ONAP Usecase UI Project Enhancements

Internship Projects/Mentors

Title	ONAP Usecase UI Project Enhancement
Status	**CANDIDATES SELECTED**
Difficulty	**MEDIUM**

Description

This internship is a great entry opportunity to contribute meaningful enhancements and improvements to the ONAP Usecase UI project code base. The Usecase UI project is a core component of ONAP.

There are three focus areas of the internship: improving the security of the java code base, updating the Usecase UI .pom, and improving the automated code coverage testing.

Java security improvement will provide the opportunity to understand the Usecase UI code base by fixing problems identified by SonarCloud, upgrading vulnerable open source packages identified by NexusIQ scans. Code improvement and package upgrades are regular code grooming activities that help to ensure that the ONAP code base remains secure.

Usecase UI .pom update is a straightforward activity that will give the resource the opportunity to learn how to find and integrate the latest open source packages into java projects.

Code coverage testing is important to the community because it ensures that all code is tested before it is released to the community. This activity will provide an opportunity to learn more about test driven development by creating automated unit tests.

Additional Information

https://wiki.onap.org/display/DW/Usecase+UI+Project

Repositories:

- https://gerrit.onap.org/r/admin/repos/usecase-ui
- https://gerrit.onap.org/r/admin/repos/usecase-ui/server

Learning Objectives

Understanding of the use of Usecase UI within ONAP and the details of Usecase UI code base.

Learning how to create automated unit tests.

Upgrading open source packages used in a project, working with commercial code scanning tools such as SonarCloud and NexusIQ.

Code contribution using gerrit, the ONAP CI/CD pipeline, Docker builds, Docker base images.

Expected Outcome

Updated Usecase UI .pom file

Enhanced Usecase UI module

Automated unit tests for Usecase UI

Relation to LF Networking

ONAP

Education Level

At least undergraduate

Skills

Java and Springboot

Future plans

The intern can stay engaged as a Committer or code contributor to the project if desired as updates to the code will be required for each ONAP release.

Preferred Hours and Length of Internship

Part-time, at least 24 hours a week for 3 months.

Mentor(s) Names and Contact Info

Click here to apply

Please read all instructions before applying. Include Resume, proof of school enrollment, and participation permission from school/employer

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