIN makes it as simple as possible for an upcoming IT professional to get the interview experience they need. PrepIN has industry veterans that want to contribute their help training the new generation of IT professionals. PrepIN uses live video chat and a live virtual whiteboard to make a realistic experience. This allows the upcoming IT professionals to get the help they need anywhere in the world. The professionals will simulate a real interview and give you advice on how you can improve to help land the real interview.

Interviewing for an IT or computer science job can be challenging. While you may be knowledgeable with the skills required for the job, you must also show you them you are the best candidate for the job. For those interviewing for their first IT field job, they may be nervous, and are not quite sure what type of answers they are looking for. We wanted a way to prepare others, so they go into their first real interview calm and confident, knowing what to expect.

DESIGN OBJECTIVES

Our goal is to create an application that connects industry veterans and upcoming IT professionals together through online video chat in order to simulate a realistic IT interview, with an interactive white board allowing for easy communication.

One of our goals that we had to drop was the inclusion of the resume uploader. We felt that this part of the site was not needed in the overall product, as interviewee's could have simply emailed their resumes to the practice interviewer.

DEVELOPMENT METHODOLOGY

During each semester, would we meet at least every 2 weeks outside of class to discuss the development of the site. We would mention the work that we had done since we last met and plan out what we needed to do before the next meeting. Since we were developing a website, this was the most efficient way to work as we did not have many times to meet up due to conflicting schedules. Meeting in these two-week sprints helped us better manage our time and development. It helped us micromanage the development of our site better if we completed things in small 2-week sprints. This ranges from being able to make changes when we saw fit and to minimize having to back track our development work.

Outside of meeting face to face, we also used GitHub to host our site code. This way the code from the site could easily be accessed to make changes. It was also helpful having the ability to make changes to the site locally without having to push them to the main branch. With this we could make changes independent of each other and not have any interference with our changes. This would also save us time from having to back track any changes that caused us issue and help with trouble shooting. Having the site code hosted online also gave us the ability to work more efficiently from different locations and continue to work with as minimal interruption as possible because of the Covid-19 epidemic.

BUDGET

For our budget we had an estimate of \$33,600. This was based on using 20\$ per hour working part time, 20 hours per week per person, through the roughly 7-8 months that we spent working on it. As shown in the picture below is the math showing how the figure was determined. Figure 1 below shows how we came up with our original budget.

	A	B	C	D	E
1	Expense	Payment per Hr	One Time payment	Work Effort (Hrs)	Total Cost
2	IT Labor In house	\$20.00	\$0.00	1680	\$33,600.00
3	It Labor External	\$0.00	\$0.00	0	\$0.00
4	Hardware	\$0.00	\$0.00	NA	\$0.00
5	Software	\$0.00	\$0.00	NA	\$0.00
6	Misc	\$0.00	\$0.00	NA	\$0.00
7					
8				GRAND TOTAL	\$33,600.00

Figure 1 Original Budget

As shown above, we did not expect to have any hardware and software cost, as we planned to use the free version of software and applications to develop and host our site. However, we later ran into some unexpected cost. This being the form of Microsoft Azure charging us money when our site had any live traffic. The initial bill we received from them was about \$90.00. So, in order to reflect this on our budget, we decided to add the \$90.00 to our budget, plus an additional \$90.00 to cover any more cost when the site had live traffic. Figure 2 below shows the new budget of \$33,780.

	A	B	C	D	E
1	Expense	Payment per Hr	One Time payment	Work Effort (Hrs)	Total Cost
2	IT Labor In house	\$20.00	\$0.00	1680	\$33,600.00
3	It Labor External	\$0.00	\$0.00	0	\$0.00
4	Hardware	\$0.00	\$90.00	NA	\$90.00
5	Software	\$0.00	\$0.00	NA	\$0.00
6	Misc	\$0.00	\$90.00	NA	\$90.00
7					
8				GRAND TOTAL	\$33,780.00

Figure 2 Updated Budget

USER PROFILES

The basic profile shown in Table 1 below will be that of the interviewer and interviewee. Both the interviewer and interviewee will in a sense have both the same roles and functions. They both will be able to participate in an interview and use the interface to video chat and use white board feature to simulate an in-person interview.

Project: PrepIN
Potential Users: • Interviewee (Individuals new or returning to the IT field, Academic students) • Interviewer (Teachers and Recruiters helping others practice their interview skills)
Software, Interface, and Related Experience: • Most users will have IT knowledge and will have experience and will feel comfortable with video conferencing and editing documents online.
Experience with Similar Applications: • Skype • Blackboard
Task Experience: • Users will have past experience with ○ Video conference ○ Editing group documents in real time
Frequency of Use: • Interviewees will use as they see fit to practice. • Interviewers will frequent the site as they will help individuals whenever they can
Key Project Design Requirements That The Profile Suggest: • Easy to understand and learn UI • Ability to have video streaming and peer to peer environment in real time • Easy to create a user profile • Primarily intended to be used on laptop/desktop computers.

Table 1 Interviewer and Interviewee User Profile

Table 2 will show the user profile for the Administrator users. Administrators will be tasked with maintaining the websites and assisting users when needed. They will have the ability to access user data and monitor all site activity.

Project:
Potential Users: • Individuals maintaining the websites
Software, Interface, and Related Experience: • Those who have experience with databases and websites will focus on maintaining the website • They will have experience with command line interface and database and coding software
Experience with Similar Applications: • Administrators for the website will have familiarity working with GitHub and database programming such MySQL and C Sharp
Task Experience: • Administrators will have experience with making sure the back-end systems are communicating with the front end. • Making sure the Interviewer and Interviewee can communicate and work with each other without an issue.
Frequency of Use: • Site administrators will frequently use the site to maintain the integrity of the website.
Key Project Design Requirements That The Profile Suggest: • Easy to access website code • Access to front end and back end services • Ability to interact with the front-end user's as needed.

Table 2 Administrators User Profile

USE CASE DIAGRAM

The use case diagram, in figure 3 below, shows what each user can do through the site. Certain actions will either be taken by either and/or both the Interviewer and Interviewee users, and then actions that are specific to the Administrator user

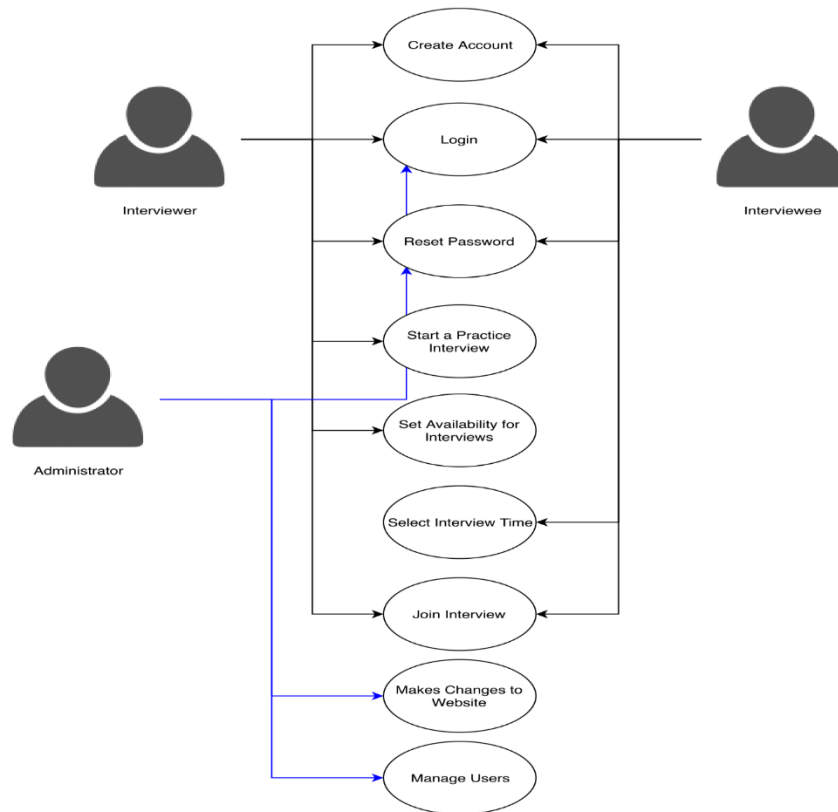


Figure 3 User Diagram

As shown above, the interviewer and interviewee will have both the ability to create accounts, reset their passwords, and login to the site. The interviewer then has the ability to set their availability for an interview and start the interview. The interviewee will then have the ability to choose an available interview time from the availability chosen by the interviewer. Lastly, the site admin will have the ability to make changes to the site, manage user's accounts, and reset passwords.

TECHNICAL ELEMENTS

APPLICATION

PrepIN is a web-based application, so we carefully chose technologies that would work best with this in mind. Our web-based application and our database is hosted with Microsoft Azure. The back end of PrepIN was built using C# and Microsoft .net Framework. We used a SQL Server database to hold the information the application needed to function. Our peer to peer video service is accomplished using our customized Tokbox client and a Heroku server. We created our own email server as we ran into many issues which blocked our emails, and managing our own server removed the issues we faced. Our front-end interface was built using HTML, C# Razor, and Bootstrap styling.

NETWORK

During development we hosted PrepIN on our own local devices to keep the cost of hosting the website low. Once PrepIN was production ready we published it to the Microsoft Azure cloud services, where our website is publicly available. Most of PrepIN runs through Azure, including the website, backend code, and the database. The web RTC video is processed through Heroku. Our email service for sending out appointment reminders and account verification is done through our own self hosted email server.

SECURITY

For the security of the site, there were two things that we wanted to focus on, the protection of user's data, and the privacy of the user's video calls. The reason we chose to focus on these two areas was to make sure that PrepIN would not face any negative backlash by

handling our user's data and privacy poorly. The website fisglobal.com goes over the long- and short-term consequences of businesses handling their customer's data poorly. In their article, they mention that businesses overall lose money from fees and added security costs if they do fail to protect their client's data. They then iterate that businesses lose out on gaining future customers, as many people do not want to do business with someone who mishandles their personal data. A 2017 study by PwC(PricewaterhouseCoopers), that is cited in the article, mentions that "92% of consumers agree that companies must be proactive about data protection". The study also shows that 85% of people will not do business with someone who if they have concerns about their security practices. So, taking all of these facts into consideration, we believed it was most important to focus on the security of our user's data and privacy during video chats.

Regarding the user's data, such as emails and passwords, everything is hashed using C#'s built in hash function. This makes sure that user's data cannot be read even if it is stolen by any malicious entities. Also, having the site hosted on Microsoft Azure, we believed that the data would be protected by its built-in security. Microsoft Azure's website mentions that all customer networks are separated from each other, as well as the management networks admins use to manage Azure, to ensure Azure's traffic is secure. They also have built in protection for DDOS (Distributed Denial of Service) attacks, as well as data in transit is encrypted (Ben-Benaham). Meaning that user's data is protected, and they should not have any trouble accessing it from the network.

The video chat function of the site also has its own protection. Tokbox, the video chat host for the site, has built in security for its sessions. An example of this would be the use of AES (Advance Encryption Standard) 128 Bit keys to encrypt video and audio data during chat sessions. All the keys used are randomly generated at the beginning and throughout the session.

This helps makes sure that the users have privacy throughout the video chat process from malicious entities (tokbox.com).

TECHNICAL DIAGRAM

Figure 4 below is the technical diagram that shows how are site is connected from the back end, to the cloud services used to host the different aspects of our site.

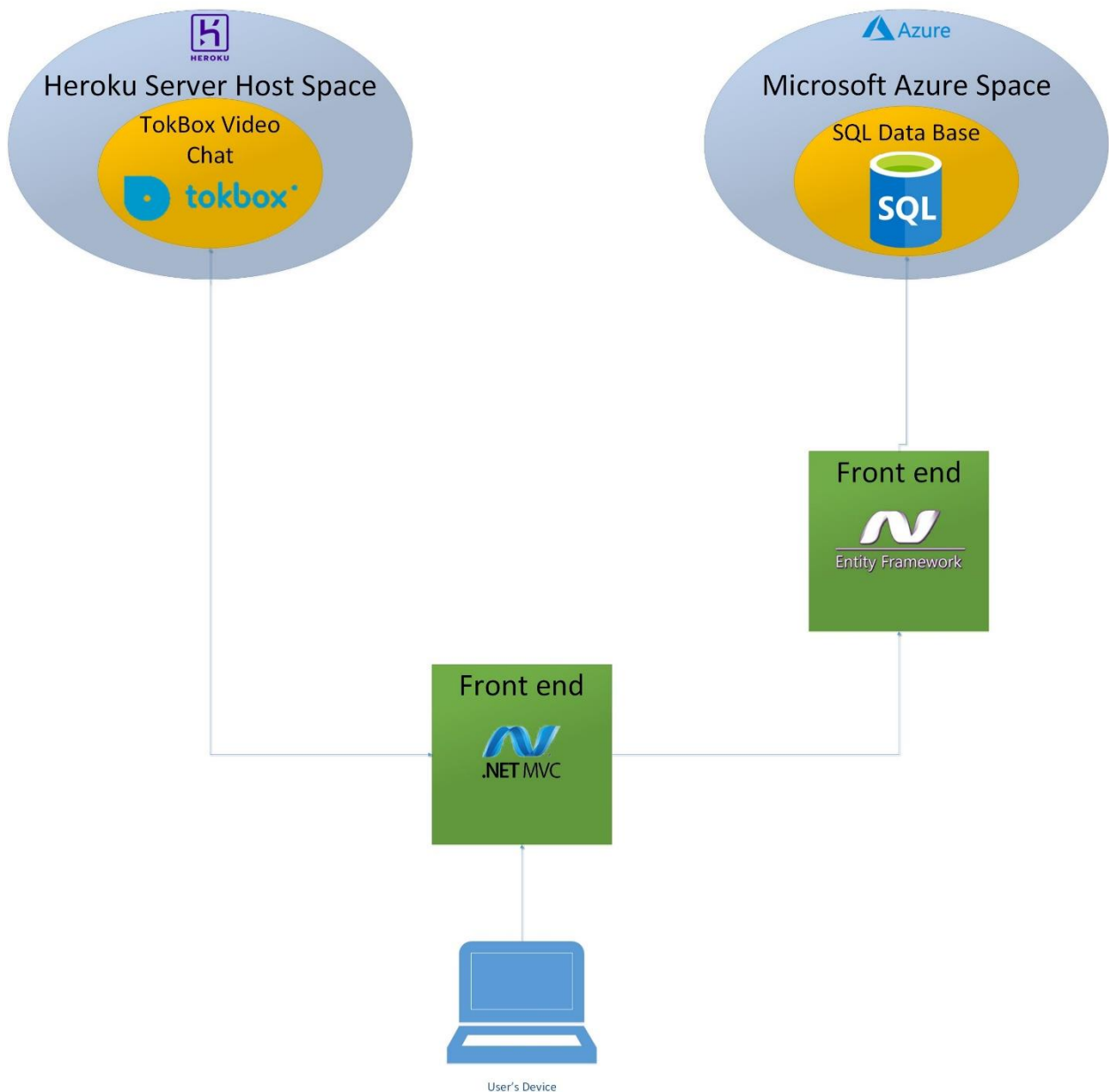


Figure 4 Technical Diagram

As Seen in the diagram above, the Front end is managed by both the .NET MVC and the Entity Framework. They are both used so that the user can communicate with the site for things such as logging in, password change, and account creation. Microsoft Azure hosts the environment in which the SQL server lies. For using the Toxbox video chat, the user uses the front end to access the Heroku Server host space. To summarize, the site's data base and video chat function are hosted on separate cloud servers that communicate through the .net MVC and the Entity Framework front end.

SITE WALKTHROUGH

The first thing users see when they access PrepIN is the welcome page. Figure 5 below is a screen shot of the PrepIN Homepage.

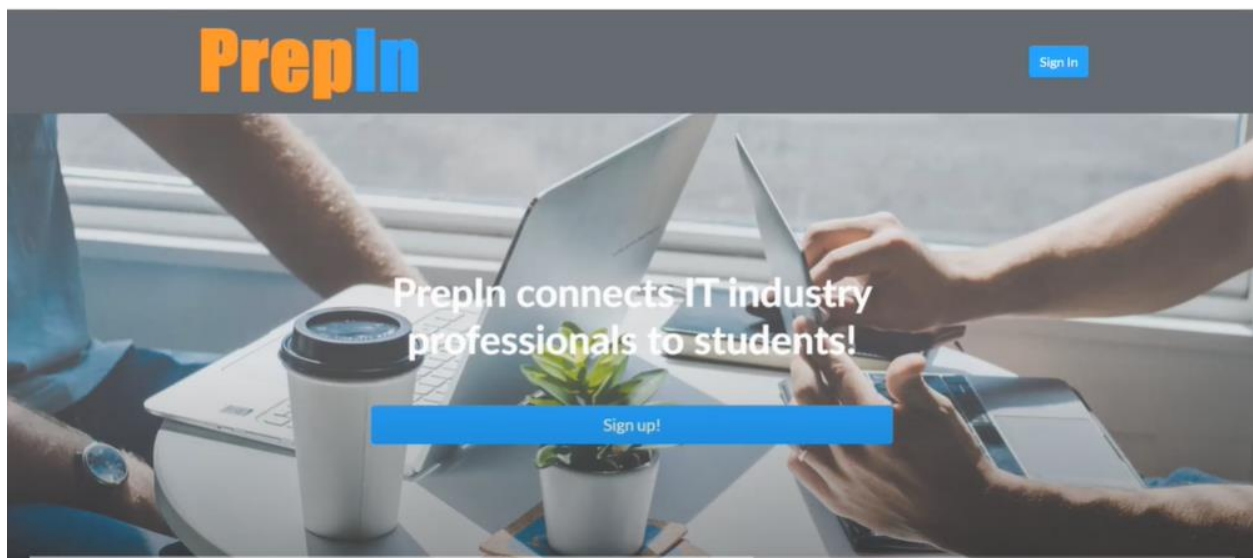


Figure 5 Prep in Welcome

From the home page, they have two options, sign in or sing up for an account. New users would first need to sing up and returning users can go directly to the sign in page. Figure 6 below shows the sign-up page for PrepIN.

Figure 6 PrepIN login page

New users would choose a username for themselves, password, and email address. Next they would choose their role. The available options are student (Interviewee), and Employer and Teacher (Interviewer). Lastly, they would choose their It field. The example above shows the software development field, and the other two fields are networking and security.

After creating an account and logging into the website, users have a few options based on their role on whether they are the one giving the interviewer or the one practicing for it. Figure 7 and 8 below shows how an interview schedules out times they are available to conduct a mock interview.

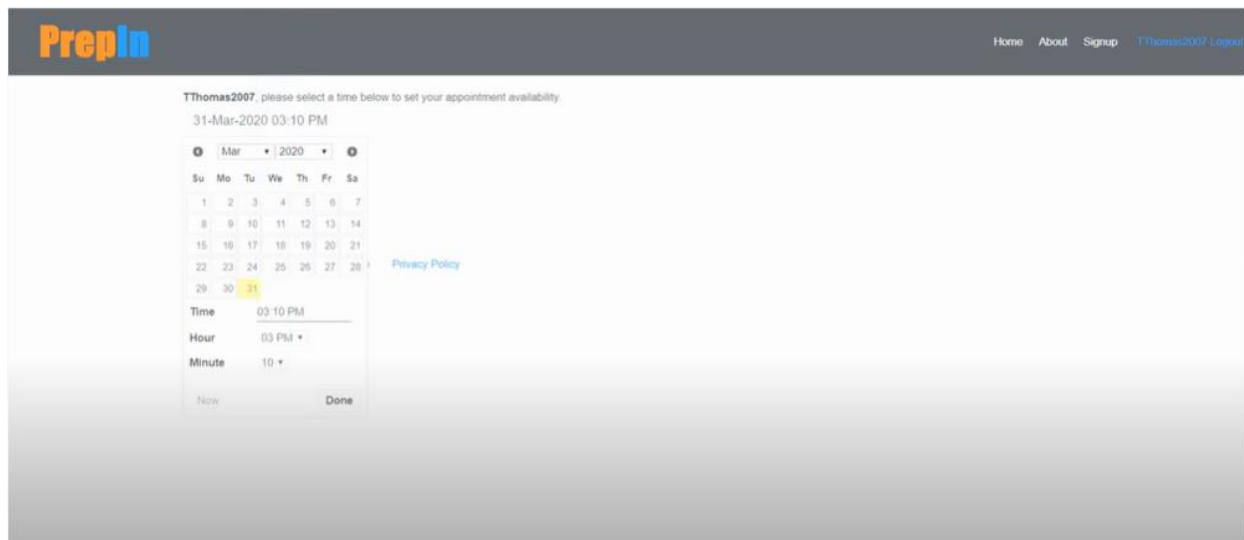


Figure 7 Prepln Time Selection

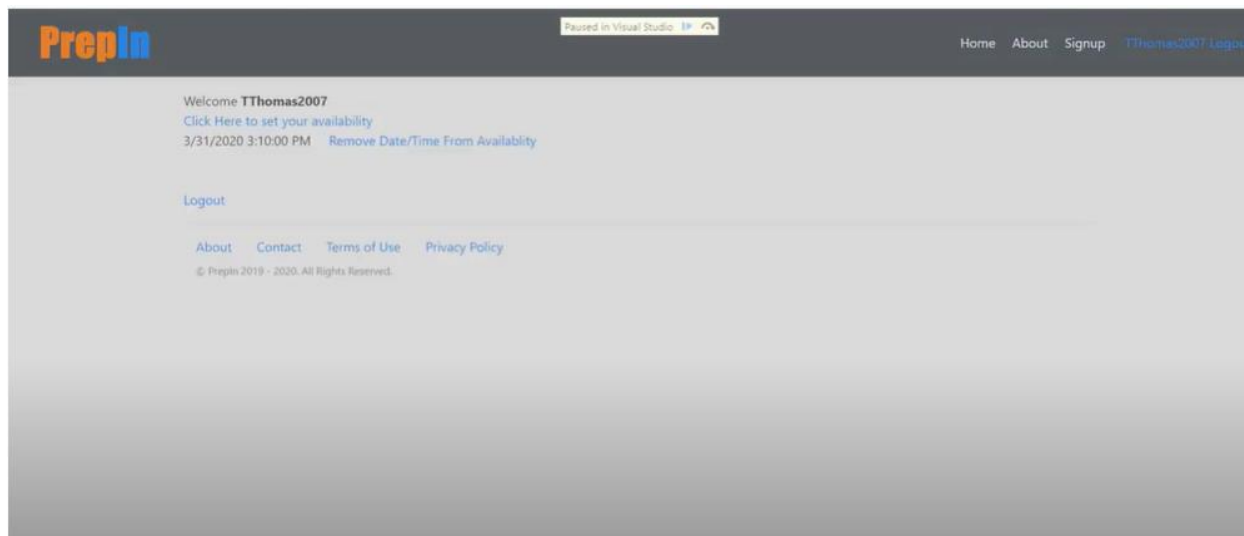


Figure 8 Prepln Time Availability

Figure 7 shows how a user schedules the time they are available. They select a date and time they can conduct an interview. After that that it is added to the list of times they are available to host a meeting, as shown in figure 8

When an interviewee user logs into the computer, they see times when people are available to participate in a mock interview. As shown in Figure 9 below, the user can then pick a time from the drop-down list.

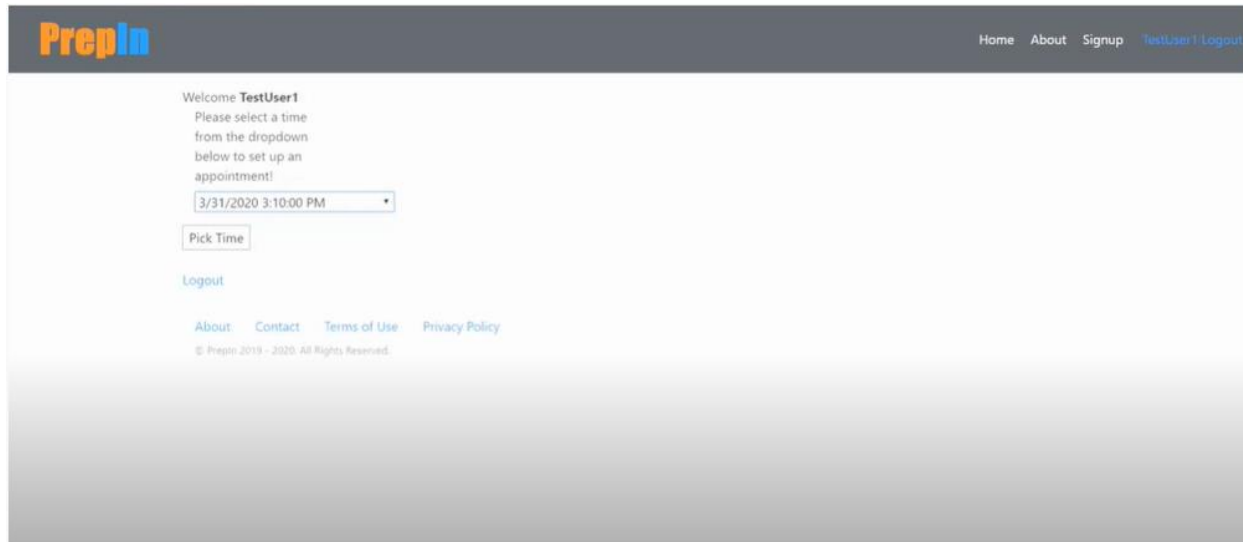


Figure 9 Prepin Interview Time Selection

In making sure that interviewers and interviewees are paired up based on their field of IT, Interviewee user's will only see appointments that were set by interviewers in their own field. After an interviewee selects a time, the interviewer gets an email asking to confirm the appointments in figure 10 blank below.

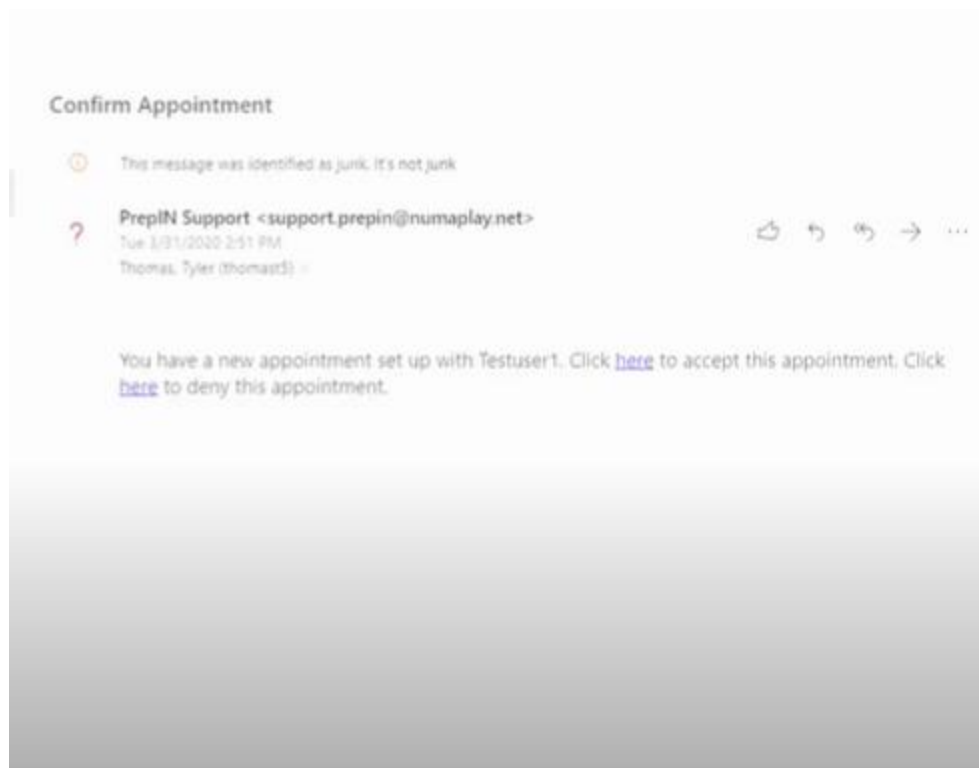


Figure 10 PrePIN Email Confirmation

Once the interviewer confirms the interview, the interviewee gets an email confirming their appointment. 15 minutes before an interview, the link to access the video chat will appear on both the interviewer and interviewees home page, as shown below in Figure 11.

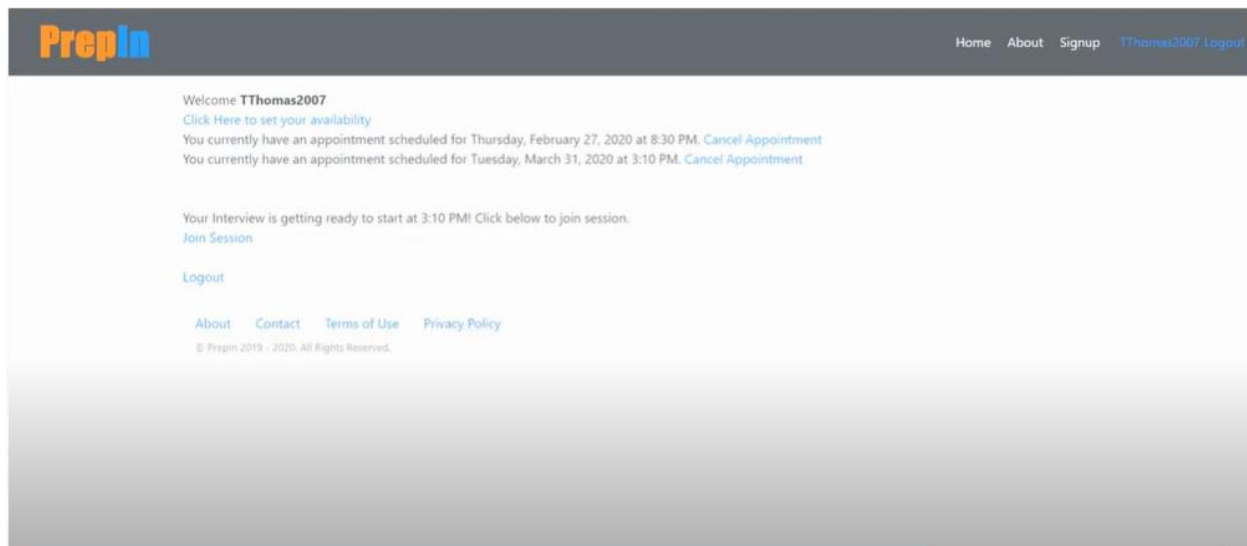


Figure 11 PrePIN Join Interview Prompt

It shows the user that their meeting starts soon and to click on the link to join the session. Once they do that, they will then be brought to a separate page for the video chat. Figure 12 shows a video chat in process.



Figure 12 PrepIN Video Chat

The video chat windows are on the left-hand side, while the chat box is on the right-hand side. From here, the users can conduct their mock interview. Once they are done, they simply need to close out the window to end the chat.

TESTING

METHODOLOGY

For our testing methodology, we decided to run two different types of testing

1. Integration Testing between group members
2. User Acceptance Testing using People related to the It field

The Integration Testing was to make sure that the site was functioning well enough to make sure it is ready for testing with external users. For this testing, two members were testing the role of either the interviewer and interviewee, while the other recorded the results. Being able to complete a successful test run of a mock interview meant that we could move onto the second phase of testing.

The User Acceptance Testing was to make sure that our site was designed and functioned well enough that met three important requirements

1. Users were able to learn how to use the site in a short amount of time
2. Users were able to perform the basic functions required to use the site
3. Users had a positive experience using the site

We chose this approach to better simulate a user using the site for the first time. This was to test out that users are able to easily learn the layout of the site and have no difficulty in using it.

SCOPE

For our scope, we tested all the functions that we expect our different user types to perform. Figure 13 below shows what we planned to test for both the Integration and User Acceptance Testing and what user role would be expected to perform it. It has the basic functions that a user on the site will have to perform at some point while using the site.

	A	B
1	Role	Function
2	interviewer	Create Account
3	interviewer	change Password
4	interviewer	Send help email
5	interviewer	Schedule Meeting
6	interviewer	Cancell Meeting
7	interviewer	Participate in Meeting
8	interviewer	End meeting
9	interviewer	Set preferences
10	interviewer	Set avilable time
11		
12	Interviewee	Create Account
13	Interviewee	change Password
14	Interviewee	Send help email
15	Interviewee	Schedule Meeting
16	Interviewee	Cancell Meeting
17	Interviewee	Participate in Meeting
18	Interviewee	End meeting
19	Interviewee	Set preferences
20	Interviewee	Set avilable time

Figure 13 Testing Objectives

OBJECTIVES

Our objectives for both of our tests was to complete the following

- The basic functionality of the site for both the interviewer and interviewee were completed
- As many bugs/problems could be documented, and later resolved before the IT Expo
- Receive valuable feedback from test users on their opinion of the site
- Receive improvement suggestion from test users

LOGGING AND TEST PROCEDURES

During our testing, we logged each individual function that we tested and recorded different fields in relation to the testing. This would be if we were able to perform the function, or/and noticed an issue while performing the function. Figure 14 below shows the recording for both the Integration Testing.

Role	Function	2/18/2020	3/9/2020	4/11/2020
interviewer	Create Account	Fail-received error message, accounts created But did not receive verification email On back end it shows an account was recently created	Pass-Team was able to create accounts locally	Pass-Team was able to create accounts live
interviewer	change Password	Fail-Backend shows that an email was sent however it never reached the user	Pass- Team was able to do a password change locally	Pass- Team was able to do a password change live
interviewer	Send help email	Pass- email prompt came up without an issue. Was able to send mail for help	Pass- email prompt came up without an issue. Was able to send mail for help	Pass- email prompt came up without an issue. Was able to send mail for help
interviewer	Schedule Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to schedule meeting Locally	Pass- Team was able to schedule meeting live
interviewer	Cancell Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to cancel a meeting locally	Pass- Team was able to cancel a meeting live
interviewer	Participate in Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to get video and text chat working locally	Pass- Team was able to get video and text chat working live
interviewer	End meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to end a meeting locally	Pass- Team was able to end a meeting live
interviewer	Set preferences	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to set user preferences locally	Pass- Team was able to set user preferences live
interviewer	Set available time	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to set user preferences locally	Pass- Team was able to set user preferences live
Interviewee	Create Account	Fail-received error message, accounts created But did not receive verification email On back end it shows an account was recently created	Pass-Team was able to create accounts locally	Pass-Team was able to create accounts live
Interviewee	change Password	Fail-Backend shows that an email was sent however it never reached the user	Pass- Team was able to do a password change locally	Pass- Team was able to do a password change live
Interviewee	Send help email	Pass- email prompt came up without an issue Was able to send mail for help	Pass- Team was able to send a help email locally	Pass- Team was able to send a help email live
Interviewee	Schedule Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to schedule a meeting locally	Pass- Team was able to schedule a meeting live
Interviewee	Cancell Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to cancel a meeting Locally	Pass- Team was able to cancel a meeting live
Interviewee	Participate in Meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to get video and text chat working locally	Pass- Team was able to get video and text chat working live
Interviewee	End meeting	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to end a meeting locally	Pass- Team was able to end a meeting live
Interviewee	Set preferences	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to set user's preferences locally	Pass- Team was able to set user's preferences live
Interviewee	Set available time	Fail- Was not able to test as testing process did not make it that far	Pass- Team was able to set user's available time locally	Pass- Team was able to set user's available time live

Figure 14 Integration Testing Results

As you can see in the table, we ran into a massive issue when we tried to rest our site live for the first time. We figured out that our email server was not sending emails to users for account creation verification and password changes. This caused us to prevent to test the rest of the sites during that testing period. As previously mentioned in the Budget section, we discovered that Azure was charging us money every time we tested the site. After speaking to our advisor about this, we came to the decision to have our Integration Testing count towards our User Acceptance

testing. Appendix B includes the User Acceptance Testing that we had planned out before it had to be canceled.

After figuring out the issue with our email server, we did an official Integration testing locally and had no issue getting the site to work. Lastly, we did a final live testing before the IT Expo to make sure that our site was working. During our final testing, we did not have any issue completing the main functionality of the site.

GANTT CHART

The Gantt Chart below in Figure 15 below shows our plans for the research, development, and testing of the PrepIN website. Dark blue shows the assignment deliverables for both the Fall and Spring Semesters. Red Shows the research for the website, Green shows the creation and implementation, and Purple shows the testing period. It was important to have these three sections overlap, as to make the transition period between them more seamless.

PrepIN Gantt Chart

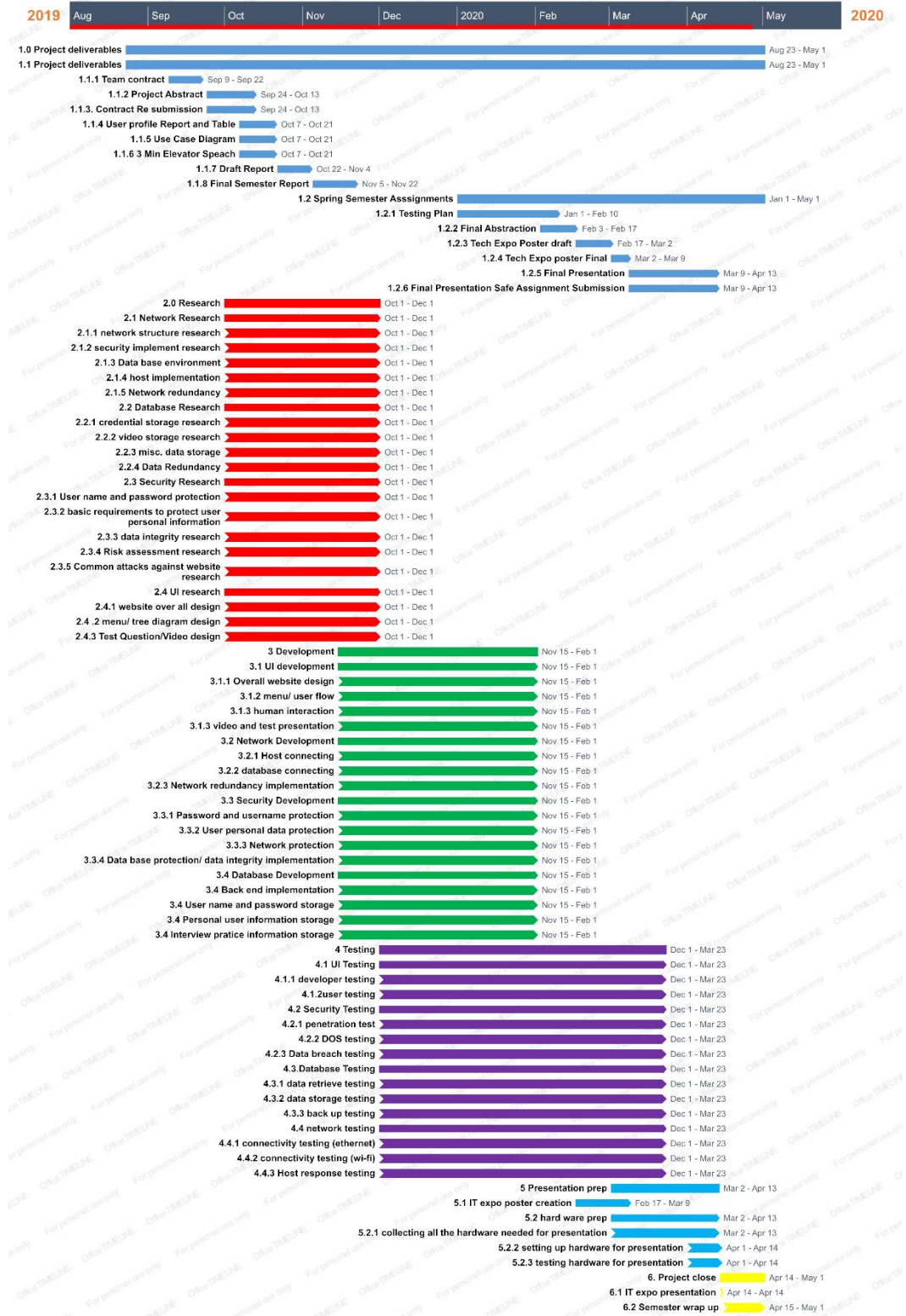


Figure 15 Gantt Chart

PROBLEMS ENCOUNTERED

Our first problem we ran into was the inclusion of uploading resumes to our site. We have been using entity framework with a MS SQL server database, and we tried to figure out how to hold said resumes in that database. After reviewing the Feature, it was decided to scrap this part of the site, as it was simpler to have users email each other files to exchange them.

Another issue was with the email server used for the site. Initially we used Gmail to have emails be sent to users for things such as account verification, password change, and help emails. When we initially tested our site live, we discovered that google was blocking emails as Another issue previously mentioned was during our site testing. We had discovered that Microsoft Azure was charging us money when we tested the site live. Because of this, we had to limit how much we tested our site live over the internet. It also meant that we could not have actual third-party test user use the site, as we could not pay to have them test it each time. Our technical advisor referred us to simply test the site ourselves as external users, since we each had experience in It Interviews.

FUTURE IMPROVEMENTS

If we had more time to work on our project, we would have spent more time trying to get the resume function working. We would have also spent more time in working on the design on the video chat and the text chat. Since we were more focused on getting the functionality of the site working, we did not spend as much time on the design of it. For the future of the project, if we are able to, we would want to show other what we created and try a sort of user acceptance testing with them, as we did not have the opportunity when developing the site.

CONCLUSION

SPRING SEMESTER ACCOMPLISHMENTS

Finishing up the site was our main accomplishment during the spring semester. Earlier on during the spring semester, we were able to get the video and chat functionality of the site working. After multiple setbacks that we discovered during our initial testing, we were able to get the site working live on the internet without an issue as a whole.

SKILLS IMPROVED

Our programming skills have definitely improved. Creating a full application from scratch is a challenge, but once we got through the initial stages, we have developed critical knowledge that will help us in our future career fields.

Our project management skills have also improved as well. Attempting to juggle all the necessary assignments and work on the application, as well as having a large workload from our other classes, has helped us realize the best ways to effectively manage our time and get our assignments completed in time.

LESSONS LEARNED

During the fall semester, we have learned that it was a great idea to begin our project earlier than the class required. We set up the environment and found Azure hosting ahead of time, which just left programming the application itself once the class began. We have also learned to be ahead of schedule on any paperwork assignments due, as issues can come up at any time with our group members. Having that extra time as a buffer is very helpful.

For the spring semester, we learned that we should have done more group testing during the earlier stages of development. There were problems with our site, like the email sever issue, that we would have caught earlier if we had tested more frequently. Finally, we learned how important it is to prepare for everything beforehand in regard to preparing and presenting our site. We focused more on the functionality of the site then how we would present it to others. Something we learned is just as important making sure our site works, is making sure other understand and want to use your site.

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APPENDIX A

IT EXPO POSTER DESIGN

Figure 16 below shows the final design for our poster for the IT Expo presentation. It includes the problem we are trying to solve with It interviews and how PrepIN is the solution. There is also a section showing the technology we used to create the site and a chart showing how the video chat functionality works.

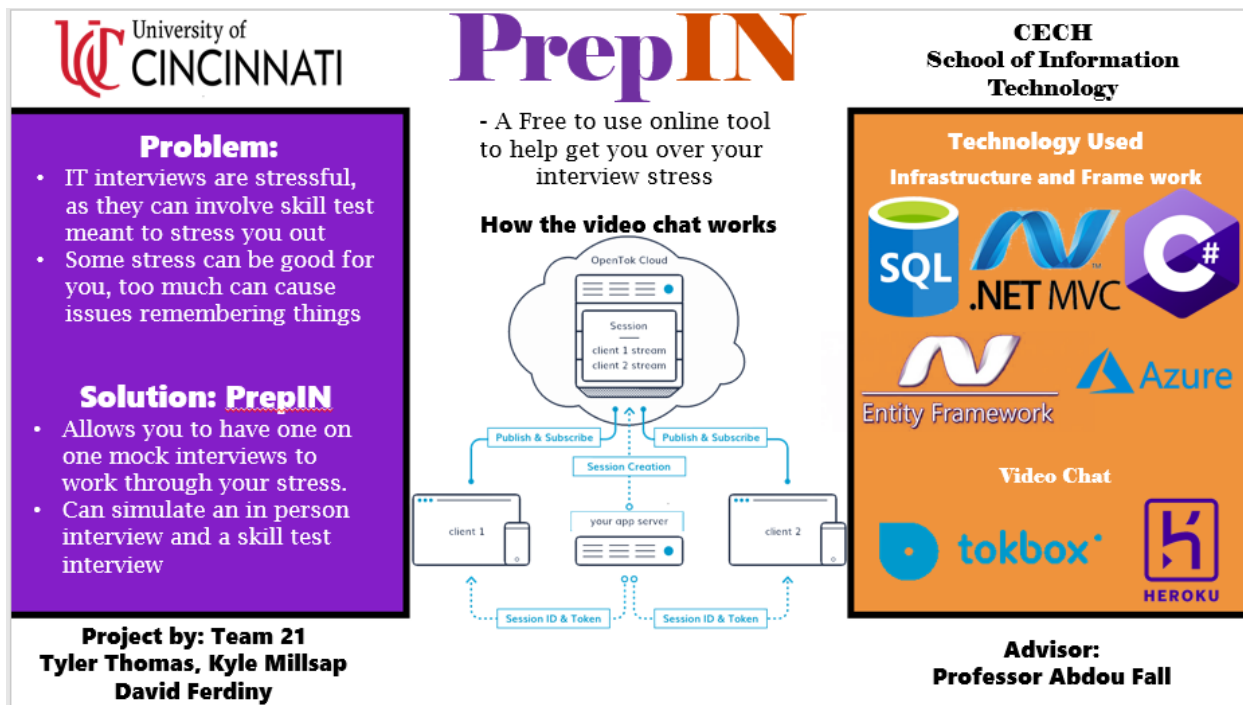


Figure 16 It Expo Presentation Poster

APPENDIX B

USER ACCEPTANCE SURVEY

Before we ran into the issue with Azure charging us when testing the site live, we had prepared a survey to gather the opinion of the users we tested. It is shown below in Figure 17

The screenshot displays a web-based survey titled "PreplN Post test Survey". The survey is organized into a grid of question blocks. The top-left block contains the title and a description field. The top-right block asks for feedback on disliked website parts with a long-answer text field. The second row's left block asks for the user's role with radio button options for "Interviewee" and "Interviewer". The second row's right block asks for feedback on areas needing improvement with a long-answer text field. The third row's left block features a 10-point rating scale for the overall website, ranging from "Terrible" to "Amazing". The third row's right block asks if the user feels the tool can help with interview anxiety, with "Yes" and "No" radio button options. The bottom-left block asks for liked website parts with a short-answer text field. The bottom-right block asks if the user would recommend the site, with "Yes" and "No" radio button options.

Question	Response Type
PreplN Post test Survey Description (optional)	Text
What part(s) of the website did you not enjoy	Long answer text
what was your role in the PreplN Test ☐ Interviewee ☐ Interviewer	Radio buttons
What part(s) of the website would you think need improvement	Long answer text
how would you rate the overall PreplN website 1 2 3 4 5 6 7 8 9 10 Terrible ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Amazing	Radio buttons (Scale)
do you feel PreplN can be a tool to help combat Interview Anxiety ☐ Yes ☐ No	Radio buttons
What part(s) of the website did you enjoy	Short answer text
Would you recommend PreplN to anyone ☐ Yes ☐ No	Radio buttons

Figure 17 User Acceptance Survey

As show in the Figure above, we designed the survey to gather the user's opinion of testing the site. We would also ask what things they like and things they thought could be improved. Also, there was the inclusion of asking if they thought PreplN would be useful in preparing for IT interviews and if they would recommend the site to anyone.