

Czech University of Life Sciences Prague

Faculty of Economics and Management

Department of Information Engineering



Bachelor Thesis

Bachelor thesis title

**Development of a best-compromise group decision
making web application**

Author of the thesis

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CZECH UNIVERSITY OF LIFE SCIENCES PRAGUE

Faculty of Economics and Management

BACHELOR THESIS ASSIGNMENT

Maksym Korchystyi

Economics and Management

Thesis title

Development of a best-compromise group decision making web application

Objectives of thesis

The main objective of this bachelor thesis is to create a decision-making web application for finding the compromise between the various opinions of experts.

The partial goals of the thesis are:

- to characterize the fundamentals of decision-making and software engineering,
- to process an input data through the BeCoMe method
- to design the web application model.

Methodology

As for methodology, there will be used decision-making method "BeCoMe".

The BeCoMe method and its instruments provide a solution to both crucial aspects: speed and reliability of decision making in ambiguous conditions. Experts' answers should assess a certain quantitative parameter or qualitative aspect of the proposed solution.

Experts can express their standpoints in three ways:

- 1) as a crisp number;
- 2) as a fuzzy number in a format: Preferable value, Lower limit, Upper limit;
- 3) as a quantity in the Likert scale.

After all the calculations, the result (output) will show the best-compromise value.

For developing the web application itself will be used following technologies:

Client-side:

- HTML: to structure a web page and its content.
- CSS: to style and layout web page

-React (Javascript): to dynamically display the data

Server-side:

-Pure Javascript: to perform calculations

-NodeJs + Express: to establish the server, write server-side logic.



The proposed extent of the thesis

30 – 40 pages

Keywords

BeCoMe, Decision-making application, web application, decision-making compromise

Recommended information sources

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Declaration

I declare that I have worked on my bachelor thesis titled " Development of a best-compromise group decision-making web application" by myself and I have used only the sources mentioned at the end of the thesis. As the author of the bachelor thesis, I declare that the thesis does not break any copyrights.

In Prague on 15.03.2024

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Title of Bachelor Thesis in English

Abstract

This web application is designed for group decision-making. It uses a method called Best Compromise Mean (BeCoMe) to handle decisions when there is uncertainty. The application integrates modern technologies like Node.js and React, and it improves on existing decision-making processes by allowing users to include expert opinions in different formats. The application simplifies complex decision calculations and provides a user-friendly interface for inputting and analyzing data. After thorough testing and evaluation, the application has shown significant improvements in decision accuracy and efficiency. This project contributes to the field of decision-making theory and provides a practical tool for organizations looking to enhance their decision-making processes.

Keywords: BeCoMe, Decision-making application, web application, decision-making compromise.

Abstrakt

Tato webová aplikace je navržena pro skupinové rozhodování. Používá metodu nazývanou Best Compromise Mean (BeCoMe) k řešení rozhodnutí v případě nejistoty. Aplikace integruje moderní technologie jako Node.js a React a zlepšuje existující procesy rozhodování tím, že umožňuje uživatelům zahrnout odborné názory ve různých formátech. Aplikace zjednodušuje složité výpočty rozhodnutí a poskytuje uživatelsky přívětivé rozhraní pro zadávání a analýzu dat. Po důkladném testování a hodnocení aplikace prokázala významné zlepšení v přesnosti a efektivitě rozhodování. Tento projekt přispívá do oblasti teorie rozhodování a poskytuje praktický nástroj pro organizace, které hledají zlepšení svých rozhodovacích procesů.

Klíčová slova: BeCoMe, Aplikace pro rozhodování, webová aplikace, kompromis v rozhodování.

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1 Introduction

Today, the issue of global decision making is increasingly important in various spheres of activity. In business, healthcare, technology and other areas of our lives. Dealing with complex issues requires effective decision-making methods, especially in the face of uncertainty and multiple perspectives from experts in different industries.

The need to find a new and more effective decision-making method is driven by the increasing complexity and dynamics of modern business and society. The volatile economic environment, rapidly changing technologies and global challenges require more adaptive tools for global decision making. Traditional methods may not be flexible and slow enough to respond to today's challenges.

With intense competition and accelerated pace of change, the need for more accurate and reliable methods becomes more urgent. With the increasing amount of information and expert perspectives in decision making, existing approaches may not satisfactorily account for the multivariate and dynamic nature of the situation.

In light of contemporary challenges such as pandemics, environmental crises and social instabilities, it becomes critical to have a method that can accommodate the diversity of viewpoints and provide a compromised but optimal solution. The search for a new method is also driven by the need for more transparent and understandable ways of making decisions, which is key to successful implementation in complex and uncertain scenarios. The aim of this thesis is to design and implement a web application on the Node.js platform aimed at automated group decision making using the Best Compromise Mean (BeCoMe) method. Based on the improved MaxAgM optimal group decision approximation proposed by Vrana et al. (2012a), the development of the web application aims to provide a fast and efficient tool for decision making under uncertainty and multiple viewpoints.

This work aims to create an innovative tool that can cope with the challenges of today's world, where group decision making is becoming an integral part of strategic management in different domains, from business to public health. The developed web application will provide a convenient and efficient tool for analysing expert opinions and making informed decisions in a complex and unpredictable environment.

2 Objectives and Methodology

2.1 Review and analysis of existing technologies

In the rapidly evolving landscape of decision-making technologies, a comprehensive review and analysis of existing methodologies is crucial for identifying gaps and opportunities. The current dissertation undertakes an in-depth examination of the state-of-the-art technologies in the realm of group decision-making, particularly focusing on platforms designed for calculating optimal solutions from expert opinions.

Traditional Decision-Making Methods:

Traditional decision-making methods, such as simple averaging or voting systems, have been widely employed. While straightforward, these methods often overlook the nuances and variations in expert opinions, potentially leading to suboptimal decisions. The limitations of these conventional approaches set the stage for the exploration of advanced methodologies.

Multi-Criteria Decision Analysis (MCDA):

MCDA techniques, including the Analytic Hierarchy Process (AHP) and the Technique for Order Preference by Similarity to Ideal Solution (TOPSIS), have been extensively utilized. These methods incorporate multiple criteria and preferences, enhancing the decision-making process. However, they may face challenges in handling uncertainty and ambiguity, especially in situations with diverse expert perspectives.

Fuzzy Logic-Based Approaches:

Fuzzy logic-based decision-making methods provide a framework for handling imprecise and uncertain information. These approaches have shown promise in capturing the vagueness inherent in expert opinions. However, the computational complexity and interpretability of fuzzy logic models remain areas of concern.

Machine Learning in Decision Support:

Recent advancements in machine learning, particularly ensemble methods and neural networks, have gained traction in decision support systems. These models can learn from historical data and adapt to changing scenarios, providing a data-driven approach to decision-making. However, the interpretability of complex machine learning models and their reliance on extensive data sets pose challenges in certain decision-making contexts.

Current Web-Based Decision Support Systems:

Several web-based platforms exist for collaborative decision-making, allowing users to input and analyze data collectively. However, a comprehensive analysis reveals limitations in addressing the intricacies of group decisions, particularly when diverse expert opinions need to be balanced and synthesized effectively.

In light of the shortcomings identified in existing technologies, the dissertation aims to bridge the gap by introducing the Best Compromise Mean (BeCoMe) method. By combining the advantages of existing methodologies and addressing their limitations, BeCoMe aspires to provide a more robust and adaptable solution for group decision-making. The subsequent chapters will delve into the development, implementation, and evaluation of the proposed Node.js-based web application, highlighting its distinctive features and comparative advantages over existing technologies in the field.

2.2 Analysis of existing solutions

In the realm of group decision-making tools, the market offers a variety of solutions, each with its unique set of features, advantages, and drawbacks. This section provides a comprehensive analysis of these existing solutions, categorizing them based on their functionality, user experience, and effectiveness in diverse decision-making scenarios.

Web-Based Collaborative Platforms:

Web-based collaborative platforms have become integral in modern business and organizational environments, facilitating communication, project management, and decision-making. These platforms vary in their specific features and focus, but they share the common goal of enhancing teamwork and productivity. Let's delve into some of the most prominent platforms in this category:

Trello:

Creation and Background: Trello was launched in September 2011 by Fog Creek Software (now known as Glitch). It was created by Joel Spolsky and Michael Pryor as a more visual and user-friendly approach to project management.

- **Advantages:** Trello's key strength lies in its simple, card-based interface that allows users to organize tasks, projects, and ideas. It's highly customizable, making it suitable for a wide range of applications, from managing simple to-do lists to complex project workflows. Its drag-and-drop functionality and visual approach make it intuitive and easy to use.
- **Use in Decision Making:** While primarily a project management tool, Trello can facilitate decision-making through its collaborative features, allowing teams to discuss, vote, and track decisions on various cards.

Asana:

Creation and Background: Asana was founded in 2008 by Dustin Moskovitz, a co-founder of Facebook, and Justin Rosenstein, an ex-engineer at Facebook and Google. It was officially launched to the public in 2011.

Advantages: Asana is known for its focus on improving team collaboration and workflow management. It offers a range of features like task assignments, timelines, project milestones, and progress tracking. Its ability to integrate with various other tools like Slack, Google Drive, and Dropbox enhances its functionality.

Use in Decision Making: Asana aids decision-making by providing a clear overview of project progress, responsibilities, and deadlines, which helps teams make informed decisions based on current project statuses and resource allocations.

Slack:

Creation and Background: Slack was launched in August 2013, developed by Stewart Butterfield, Eric Costello, Cal Henderson, and Serguei Mourachov. It originated as an internal communication tool for Tiny Speck during the development of an online game. Advantages: Slack's main advantage is its powerful communication capabilities. It offers real-time messaging, file sharing, and searchable message history, which enhances team

collaboration. Its ability to integrate with a multitude of other applications, including Trello and Asana, makes it a central hub for team communication.

Use in Decision Making: Slack facilitates decision-making through its communication channels, where teams can quickly discuss and reach consensus. It also allows for the creation of dedicated channels for specific decision-making topics, ensuring focused discussions and efficient decision-making processes.

Each of these platforms has contributed significantly to the way teams collaborate and make decisions in a digital environment. Their user-friendly interfaces, combined with powerful integration capabilities, have made them indispensable tools in many organizations. However, it's important to note that while they aid in the decision-making process, they are not specialized decision-making tools and are better suited for project management and team communication.

Dedicated Decision-Making Software:

Dedicated decision-making software is specifically designed to assist in complex decision-making processes, often employing advanced methodologies like Multi-Criteria Decision Analysis (MCDA). Two notable examples in this category are Expert Choice and Decision Lens.

Expert Choice:

Creation and Background: Expert Choice was founded in the early 1980s by Dr. Thomas L. Saaty, the creator of the Analytic Hierarchy Process (AHP), a popular MCDA method. The software was developed to facilitate decision-making using AHP, making it accessible to a broader audience beyond academic and research circles.

- **Advantages:** The primary strength of Expert Choice lies in its implementation of AHP, which allows users to structure complex decisions into a hierarchy, compare options systematically, and derive priority scales. This method is particularly effective in handling qualitative and quantitative criteria. Expert Choice is user-friendly, offering a guided approach to decision-making and is widely used in various fields, including business, government, and healthcare.
- **Use in Decision Making:** Expert Choice is valuable for group decision-making as it allows for the aggregation of individual judgments into a collective decision. It's

particularly useful in scenarios where decisions involve multiple stakeholders and complex, multi-faceted criteria.

Decision Lens:

Creation and Background: Decision Lens was founded in the early 2000s by brothers John and Daniel Saaty. They aimed to create a software solution that addresses the complexities of large-scale, strategic decisions, especially in organizational and governmental settings.

- **Advantages:** Decision Lens incorporates a blend of MCDA and resource allocation methodologies. It excels in scenarios where decisions involve budgeting, resource allocation, and prioritization among competing alternatives. The software provides a structured framework for decision-making, integrating both qualitative judgments and quantitative data. It's known for its scalability and ability to handle large, complex decision problems.
- **Use in Decision Making:** The software is particularly beneficial for organizations that deal with high-stakes, strategic decisions. It allows for collaborative decision-making, ensuring that various perspectives are considered and that the final decision aligns with organizational goals and constraints.

Both Expert Choice and Decision Lens represent a significant advancement in decision-making software, offering structured, methodical approaches to complex decision scenarios. They are distinguished by their robust analytical frameworks, which are particularly advantageous in environments where decisions have far-reaching consequences. However, it's important to note that the effectiveness of these tools is highly dependent on the clarity of the decision problem and the quality of input data. Additionally, their specialized nature means they require a certain level of expertise to be used effectively, which can be a barrier for some users.

Open-Source Decision-Making Tools:

Open-source decision-making tools are designed to offer customizable and adaptable solutions for various decision-making needs. These tools are typically developed and maintained by communities of developers and are freely available for anyone to use, modify, and distribute. Two notable examples in this category are OpenDecision and Decision Deck.

OpenDecision:

Creation and Background: The specific origins of OpenDecision are not as widely documented as commercial software, which is common in the open-source community. OpenDecision is part of a broader movement towards open-source software in decision-making, where developers and users collaborate to create tools that are freely accessible and modifiable.

Advantages: OpenDecision's primary advantage is its flexibility and adaptability. Being open-source, it can be tailored to fit specific decision-making processes and criteria. This customization allows users to modify the tool to suit their unique requirements, which is a significant advantage over more rigid, commercial software. Additionally, being open-source, it is generally free to use, which makes it accessible to a wider range of users, including small businesses and individuals.

Use in Decision Making: OpenDecision is suitable for a variety of decision-making scenarios, especially where customization is key. It can be adapted for different decision-making models and can be integrated with other tools and systems.

Decision Deck:

Creation and Background: Decision Deck is a project that originated from a collaborative effort among several European universities and research institutions. It aims to provide a comprehensive framework for multi-criteria decision analysis (MCDA).

- **Advantages:** Decision Deck's strength lies in its collaborative and modular approach. It offers a range of MCDA tools and methods that can be combined to suit specific decision-making needs. The project focuses on interoperability and standardization, allowing different modules to work together seamlessly. This modularity makes it a versatile tool for various decision-making contexts.
- **Use in Decision Making:** Decision Deck is particularly useful in academic and research settings, where there is a need for rigorous, methodical decision analysis. It's also beneficial for organizations looking to implement MCDA without the high costs associated with commercial software.

Both OpenDecision and Decision Deck exemplify the principles of the open-source movement, offering customizable, adaptable, and collaborative tools for decision-making. Their open-source nature means that they are continuously evolving, with contributions

from a global community of users and developers. This leads to a diverse range of features and capabilities, reflecting the needs and insights of a broad user base. However, it's important to note that the use of open-source tools often requires a certain level of technical expertise. Users may need to invest time and resources in setting up, customizing, and maintaining these tools, which can be a significant consideration for organizations without in-house technical expertise.

AI and Machine Learning-Based Tools:

AI and machine learning-based tools represent a cutting-edge frontier in decision-making technology. These tools leverage the power of artificial intelligence and machine learning algorithms to analyze data, predict outcomes, and assist in making informed decisions. While there are numerous tools in this category, they generally share common characteristics in terms of their development, capabilities, and applications.

Background and Development:

The integration of AI and machine learning in decision-making tools has accelerated over the past decade, coinciding with advancements in data processing capabilities and the proliferation of big data.

These tools are often developed by a combination of data scientists, software engineers, and domain experts. Companies ranging from tech giants like IBM and Google to specialized startups have been at the forefront of developing these advanced decision-making tools.

Key Characteristics and Advantages:

- **Data-Driven Insights:** AI and machine learning tools excel in processing and analyzing large volumes of data to extract meaningful insights. They can identify patterns and trends that might be invisible to human analysts, making them invaluable in data-rich environments.
- **Predictive Analytics:** Many of these tools use predictive models to forecast future trends and outcomes. This capability is particularly useful in fields like finance, marketing, and supply chain management, where predicting future scenarios can significantly impact decision-making.

- **Adaptability and Learning:** Machine learning algorithms can improve over time, learning from new data and adapting to changing conditions. This makes these tools particularly powerful in dynamic environments where conditions and variables frequently change.
- **Automation of Routine Decisions:** AI tools can automate routine and repetitive decision processes, freeing up human decision-makers to focus on more complex and strategic decision-making tasks.

Examples of AI and Machine Learning-Based Tools:

IBM Watson: One of the most well-known AI platforms, Watson, developed by IBM, offers a range of business solutions, including advanced analytics and decision-making tools. Watson can process and analyze natural language, making it accessible for non-technical users.

Google AI and Machine Learning Products: Google offers a suite of AI and machine learning products that can be used for various decision-making applications. These tools leverage Google's extensive data processing capabilities and are integrated with other Google services.

Challenges and Considerations:

Complexity and Expertise Required: The complexity of AI and machine learning models can be a barrier to entry. Effective use of these tools often requires specialized knowledge in data science and machine learning.

Ethical and Privacy Concerns: The use of AI in decision-making raises important ethical considerations, particularly around data privacy and the potential for bias in decision-making algorithms.

Interpretability and Transparency: AI decision-making processes can be opaque, leading to challenges in understanding and trusting the decisions made by these systems. Efforts are being made in the field of AI to improve the interpretability of machine learning models.

In summary, AI and machine learning-based tools offer powerful capabilities for data-driven decision-making. They are particularly effective in scenarios where decisions

need to be made quickly based on large volumes of data. However, their effective deployment requires careful consideration of technical, ethical, and practical factors.

Cloud-Based Decision-Making Solutions:

Cloud-based decision-making solutions have become increasingly popular due to their accessibility, scalability, and flexibility. These solutions leverage cloud computing technology to provide decision-making tools that are accessible from anywhere with an internet connection. Two prominent examples of cloud-based decision-making solutions are Google Forms and SurveyMonkey.

1. Google Forms:

- **Creation and Background:** Google Forms is part of the Google Workspace suite of tools. It was launched in 2008 as a part of Google Docs. The idea was to create a straightforward, user-friendly tool for creating surveys, quizzes, and forms.
- **Advantages:** Google Forms is known for its simplicity and ease of use. It allows users to quickly create forms and surveys without needing specialized knowledge. The integration with other Google Workspace tools like Sheets and Drive makes it a convenient option for collecting and analyzing data. It's also free for basic use, which makes it accessible to a wide range of users.
- **Use in Decision Making:** Google Forms is primarily used for data collection. It's effective for gathering feedback, opinions, and responses which can then be analyzed to inform decisions. Its real-time data collection and analysis capabilities make it suitable for a variety of decision-making scenarios, particularly in market research and customer feedback.

2. SurveyMonkey:

- **Creation and Background:** SurveyMonkey was founded in 1999 by Ryan Finley. The platform was one of the early pioneers in web-based survey tools, designed to make survey creation and distribution easy and accessible for anyone.
- **Advantages:** SurveyMonkey offers a more advanced set of features compared to Google Forms, including various question types, templates, and analytical tools. It provides robust data analysis capabilities, making it suitable for more complex

survey needs. The platform also offers features like survey logic, which can tailor questions based on previous answers, enhancing the quality of data collected.

- **Use in Decision Making:** SurveyMonkey is widely used in market research, customer satisfaction surveys, and employee feedback. Its analytical tools help in making sense of survey data, which can be crucial in strategic decision-making processes.

General Characteristics of Cloud-Based Decision-Making Solutions:

- **Accessibility:** Being cloud-based, these tools are accessible from anywhere, making them convenient for distributed teams and remote work environments.
- **Scalability:** Cloud-based solutions can easily scale to accommodate large numbers of users or large volumes of data, making them suitable for both small and large organizations.
- **Cost-Effectiveness:** Many cloud-based tools offer free basic versions or are priced on a subscription basis, making them cost-effective, especially for smaller businesses or individual users.
- **Real-Time Collaboration:** These tools often allow for real-time collaboration and sharing, which is beneficial for group decision-making scenarios.

Challenges and Considerations:

Data Security and Privacy: As with any cloud-based solution, data security and privacy are important considerations. Users need to be aware of how their data is stored and managed.

- **Internet Dependency:** These tools require a stable internet connection, which can be a limitation in areas with poor connectivity.
- **Limited Customization:** While these tools are user-friendly, they may offer limited customization options compared to more specialized or enterprise-level solutions.

In summary, cloud-based decision-making solutions like Google Forms and SurveyMonkey offer accessible and user-friendly options for data collection and analysis. They are particularly effective for surveys and forms, providing valuable insights that can inform decision-making processes. However, their effectiveness can be limited by their reliance on internet connectivity and the depth of analysis required.

In summary, while the market offers a diverse range of group decision-making tools, each with its strengths and weaknesses, there remains a gap for a solution that combines user-friendliness with advanced decision-making capabilities. This gap presents an opportunity for the development of a tool like the Best Compromise Mean (BeCoMe) method, which aims to bridge this divide by offering a sophisticated yet accessible decision-making platform.

2.3 Problem statement

The development of the BeCoMe (Best Compromise Mean) tool represents a significant advancement in the field of group decision-making applications. This section outlines the novelty of the BeCoMe tool, the rationale behind its creation, and the specific objectives set forth for this bachelor thesis by Maksym Korchystyi, under the supervision of doc. Ing. Jan Tyrychtr, Ph.D., at the Department of Information Engineering.

Novelty of the BeCoMe Tool:

The BeCoMe tool introduces a novel approach to group decision-making by focusing on finding a compromise among various expert opinions. Unlike traditional decision-making tools that often prioritize majority views or aggregate opinions in a simplistic manner, BeCoMe is designed to navigate the complexities of expert inputs and find a middle ground that represents the best compromise.

Integration of Diverse Opinion Formats:

BeCoMe stands out by accommodating expert inputs in multiple formats – crisp numbers, fuzzy numbers, and Likert scale ratings. This flexibility allows for a more inclusive and representative decision-making process, catering to different types of data and levels of certainty in expert opinions.

Focus on Compromise:

The tool's emphasis on compromise is particularly innovative in scenarios where decisions need to balance conflicting viewpoints or interests. This approach is crucial in complex environments where a unanimous consensus is challenging to achieve.

Technological Innovation:

The use of modern web technologies like HTML, CSS, React, JavaScript, Node.js, and Express in developing the BeCoMe tool ensures a user-friendly, efficient, and scalable application. This technological stack enables dynamic data display, robust server-side logic, and a seamless user experience.

Reasons for Creation:

The creation of the BeCoMe tool is motivated by the need for a more nuanced and balanced approach to group decision-making. Traditional methods often fail to adequately address the diversity and complexity of expert opinions, leading to decisions that might not be optimal or fully representative. The BeCoMe tool aims to fill this gap by providing a method that is both speedy and reliable, even in ambiguous conditions.

Statement of Objectives:

The main objective of this bachelor thesis is to develop a web application that implements the BeCoMe method for effective group decision-making. The specific goals include:

Characterizing Fundamentals:

To provide a thorough understanding of decision-making principles and software engineering concepts relevant to the development of the BeCoMe tool.

Processing Input Data:

To implement the BeCoMe method in a way that efficiently processes diverse forms of input data from experts, ensuring that the tool is versatile and adaptable to various decision-making scenarios.

Designing the Web Application Model:

To create a model for the web application that is intuitive, user-friendly, and capable of handling the computational requirements of the BeCoMe method. This involves a thoughtful design of both the client-side and server-side components of the application.

In conclusion, the BeCoMe tool represents a significant contribution to the field of decision-making applications. Its focus on compromise, integration of diverse opinion formats, and use of modern web technologies set it apart from existing solutions. The objectives outlined in this thesis aim to ensure that the BeCoMe tool is not only innovative but also practical and effective in real-world decision-making scenarios.

3 Literature Review

In the modern world of technology, the IT industry is rapidly evolving, offering numerous opportunities. Among all programming tools, it is necessary to select the ones that effectively address the tasks at hand.

3.1 Introduction to Programming Languages in Web Development

In the dynamic world of technology, the role of programming languages in web development has been pivotal. These languages serve as the building blocks for creating websites and applications, enabling developers to construct interactive, functional, and visually appealing digital experiences. The evolution of programming languages has been closely tied to the advancements in web technologies, significantly influencing the development of decision-making tools.

3.2 The Role of Programming Languages in Modern Web Development

Programming languages in web development are used to create the structure, design, and functionality of web pages and applications. They are categorized into two main types: frontend and backend languages. Frontend languages, such as HTML, CSS, and JavaScript, are used to develop the client-side of a web application, which users interact with directly. They define the structure, style, and interactivity of web pages. Backend languages, like Node.js and Golang, are used on the server side to manage the database, server, and application logic. They are crucial for processing user requests, handling data, and ensuring that the frontend has the necessary data to display.

The choice of programming languages can significantly impact the performance, scalability, and user experience of web applications. For instance, JavaScript has evolved from a simple scripting language to a powerful tool for creating sophisticated web applications, thanks to frameworks like React. Similarly, backend languages like Node.js

have revolutionized server-side programming by enabling JavaScript to run on the server, leading to more efficient and scalable web applications.

3.3 Evolution of Web Technologies and Their Impact on Decision-Making Tools

The evolution of web technologies has been rapid and transformative. In the early days of the web, static HTML pages were the norm. However, the introduction of CSS allowed for more sophisticated styling and layout options, while JavaScript brought interactivity and dynamic content to web pages. This evolution has not only enhanced the user experience but also expanded the capabilities of web applications, including decision-making tools.

Modern decision-making tools leverage these advancements to offer more interactive and user-friendly interfaces. They can process large amounts of data in real-time, facilitate collaboration among users, and provide sophisticated data visualization and analysis features. For example, decision-making tools that use JavaScript can dynamically update content based on user input without needing to reload the entire page. This leads to a more seamless and efficient user experience, which is crucial in decision-making scenarios.

Furthermore, the advent of cloud computing and APIs has allowed decision-making tools to become more integrated and versatile. They can now easily connect with other services and databases, enhancing their functionality and the quality of the decisions made. For instance, a decision-making tool might integrate with a cloud-based database to retrieve up-to-date information, or with a machine learning API to provide predictive analytics.

In conclusion, programming languages are fundamental to the development of web applications, including decision-making tools. Their evolution has enabled these tools to become more sophisticated, interactive, and integrated, significantly enhancing the decision-making process in various fields. As web technologies continue to advance, we can expect decision-making tools to become even more powerful and intuitive, further aiding users in making informed decisions.

3.4 Frontend Development Languages

Frontend development languages are crucial in shaping how users interact with web applications. They form the foundation of web design and functionality, directly impacting user experience. In the context of the BeCoMe tool, these languages play a pivotal role in creating an intuitive and effective decision-making platform.

3.4.1 HTML: Structure and Role in Web Applications

HTML, or HyperText Markup Language, is the standard markup language used to create web pages and applications. Its role in web development is foundational, providing the basic structure upon which websites and web applications are built.

Historical Development and Evolution of HTML:

Origins: HTML was developed by Tim Berners-Lee in the late 1980s. Initially, HTML was designed to format text and links, enabling the sharing and displaying of information across the Internet, which was then a novel concept.

- **Evolution:** Over the years, HTML has evolved significantly. The journey from HTML 1.0 to HTML5, the latest major version, reflects the changing needs and complexities of web development. Each version introduced new elements and attributes, enhancing the language's capability to handle diverse content types and interactive features.
- **HTML5:** The introduction of HTML5 marked a significant milestone. It brought new semantic elements like `<header>`, `<footer>`, `<article>`, and `<section>`, which allow for more descriptive document structure. HTML5 also introduced elements for embedding media (like `<video>` and `<audio>`), and new APIs for advanced functionalities such as offline web storage, drag-and-drop, and canvas drawing.

Role in Web Applications:

- **Structural Framework:** At its core, HTML provides the structural framework for web pages and applications. It defines the layout and organization of content,

including text, images, and other multimedia elements. In web applications, HTML is used to create the user interface, which users interact with.

- **Semantic Markup:** The use of semantic elements in HTML5 enhances the meaning of the content. This not only helps with search engine optimization (SEO) but also improves accessibility, making web applications more usable for people with disabilities.
- **Forms and User Input:** HTML is crucial for creating forms in web applications. Elements like `<input>`, `<select>`, `<textarea>`, and `<button>` are used to gather user input, which is essential for interactive applications like the BeCoMe tool.
- **Integration with CSS and JavaScript:** HTML works in conjunction with CSS and JavaScript. While HTML structures the content, CSS styles it, and JavaScript adds interactivity. This integration is fundamental to modern web applications, allowing them to be dynamic and responsive.

In the context of the BeCoMe tool, HTML's role is to structure the decision-making forms, display information, and organize content in a user-friendly and accessible manner. The effective use of HTML is crucial in ensuring that the tool is not only functional but also intuitive and easy to navigate for users, thereby facilitating smoother and more efficient decision-making processes.

3.4.2 JavaScript: Bringing Interactivity to Web Pages

JavaScript stands as a cornerstone in the realm of modern web development, renowned for its ability to infuse interactivity into web pages. It's a high-level, interpreted scripting language that has evolved significantly since its inception, becoming an indispensable tool for creating dynamic and responsive user experiences.

Development and Evolution of JavaScript:

1. **Origins:** JavaScript was created in 1995 by Brendan Eich while he was working at Netscape Communications. Initially named Mocha, then LiveScript, it was eventually renamed JavaScript to reflect Netscape's support of Java in its browser.
2. **Evolution:** JavaScript's journey has been marked by the development of ECMAScript (ES), the standard for scripting languages, which JavaScript

implements. The introduction of ES6 (ECMAScript 2015) was a landmark event, introducing features like arrow functions, classes, modules, template literals, and promises, which enhanced the language's capabilities and developer experience.

3. **Browser Compatibility and Frameworks:** The evolution of JavaScript is also characterized by the development of various frameworks and libraries, such as jQuery, Angular, React, and Vue.js. These tools have addressed browser compatibility issues and simplified complex tasks in JavaScript, making it more powerful and easier to use for developers.

JavaScript's Role in Modern Web Applications:

- **Interactivity:** JavaScript's primary role in web applications is to make them interactive. It responds to user actions like clicks, form submissions, and mouse movements, enabling dynamic content updates without the need to reload the entire page.
- **Asynchronous Operations:** With features like AJAX (Asynchronous JavaScript and XML) and the Fetch API, JavaScript can handle data requests to servers in the background. This capability is crucial for loading content dynamically and enhancing the user experience with faster, more responsive interactions.
- **Frontend Frameworks:** Modern JavaScript frameworks and libraries have revolutionized frontend development. For instance, React's component-based architecture allows for building reusable UI components, while Angular offers a comprehensive framework for building scalable web applications.

Utilization of JavaScript in the BeCoMe Tool:

- **Dynamic Content Management:** In the BeCoMe tool, JavaScript plays a critical role in managing dynamic content. It's used to process and validate user input, control the display of data, and handle interactions within the decision-making forms.
- **Real-Time Updates:** JavaScript enables the BeCoMe tool to update information in real-time, enhancing the decision-making process's efficiency and user experience. This is particularly important in scenarios where decisions are based on rapidly changing data.

- **Integration with Backend:** JavaScript also facilitates communication with the backend server. Using AJAX or Fetch API, the BeCoMe tool can send and retrieve data, allowing for complex calculations and data processing to be handled server-side and results to be displayed client-side seamlessly.

In summary, JavaScript's contribution to web development, particularly in enhancing interactivity and user experience, is unparalleled. In the BeCoMe tool, JavaScript's capabilities are leveraged to ensure that the application is not just functional but also engaging and responsive, catering to the needs of a dynamic decision-making process.

3.4.3 CSS: Styling and Presentation

Cascading Style Sheets (CSS) is a cornerstone technology in web development, responsible for styling and designing the visual presentation of web pages. Since its inception, CSS has evolved to become a powerful tool, enabling developers to create aesthetically pleasing and highly interactive user interfaces.

The Evolution of CSS and Its Impact on User Interface Design:

- **Origins and Development:** CSS was first proposed by Håkon Wium Lie in 1994. The initial concept was to separate the content (written in HTML) from the presentation aspects like layout, colors, and fonts. This separation allowed for more flexibility and control in designing web pages.
- **Advancements in CSS:** Over the years, CSS has undergone significant advancements. The introduction of CSS2 added support for media-specific style sheets (e.g., print vs. screen), positioning, and new font properties. CSS3, a major leap forward, introduced features like animations, transitions, gradients, and flexbox layout, which revolutionized web design. These features allowed for more dynamic, responsive, and mobile-friendly web designs.
- **Responsive Design:** One of the most significant impacts of CSS has been the facilitation of responsive web design. With the advent of CSS3 media queries, developers could create designs that adapt to various screen sizes and devices, ensuring a consistent user experience across platforms.

Application of CSS in the BeCoMe Tool for Enhanced User Experience:

- **Styling and Theming:** In the BeCoMe tool, CSS is used to create a visually appealing interface. It defines the color schemes, typography, button styles, and other visual elements, contributing to the tool's overall aesthetic and user experience.
- **Layout and Structure:** CSS plays a crucial role in structuring the layout of the BeCoMe tool. Techniques like Flexbox and CSS Grid are used to create a flexible and responsive layout that adapts to different screen sizes, ensuring that the tool is accessible and usable on various devices.
- **Interactive Elements:** CSS is also used to enhance the interactivity of the BeCoMe tool. Pseudo-classes and transitions are employed to create interactive elements like hover effects on buttons and links, making the interface more engaging and intuitive for users.
- **Accessibility and Readability:** Accessibility is a key consideration in the BeCoMe tool, and CSS contributes significantly to this aspect. It ensures that the content is readable and accessible, with adequate contrast, font sizes, and spacing. This not only enhances usability for all users but also aligns with web accessibility standards.

In conclusion, CSS's role in the BeCoMe tool extends beyond mere aesthetics. It is instrumental in creating a user-friendly, accessible, and responsive interface that enhances the overall user experience. The evolution of CSS has empowered developers to build more sophisticated and interactive web applications, and its application in the BeCoMe tool exemplifies this capability.

3.5 JavaScript Frameworks and Libraries

JavaScript frameworks and libraries have significantly influenced modern web development, offering more structured and efficient ways to build web applications. Among these, ReactJS stands out as a highly influential library, especially in the development of component-based web applications like the BeCoMe tool.

3.5.1 ReactJS: A Component-Based Approach

Origin and Development of ReactJS by Facebook:

ReactJS, commonly referred to as React, was developed by Facebook and first released in 2013. It was created by Jordan Walke, a software engineer at Facebook, to address the challenges associated with building large-scale applications with data that changes over time.

React introduced a virtual DOM (Document Object Model) and a component-based architecture, which were revolutionary concepts at the time. The virtual DOM improved application performance by minimizing direct manipulation of the DOM, which is slower and more resource-intensive.

Over the years, React has evolved, adding features like hooks in version 16.8, which allow for state and other React features to be used in functional components, further simplifying the component creation process.

Advantages and Challenges in Using ReactJS for the BeCoMe Tool:

Advantages:

- **Component-Based Architecture:** React's component-based structure is ideal for the BeCoMe tool, allowing for reusable, maintainable, and scalable code. Components can be developed independently, tested, and then integrated, streamlining the development process.
- **Virtual DOM:** React's virtual DOM ensures efficient updating and rendering of components. This is crucial for the BeCoMe tool, which requires dynamic updating of the UI based on user interactions and data changes.
- **Strong Community and Ecosystem:** React's popularity has led to a vast ecosystem of tools, libraries, and community support, providing a wealth of resources for developers working on the BeCoMe tool.

Challenges:

- Learning Curve: For developers new to React, there is a learning curve associated with understanding its component-based architecture and JSX syntax.
- Performance Optimization: While React is generally performant, managing complex state and props in large applications like BeCoMe requires careful consideration to avoid performance issues.

HTML DOM: Interaction with Web Page Elements

Understanding HTML DOM in the Context of JavaScript and React:

- The DOM is a programming interface for web documents. It represents the page so that programs can change the document structure, style, and content. JavaScript interacts with the DOM to dynamically display and update content.
- In the context of React, the virtual DOM is a key concept. React creates a virtual copy of the DOM and, whenever a component's state changes, it updates this virtual DOM first. Then, React compares the virtual DOM with the actual DOM and makes only the necessary changes to the real DOM, which is a more efficient process than updating the entire DOM tree.

Application in BeCoMe for Manipulating and Responding to User Actions:

- In the BeCoMe tool, React's handling of the DOM allows for a responsive and interactive user experience. When experts input data or interact with the tool, React efficiently updates and renders the necessary components without reloading the entire page.
- The use of state and props in React is crucial for the BeCoMe tool. State holds information about the components, and props are used to pass data from parent to child components. This state management is essential for handling the complex logic and data flow in the BeCoMe tool.

In summary, ReactJS, with its component-based approach and efficient handling of the DOM, offers significant advantages for the development of the BeCoMe tool. Its ability to manage complex interfaces and provide a responsive user experience makes it an ideal

choice. However, the challenges it presents, such as the learning curve and performance optimization, require careful consideration and expertise in React development.

4 Practical Part

4.1 Designing

Designing logical algorithms and project concepts will simplify work in the future. I will help you maintain the clarity of the flow.

4.1.1 Development of algorithms

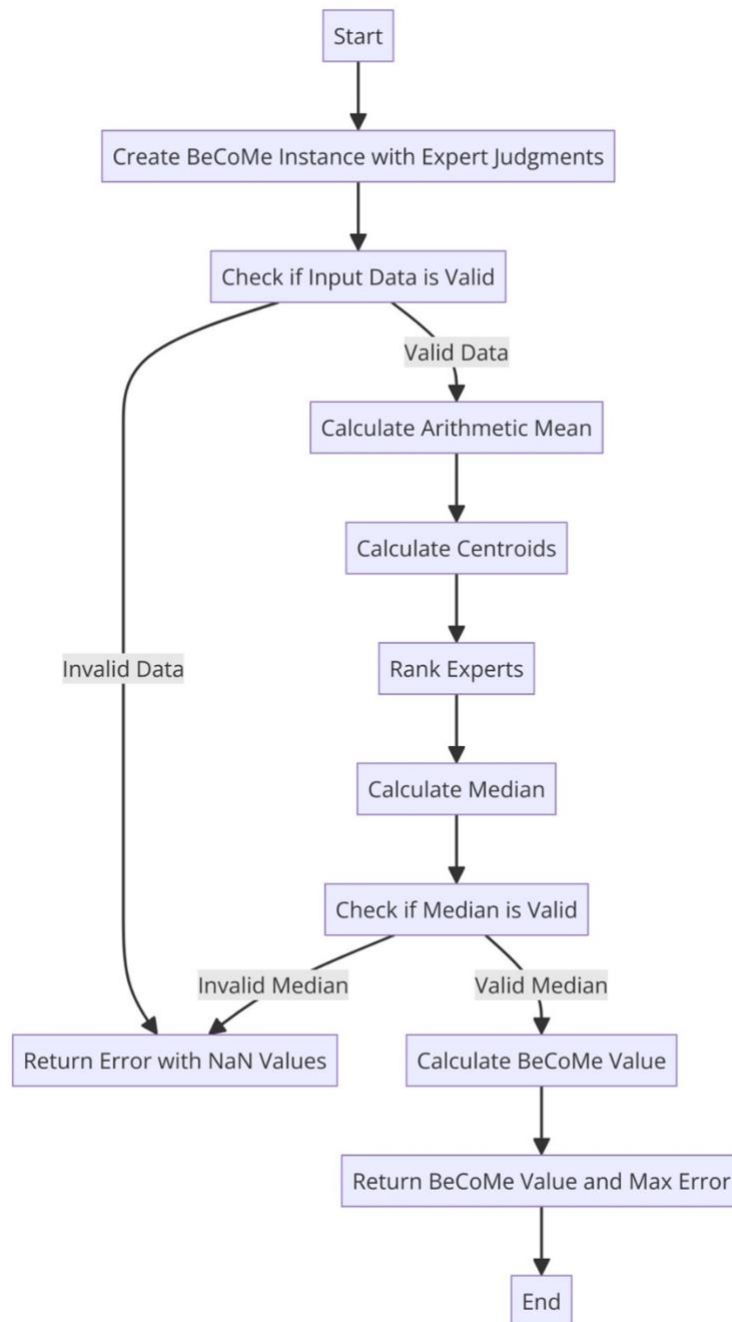


Figure 4.1.1.1 - BeCoMe algorithm

The BeCoMe (Best-Compromise Method) algorithm is a sophisticated approach designed to synthesize expert judgments into a consensus decision. It's particularly useful in scenarios where decisions need to be made based on the collective input of various experts. Here's a detailed breakdown of the BeCoMe algorithm:

- **Initialization:**

The algorithm begins with the creation of a BeCoMe instance, which is initialized with a set of expert judgments. These judgments are the core input data for the algorithm.

- **Validation of Input Data:**

Before proceeding, the algorithm checks the validity of the input data. If the data is invalid (e.g., empty or improperly formatted), the algorithm returns an error with NaN values to indicate the failure in processing.

- **Calculation of Arithmetic Mean:**

The algorithm calculates the arithmetic mean of the expert judgments. This step involves summing up the individual judgments and then dividing by the number of judgments to find the average. This mean serves as a preliminary consensus point.

- **Calculation of Centroids:**

Each expert judgment is then used to calculate centroids. A centroid in this context is a representative point that summarizes the collective opinion of an expert. If an expert's judgment is a fuzzy number, it's broken down into its constituent parts (preferable value, lower limit, upper limit) for this calculation.

- **Ranking of Experts:**

The centroids are then used to rank the experts. This ranking is based on the value of the centroids, with the algorithm sorting the experts according to the calculated centroid values.

- **Calculation of Median:**

The algorithm finds the median of the ranked list. The median is the middle value in the list of ranked expert judgments, providing a central tendency of the expert opinions.

- **Validation of Median:**

The algorithm checks if the calculated median is valid. If the median is invalid (e.g., NaN or null), the algorithm returns an error with NaN values.

- **Calculation of BeCoMe Value:**

If the median is valid, the algorithm proceeds to calculate the BeCoMe value. This value is derived by averaging the arithmetic mean and the median. This step synthesizes the collective input into a single, representative decision point.

- **Error Estimation:**

The algorithm estimates the maximum error of the BeCoMe value. This is calculated as the absolute difference between the arithmetic mean and the median, divided by two. It provides an indication of the spread or disagreement among the expert judgments.

- **Result Generation:**

Finally, the algorithm outputs the BeCoMe value along with the maximum error. This output represents the best-compromise decision based on the collective expert judgments.

The BeCoMe algorithm is particularly effective in scenarios where decision-making involves complex judgments from multiple experts. Its ability to synthesize diverse opinions into a single, representative value makes it a powerful tool in group decision-making contexts.

4.1.2 UML use case diagram

The UML Use Case Diagram is utilized for modeling interactions between the system and external agents, including users and other systems.

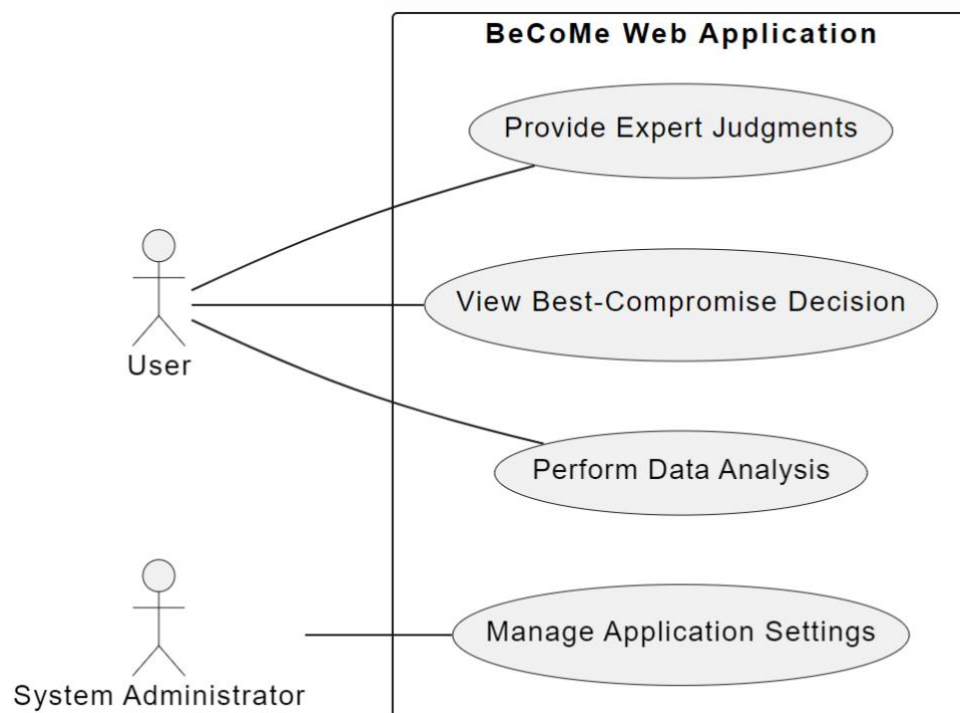


Figure 4.1.2.1 - UML use case diagram.

The UML (Unified Modeling Language) use case diagram shown in the image represents various interactions between users of the "BeCoMe Web Application" and the system itself. It outlines four primary functionalities available to the user:

- **Provide Expert Judgments:** This likely allows users to input professional assessments or decisions into the system, which could be used for further processing or decision-making.
- **View Best-Compromise Decision:** Users can view decisions made by the application that likely represent a balanced or optimal solution among various alternatives.
- **Perform Data Analysis:** The application provides users with the ability to analyze data, which could include running reports, statistics, or other analytical functions.
- **Manage Application Settings:** This function is exclusively available to the system administrator and allows for configuring the application settings, likely involving user permissions, system parameters, and other backend settings.

There are two actor symbols shown:

- The User, who interacts with the first three functions.

- The System Administrator, who has the authority to manage application settings.

Each function is represented by an oval connected to the respective actor(s) that can perform that function, by lines indicating their association. The diagram helps to visualize the roles of different users and the actions they can perform within the BeCoMe Web Application system.

4.1.3 Sequence diagram

The Sequence Diagram is a crucial tool for visualizing and modeling interactions between objects or components of a system over time.

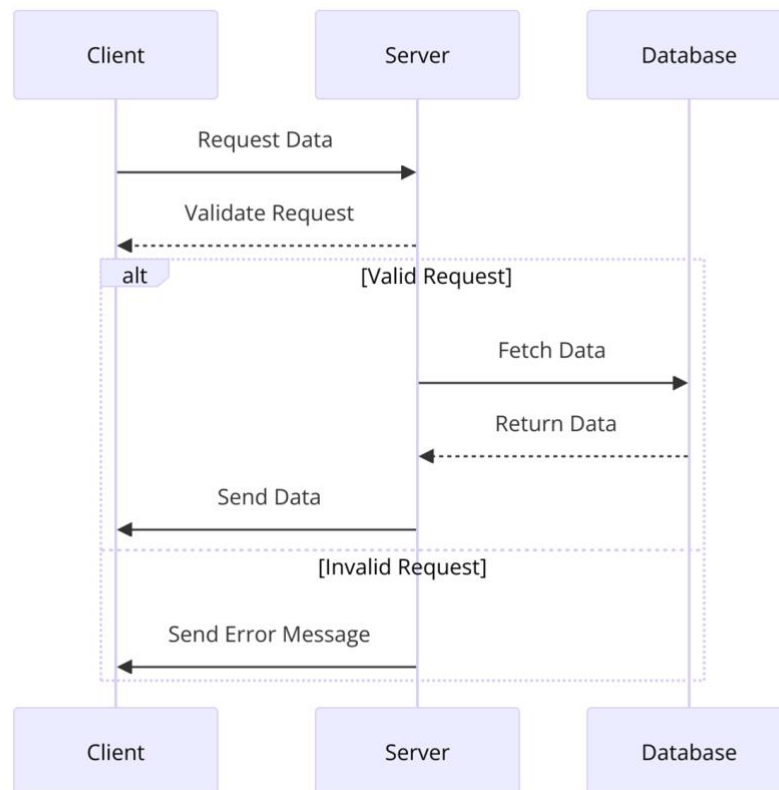


Figure 4.1.3.1 - Sequence diagram.

4.2 Development Environment Setup

The foundation of developing a best-compromise group decision-making web application lies in establishing a robust and efficient development environment. This

setup is crucial for facilitating a smooth workflow and ensuring that the application is built on a solid and scalable architecture. The process begins with the selection and configuration of a development editor, followed by the preparation of version control systems and the overall environment for both client-side and server-side development.

Sublime Text Installation and Configuration

Sublime Text is chosen for its versatility, speed, and the breadth of its features, which cater to coding, markup, and prose. The first step involves downloading Sublime Text from its official website, ensuring compatibility with the developer's operating system. Installation is straightforward, following the platform-specific instructions provided on the website.

Upon successful installation, customizing the editor is the next step. Through the 'Preferences' menu, developers can access settings and key bindings, tailoring the editor to their preferences. The installation of Package Control is highly recommended; it is a powerful package manager for Sublime Text that simplifies the addition of plugins and enhances the development experience. Package Control can be installed via the command palette, accessible through `Ctrl+Shift+P` (or `Cmd+Shift+P` on macOS), by typing "Install Package Control" and executing the command.

Version Control System Setup

Version control is indispensable in modern software development, offering a way to track changes, collaborate with others, and manage different versions of the project. Git is the version control system of choice, known for its flexibility and distributed nature. Installation of Git can be done through the official Git website, followed by basic configuration using terminal or command prompt commands to set up user information:

```
git config --global user.name "Your Name"
```

```
git config --global user.email "youremail@example.com"
```

This setup is essential for identifying the contributions to the project. Following Git setup, creating a GitHub account provides a remote repository for the project, facilitating collaboration, code sharing, and backup. The project repository can be

initialized on GitHub, and the local development environment can be linked to this remote repository using the `git clone` command.

Development Environment Preparation

With the text editor and version control system in place, the next step is to prepare the development environment for both the client-side and server-side components of the web application. This preparation involves organizing the project structure, setting up directories, and establishing conventions for naming and coding practices. It's crucial to maintain a clean and organized workspace to facilitate easy navigation and understanding of the project layout.

The development environment setup concludes with a review of the installed tools and configurations, ensuring everything is in place for the next stages of development. This meticulous setup lays the groundwork for a seamless development process, enabling the focus to shift towards the actual design and implementation of the web application. In summary, setting up the development environment is a critical initial step in the development of a best-compromise group decision-making web application. By carefully selecting and configuring the necessary tools and systems, developers can ensure a productive and efficient workflow, setting the stage for the successful realization of the project's objectives.

Installation of Necessary Software Tools

Following the establishment of a solid development environment, the next critical phase in creating a best-compromise group decision-making web application involves the installation of essential software tools. This step is pivotal for ensuring that the development process is not only efficient but also leverages modern technologies that facilitate the creation of a responsive, scalable, and user-friendly application. The core technologies selected for this project include Node.js for the server-side logic, React for the client-side interface, and various supporting tools and libraries that enhance development and deployment.

Node.js and npm Setup

Node.js is a runtime environment that allows for the execution of JavaScript code server-side, an essential component for developing the back-end of web applications.

Its non-blocking, event-driven architecture makes it particularly suited for building scalable network applications. To install Node.js, visit the official Node.js website and download the installer for your operating system. The installation package includes npm (Node Package Manager), which is crucial for managing external libraries and dependencies in the project.

After installation, verify the setup by opening a terminal or command prompt and typing the following commands to check the installed versions:

```
node -v  
npm -v
```

These commands should return the version numbers of Node.js and npm, respectively, confirming their successful installation.

Installing packages

React is a declarative, efficient, and flexible JavaScript library for building user interfaces, particularly single-page applications where a smooth user experience is crucial. To streamline the setup, the project utilizes Create-React-App, a boilerplate that sets up a new React project with sensible defaults and configurations.

To create a new React application, run the following command in the terminal:

```
npx create-react-app react-calculation-app
```

This command scaffolds a new project named react-calculation-app, installing React along with a development server, Webpack for bundling, and Babel for JavaScript transpilation. It provides a solid foundation to start building the client-side application without worrying about the initial configuration.

For the server-side component, Express, a minimal and flexible Node.js web application framework, is chosen to handle HTTP requests, routing, and middleware. Express simplifies the development of web servers and APIs, making it an ideal choice for this project. To add Express to the project, navigate to the server-side project directory in the terminal and run:

```
npm install express --save
```

This command installs Express and adds it to the project's dependencies, facilitating the development of server-side logic and endpoints required for processing decision-making data.

The development of a web application also necessitates the use of additional tools and libraries to handle various aspects such as database interactions, request handling, and environment management. For instance, libraries such as mongoose for MongoDB interactions, axios for making HTTP requests from the client-side, and dotenv for managing environment variables are integral to the project's success.

To install these additional dependencies, use npm within the respective project directories. For example:

```
npm install axios dotenv --save
```

Each library serves a specific purpose: axios facilitates communication between the client and server, dotenv manages environment variables securely.

Configuration of Development Environment for Client-Side and Server-Side Development

The configuration of the development environment for both client-side and server-side development is a critical step in ensuring that the web application functions seamlessly across different components. This section delves into the specifics of configuring the development environment for the `become` server-side application and the `react-calculation-app` client-side application, focusing on their respective dependencies, scripts, and settings to optimize development and deployment processes.

Server-Side Configuration: `become`

The `become` application, designed for server-side logic, utilizes Express, body-parser, and CORS (Cross-Origin Resource Sharing) to handle HTTP requests, parse request bodies, and manage cross-origin requests, respectively. The `package.json` file for `become` outlines the dependencies and scripts necessary for running the application:

- Dependencies: The inclusion of `express` for the web server framework, `body-parser` for parsing incoming request bodies, and `cors` for enabling cross-origin requests is essential for the API's functionality. These dependencies ensure that the server can efficiently process requests and communicate with the client-side application.

- Scripts: The `"start": "node app.js"` script in the `package.json` file simplifies the process of launching the server. By running `npm start` from the terminal within the

project directory, the server initiates, listening for incoming connections on the designated port.

Client-Side Configuration: `react-calculation-app`

The `react-calculation-app` is a React-based client-side application that interacts with the `become` server to process and display decision-making data. The configuration includes several dependencies that enhance the application's functionality and user experience:

- Dependencies:

- React and React DOM: Core libraries for building the application's user interface.
- Axios: Facilitates HTTP requests to the server, enabling the client to send and receive data asynchronously.
- React Router: Manages navigation within the application, allowing for the development of a single-page application with multiple views.
- Joi: Provides schema description and data validation, ensuring that data sent to the server meets expected formats.

- Scripts:

- The "start" script is modified to set the application's port to 3001, ensuring no conflicts with the default React development server port (3000). This allows both the client and server applications to run simultaneously on the same machine during development.
- Additional scripts like "build", "test", and "eject" provide tools for building the application for production, running tests, and ejecting from the create-react-app build scripts if customization beyond the provided configuration is required.

Environment Configuration and Best Practices

Both the `become` and `react-calculation-app` projects include configurations that optimize the development and deployment process:

- Environment Variables: Utilizing environment variables (e.g., for API endpoints) ensures that the application can be easily adapted to different environments (development, staging, production) without code changes.

- Code Linting and Formatting: The inclusion of ESLint configurations, particularly in the `react-calculation-app`, helps maintain code quality and consistency across the development team.
- Responsive Design: The `browserslist` configuration in the client-side application ensures compatibility across a wide range of browsers and devices, adhering to modern web development standards.

In conclusion, the meticulous configuration of both the server-side and client-side development environments lays the groundwork for a cohesive and efficient development process. By leveraging modern tools and practices, the `become` and `react-calculation-app` projects are well-positioned to achieve the objectives of creating a best-compromise group decision-making web application.

4.3 Backend Development

The backend of the best-compromise group decision-making web application is a critical component that processes expert judgments to find a consensus or compromise solution. This section delves into the implementation details of the server-side logic using Node.js and Express, providing rationale for the chosen approach and illustrating key concepts with code examples.

Why Node.js and Express?

Node.js is a runtime environment that allows for executing JavaScript on the server side. It's built on Chrome's V8 JavaScript engine, ensuring fast execution of code. Node.js is chosen for its non-blocking, event-driven architecture, which makes it particularly suited for applications that require heavy I/O operations, such as real-time applications and web applications that handle multiple requests simultaneously.

Express is a minimal and flexible Node.js web application framework that provides a robust set of features to develop web and mobile applications. It facilitates the rapid development of server-side logic by handling routes, requests, and views. Express is chosen for its simplicity, middleware support, and community backing, making it a reliable choice for setting up the server-side infrastructure.

The BeCoMe Class: Deep Dive

The BeCoMe class is at the heart of the application's logic. It encapsulates the methods necessary to process expert judgments and calculate the best-compromise solution. The class is designed with principles of object-oriented programming (OOP), promoting encapsulation and modularity.

```
1. class BeCoMe {
2.   constructor(expertJudgments) {
3.     this.expertJudgments = expertJudgments;
4.   }
5.
6.   calculateArithmeticMean() {
7.     const verticesSum = this.expertJudgments.reduce(
8.       (sum, judgment) => sum.map((value, i) => value +
9.         judgment[i]),
10.      Array(this.expertJudgments[0].length).fill(0)
11.    );
12.     return verticesSum.map((value) => value /
13.       this.expertJudgments.length);
14.   }
15.   calculateCentroids() {
16.     return this.expertJudgments.map((judgment) =>
17.       judgment.reduce((sum, vertex) => {
18.         if (Array.isArray(vertex)) {
19.           return sum.map((value, i) => value + vertex[i]);
20.         } else {
21.           return sum.map((value, i) => value + vertex);
22.         }
23.       }, Array(this.expertJudgments[0].length).fill(0))
24.     ).map((vertexSum, index) => {
```

```

25. const count = this.expertJudgments[index].length;
26. return vertexSum.map((value) => (count > 0) ? value / count :
    NaN);
27.   });
28.   }
29.
30. rankExperts(centroids) {
31. const sortedIndices = centroids
32. .map((value, index) => ({ value, index })))
33. .sort((a, b) => a.value - b.value)
34. .map((item) => item.index);
35.
36. return sortedIndices.map((index, rank) => ({ index, rank }));
37.   }
38.
39. calculateMedian(rankedList) {
40. const middleIndex = Math.floor(rankedList.length / 2);
41. const medianIndex = (rankedList.length % 2 === 0) ?
    middleIndex : middleIndex;
42. const median =
    this.expertJudgments[rankedList[medianIndex].index];
43.
44. return median;
45.   }
46.
47. calculateBecome() {
48. if (this.expertJudgments.length === 0 ||
    this.expertJudgments[0].length === 0) {
49. console.error('Invalid input data.');
```

```

50. return {
51. become: Array(this.expertJudgments[0].length).fill(NaN),
52. maxError: NaN,

```

```

53.     };
54.     }
55.
56. const arithmeticMean = this.calculateArithmeticMean();
57. const centroids = this.calculateCentroids();
58.
59. console.log('arithmeticMean:', arithmeticMean);
60. console.log('centroids:', centroids);
61.
62. if (isNaN(arithmeticMean[0]) || centroids.some(vertex =>
    isNaN(vertex[0]))) {
63. console.error('Invalid arithmetic mean or centroid values. ');
64. return {
65. become: Array(this.expertJudgments[0].length).fill(NaN),
66. maxError: NaN,
67.     };
68.     }
69.
70. const rankedList = this.rankExperts(centroids);
71. const median = this.calculateMedian(rankedList);
72.
73. console.log('median:', median);
74.
75. if (isNaN(median[0])) {
76. console.error('Invalid median values. ');
77. return {
78. become: Array(this.expertJudgments[0].length).fill(NaN),
79. maxError: NaN,
80.     };
81.     }
82.

```

```

83. const become = arithmeticMean.map((value, i) => (value +
    median[i]) / 2);
84.
85. return {
86. become,
87. maxError: Math.abs(arithmeticMean[0] - median[0]) / 2,
88. };
89. }
90. }
91.
92. module.exports = BeCoMe;

```

Code 4.2.1 - Class BeCoMe.

Constructor:

Initializes the class with expert judgments. This design allows each instance of `BeCoMe` to operate independently on its set of data, enhancing reusability and testing.

CalculateArithmeticMean:

This method calculates the arithmetic mean of expert judgments. The arithmetic mean is a straightforward statistical measure that provides an average value, representing a central point in the dataset. It's a crucial component of the compromise calculation, offering a baseline for comparison.

```

1. calculateArithmeticMean() {
2.   const verticesSum = this.expertJudgments.reduce(
3.     (sum, judgment) => sum.map((value, i) => value + judgment[i]),
4.     Array(this.expertJudgments[0].length).fill(0)
5.   );
6.
7.   return verticesSum.map((value) => value /
8.     this.expertJudgments.length);

```

Code 4.2.2 - metod calculateArithmeticMean.

calculateCentroids:

Centroids are calculated to find the "center" of all expert judgments in a multidimensional space. This method reflects the multidimensional nature of decision-making, where each dimension can represent a different criterion or aspect of the decision.

```
1. calculateCentroids() {
2.   return this.expertJudgments.map((judgment) =>
3.     judgment.reduce((sum, vertex) => {
4.       if (Array.isArray(vertex)) {
5.         return sum.map((value, i) => value + vertex[i]);
6.       } else {
7.         return sum.map((value, i) => value + vertex);
8.       }
9.     }, Array(this.expertJudgments[0].length).fill(0))
10.  ).map((vertexSum, index) => {
11.    const count = this.expertJudgments[index].length;
12.    return vertexSum.map((value) => (count > 0) ? value / count : NaN);
13.  });
14. }
```

Code 4.2.3 - metod calculateCentroids.

rankExperts:

After calculating centroids, experts are ranked based on their proximity to the centroid. This ranking is essential for identifying which judgments are more central (and thus, potentially more agreeable) to the group.

```
1. rankExperts(centroids) {
2.   const sortedIndices = centroids
3.     .map((value, index) => ({ value, index })))
4.     .sort((a, b) => a.value - b.value)
5.     .map((item) => item.index);
6.
7.   return sortedIndices.map((index, rank) => ({ index, rank }));
```

```
8. }
```

Code 4.2.4 - metod calculateCentroids.

calculateMedian:

The median is used alongside the arithmetic mean to determine the best-compromise solution. The median provides a measure that is less sensitive to outliers, offering a balance to the mean.

```
1. calculateMedian(rankedList) {
2.   const middleIndex = Math.floor(rankedList.length / 2);
3.   const medianIndex = (rankedList.length % 2 === 0) ? middleIndex :
   middleIndex;
4.   const median = this.expertJudgments[rankedList[medianIndex].index];
5.
6.   return median;
7. }
```

Code 4.2.5 - metod calculateCentroids.

calculateBecome:

This method combines the arithmetic mean and median to calculate the best-compromise solution. It represents the core of the decision-making logic, encapsulating the process of finding a compromise among diverse expert opinions.

```
1. calculateBecome() {
2.   if (this.expertJudgments.length === 0 ||
   this.expertJudgments[0].length === 0) {
3.     console.error('Invalid input data.');
```

```
4.     return {
5.       become: Array(this.expertJudgments[0].length).fill(NaN),
6.       maxError: NaN,
7.     };
8.   }
9.
10. const arithmeticMean = this.calculateArithmeticMean();
```

```

11. const centroids = this.calculateCentroids();
12.
13. console.log('arithmeticMean:', arithmeticMean);
14. console.log('centroids:', centroids);
15.
16. if (isNaN(arithmeticMean[0]) || centroids.some(vertex =>
    isNaN(vertex[0]))) {
17. console.error('Invalid arithmetic mean or centroid values.');
```

```

18. return {
19. become: Array(this.expertJudgments[0].length).fill(NaN),
20. maxError: NaN,
21. };
22. }
23.
24. const rankedList = this.rankExperts(centroids);
25. const median = this.calculateMedian(rankedList);
26.
27. console.log('median:', median);
28.
29. if (isNaN(median[0])) {
30. console.error('Invalid median values.');
```

```

31. return {
32. become: Array(this.expertJudgments[0].length).fill(NaN),
33. maxError: NaN,
34. };
35. }
36.
37. const become = arithmeticMean.map((value, i) => (value + median[i])
    / 2);
38.
39. return {
40. become,
41. maxError: Math.abs(arithmeticMean[0] - median[0]) / 2,
42. };}
```

Code 4.2.6 - metod calculateCentroids.

Express Server Setup and Endpoint Configuration

The Express server is configured to handle HTTP requests, parse JSON payloads, and serve the calculated best-compromise solutions. The choice of Express for this task is due to its simplicity and efficiency in setting up RESTful APIs.

```
1. const express = require('express');
2. const cors = require('cors');
3. const bodyParser = require('body-parser');
4. const BeCoMe = require('./BeCoMe');
5.
6. const app = express();
7. app.use(cors({ origin: 'http://localhost:3001' }));
8. const port = 3000;
9. app.use(bodyParser.json());
10. app.post('/calculate', (req, res) => {
11. const expertJudgments = req.body.expertData;
12.
13. if (!expertJudgments || !Array.isArray(expertJudgments) ||
    expertJudgments.length === 0) {
14. return res.status(400).json({ error: 'Invalid input data.' });
15. }
16. const becomeCalculator = new BeCoMe(expertJudgments);
17. const result = becomeCalculator.calculateBecome();
18.
19. res.json({ result });
20. });
21. app.listen(port, () => {
22. console.log(`Server is running at http://localhost:${port}`);
23. });
```

Code 4.2.7 - metod calculateCentroids.

CORS Middleware:

Configuring CORS is essential for allowing the client-side application to communicate with the server, especially when they are hosted on different origins. This setup ensures that the web application can make cross-origin requests safely.

Body Parser Middleware:

Parsing incoming request bodies is necessary to extract the expert judgments sent from the client. The body-parser middleware is used to automatically parse JSON payloads, making the data readily available in `req.body`.

Handling Calculation Requests

The `/calculate` endpoint is a critical component of the server-side application. It receives expert judgments, processes them through the `BeCoMe` class, and returns the best-compromise solution.

```
1. app.post('/calculate', (req, res) => {
2.   const expertJudgments = req.body.expertData;
3.
4.   if (!expertJudgments || !Array.isArray(expertJudgments) ||
       expertJudgments.length === 0) {
5.     return res.status(400).json({ error: 'Invalid input data.' });
6.   }
7.   const becomeCalculator = new BeCoMe(expertJudgments);
8.   const result = becomeCalculator.calculateBecome();
9.
10.  res.json({ result });
11. });
```

Code 4.2.8 - metod `calculateCentroids`.

- **Validation:** Before processing, the input data is validated to ensure it meets the expected format. This step is crucial for preventing errors during the calculation process.
- **Calculation:** Upon validation, an instance of `BeCoMe` is created with the expert judgments, and the `calculateBecome` method is invoked to perform the calculation.

- **Response:** The server responds with the calculation results in JSON format, making it easy for the client-side application to display the results to the user.

The implementation of server-side logic using Node.js and Express for the best-compromise group decision-making web application demonstrates the power and flexibility of these technologies. By encapsulating the decision-making logic within the BeCoMe class and leveraging Express for handling HTTP requests, the application efficiently processes expert judgments to find a consensus solution. This approach not only ensures the application's scalability and maintainability but also provides a solid foundation for further development and enhancement.

4.4 Frontend Development

Setting Up the Router

The first step in implementing React Router is to wrap your application in a `<Router>` component. This component provides the routing capabilities to your app and should be placed at the root of your application's component tree. In most cases, this means wrapping the `<App>` component in `index.js` or directly within `App.js` if you prefer.

For this project, we'll use the `BrowserRouter` as our `<Router>` of choice. `BrowserRouter` uses the HTML5 history API to keep your UI in sync with the URL.

In `App.js`, import `BrowserRouter` and wrap your application's component tree:

1. `import React from 'react';`
2. `import { BrowserRouter as Router, Routes, Route } from 'react-router-dom';`
3. `import MainPage from './components/MainPage/MainPage';`
4. `import LikertTool from './components/LikertTool/LikertTool';`
5. `import IntervalTool from './components/IntervalTool/IntervalTool';`
6. `import Instructions from './components/Instructions/Instructions';`
7. `import TopBar from './components/TopBar/TopBar';`
8. `import Footer from './components/Footer/Footer';`
- 9.
10. `const App = () => {`

```

11. return (
12. <Router>
13. <TopBar />
14. <Routes>
15. <Route path="/" element={<MainPage />} />
16. <Route path="/likert-tool" element={<LikertTool />} />
17. <Route path="/interval-tool" element={<IntervalTool />} />
18. <Route path="/instructions" element={<Instructions />} />
19. </Routes>
20. <Footer />
21. </Router>
22. );
23. };
24.
25. export default App;

```

Code 4.3.1 - metod calculateCentroids.

Configuring Routes

Within the `<Router>`, the `<Routes>` component is used to define all possible routes in the application. Each route is defined using a `<Route>` component, which takes a `path` prop (defining the URL path) and an `element` prop (specifying the component to render when the path matches). The `exact` prop is no longer needed in React Router v6 for exact matching, as all routes are now exactly matched by default. The `element` prop takes a JSX representation of the component instead of using the `component` prop, which was used in previous versions of React Router. This setup allows the application to render different components based on the URL path, enabling navigation between the `MainPage`, `LikertTool`, `IntervalTool`, and `Instructions` without reloading the page.

Linking Between Pages

To navigate between pages without reloading the application, use the `<Link>` component provided by `react-router-dom`. The `<Link>` component allows you to create links in your application that change the URL in the browser and render the matching route's component.

For example, in the TopBar component, you might have navigation links like so:

```
1. import React from 'react';
2. import { BrowserRouter as Router, Route, Routes } from 'react-router-dom';
3. import MainPage from './components/MainPage/MainPage';
4. import LikertTool from './components/LikertTool/LikertTool';
5. import IntervalTool from './components/IntervalTool/IntervalTool';
6. import Instructions from './components/Instructions/Instructions';
7. import TopBar from './components/TopBar/TopBar';
8. import Footer from './components/Footer/Footer';
9. import './App.module.css';
10.
11. const App = () => {
12. return (
13. <Router>
14. <TopBar />
15. <Routes>
16. <Route exact path="/" element={<MainPage />} />
17. <Route path="/likert-tool" element={<LikertTool />} />
18. <Route path="/interval-tool" element={<IntervalTool />} />
19. <Route path="/instructions" element={<Instructions />} />
20. </Routes>
21. <Footer />
22. </Router>
23. );
24. };
25.
26. export default App;
```

Code 4.3.2 - metod calculateCentroids.

This code snippet creates a navigation bar with links to the different parts of the application. Clicking on these links will update the URL and render the corresponding component without a full page reload.

Developing Core Components

"The core components of the BeCoMe web application—MainPage, LikertTool, IntervalTool, and Instructions—are essential for guiding users through the application, collecting expert opinions, and providing necessary instructions for use. Each component serves a unique purpose and enhances the overall user experience. This section delves into the development of these components, focusing on their functionality and integration within the application.

The development of core components such as TopBar and Footer is crucial for providing a consistent navigation experience and conveying essential information across the web application. These components serve as the application's backbone, guiding users through different sections and enhancing the overall user interface. This task focuses on implementing these components using React and preparing them for styling with CSS modules.

TopBar Component

The TopBar component acts as the primary navigation header for the application. It typically contains the application's logo and links to various sections of the app. The implementation aims to create a functional and accessible navigation bar.

Implementation Details:

- **Semantic HTML:** Use the `<nav>` element to define the navigation bar, ensuring semantic correctness and enhancing accessibility.
- **React Router Integration:** Replace `<a>` tags with the `<Link>` component from `react-router-dom` to enable SPA navigation without page reloads.
- **Structure and Accessibility:** Structure the navigation links within a `<div>` or `` for better organization and accessibility.

Updated TopBar Component:

1. `import React from 'react';`
2. `import './TopBar.css';`
- 3.

```

4. const TopBar = () => {
5.   return (
6.     <nav className="top-bar">
7.       <a href="/" className="logo">BeCoMe</a>
8.       <div className="navigation">
9.         <a href="instructions">Instructions</a>
10.        <a href="likert-tool">Likert Tool</a>
11.        <a href="interval-tool">Interval Tool</a>
12.      </div>
13.    </nav>
14.  );
15. };
16.
17. export default TopBar;

```

Code 4.3.3 - metod calculateCentroids.

Key Changes:

- React Router <Link>: The <a> tags are replaced with <Link> components to leverage React Router's client-side routing capabilities.
- Class Naming: The CSS class names are kept as placeholders for future styling with CSS modules.

The Footer component provides copyright and other essential information at the bottom of the application. It's a critical element for conveying ownership and attribution information.

Implementation Details:

- Semantic HTML: The <footer> element is used to semantically define the footer content, improving the document structure and accessibility.
- Content and Structure: The footer content is kept simple, focusing on copyright information. However, it can be expanded to include links, contact information, or social media icons.

Updated Footer Component:

```
1. import React from 'react';
2. import './Footer.css';
3.
4. const Footer = () => {
5.   return (
6.     <footer className="footer">
7.       <p>copyright Authors - Prof. Ing. Ivan Vrana, DrSc. Ing. Jan Tyrychtr,
         PhD.</p>
8.     </footer>
9.   );
10. };
11.
12. export default Footer;
```

Code 4.3.4 - metod calculateCentroids.

Key Features:

- Copyright Symbol: The © HTML entity is used to display the copyright symbol, enhancing the professional appearance of the footer.
- CSS Placeholder: The className attribute is used for future styling with CSS modules.

MainPage Component

The MainPage component serves as the landing page and introduces users to the BeCoMe method and tools available. It's designed to be welcoming and informative, guiding users on how to proceed.

```
1. import React from 'react';
2. import { Link } from 'react-router-dom';
3.
4. import './MainPage.css';
5.
```

```

6. const MainPage = () => {
7.   return (
8.     <div className="main-container">
9.       <div className="header">
10.        <h1>Welcome to BeCoMe</h1>
11.        <p className="introduction">
12.          Discover how experts can express their opinions through our tools. Get
            started by choosing one of the options below.
13.        </p>
14.      </div>
15.
16.      <div className="content">
17.        <h2>Introduction</h2>
18.        <p>
19.          Real-world systems are influenced by many ambiguous circumstances,
            which complicates planning, modeling, prediction of these systems and
            decision-making. Therefore, decision-making procedures often rely on
            the opinions of experts who express their standpoints from their own
            perspective. Depending on the structure of expert teams, experts'
            opinions can vary broadly or may even contradict. Finding the best
            possible compromise of experts' opinions is a basic need in such
            situations. Over many years of research at Czech University of Life
            Sciences in Prague (ČZU), we have developed the unique BeCoMe (Best-
            Compromise-Mean) method for determining the optimum group decision,
            which corresponds to the best compromise/agreement of all experts'
            opinions. The optimum decision is a result of a computationally
            complex fuzzy set mathematical model based on minimizing entropy.<br
            />
20.          The submitted tool based on the optimum BeCoMe method is a unique,
            helpful, and easily available instrument in many decision-making
            situations, such as for decisions related to state security, public
            health, investments, flood prevention, energetic self-sufficiency, or
            IT contracts.
21.        </p>
22.      </div className="tool-description">
23.        <h2>Likert Tool</h2>

```

```

24. <p>
25. Use the Likert Tool to collect expert opinions expressed as Likert
    linguistic terms. This tool helps in decision-making by quantifying
    subjective opinions.
26. </p>
27. </div>
28.
29. { /* Interval Tool Description */ }
30. <div className="tool-description">
31. <h2>Interval Tool</h2>
32. <p>
33. The Interval Tool is designed to gather expert opinions as fuzzy
    numbers or intervals. It allows experts to provide more nuanced data
    for complex decision-making.
34. </p>
35. </div>
36. </div>
37.
38. <div className="buttons-container">
39. <Link to="/likert-tool">
40. <button className="btn likert-btn">Likert Tool</button>
41. </Link>
42. <Link to="/interval-tool">
43. <button className="btn interval-btn">Interval Tool</button>
44. </Link>
45. </div>
46. </div>
47. );
48. };
49.
50. export default MainPage;

```

Code 4.3.5 - metod calculateCentroids.

Key Features:

- Introduction: A brief overview of the BeCoMe method and its significance in decision-making processes.
- Tool Descriptions: Summaries of the Likert Tool and Interval Tool, explaining their purposes and how they can be used.
- Navigation Buttons: Links to the Likert Tool and Interval Tool, enabling users to easily access these tools.

Development Approach:

- Utilize semantic HTML to structure the content, ensuring accessibility and SEO friendliness.
- Use the <Link> component from react-router-dom for navigation buttons to enable SPA navigation without page reloads.
- Keep the content concise yet informative to engage users without overwhelming them with information.

LikertTool Component

The LikertTool component allows users to input expert opinions using Likert scale terms. It's designed to be user-friendly, enabling easy input and submission of data.

```

1. import React, { useState } from 'react';
2. import axios from 'axios';
3. import './LikertTool.css';
4.
5. function LikertTool() {
6.   const [expertData, setExpertData] = useState([ { value: 'Null' } ]);
7.   const [result, setResult] = useState(null);
8.
9.   const handleSelectChange = (index, value) => {
10.     const newExpertData = [...expertData];
11.
12.     newExpertData[index] = { value };
13.
14.     if (value === 'Null') {
15.       newExpertData.splice(index, 1);

```

```

16. }
17.
18. if (newExpertData[newExpertData.length - 1].value !== 'Null') {
19. newExpertData.push({ value: 'Null' });
20. }
21.
22. setExpertData(newExpertData);
23. });
24.
25.
26. const handleCalculate = async () => {
27. const selectedAnswers = expertData
28. .filter((item) => item.value !== 'Null')
29. .map((item) => {
30. switch (item.value) {
31. case 'Strongly disagree':
32. return [0];
33. case 'Rather disagree':
34. return [25];
35. case 'Neutral':
36. return [50];
37. case 'Rather agree':
38. return [75];
39. case 'Strongly agree':
40. return [100];
41. default:
42. return [0];
43. }
44. });
45.
46. try {
47. const response = await axios.post('http://localhost:3000/calculate', {
48. expertData: selectedAnswers
49. });

```

```

50. setResult(response.data.result);
51. } catch (error) {
52. console.error('Error calculating:', error.message);
53. }
54. };
55.
56. return (
57. <div className="likert-tool">
58. <h1>LikertTool Calculation</h1>
59. <div className="usage-instructions">
60. <h2>Usage Instructions</h2>
61. <p>
62. Welcome to the Likert Tool! This tool helps you collect expert
        opinions expressed as Likert linguistic terms. Follow these steps:
63. </p>
64. <ol>
65. <li>Enter expert opinions in the input table.</li>
66. <li>Click the "Calculate" button to obtain the results.</li>
67. <li>Review the results to make informed decisions.</li>
68. </ol>
69. </div>
70. <div className="input-table">
71. {expertData.map((item, index) => (
72. <div key={index} className="row">
73. <select
74. value={item.value}
75. onChange={(e) => handleSelectChange(index, e.target.value)}
76. >
77. <option value="Null">Null</option>
78. <option value="Strongly disagree">Strongly disagree</option>
79. <option value="Rather disagree">Rather disagree</option>
80. <option value="Neutral">Neutral</option>
81. <option value="Rather agree">Rather agree</option>
82. <option value="Strongly agree">Strongly agree</option>

```



```

83. </select>
84. </div>
85. )})
86. </div>
87. <button onClick={handleCalculate}>Calculate</button>
88. {result && (
89. <div className="result">
90. <h2>Calculation results:</h2>
91. {console.log(result.become)}
92. <p>BEST COMPROMISE: {result.become[0]}</p>
93. <p>`MAX ERROR = ${result.maxError}`</p>
94. </div>
95. )}
96. </div>
97. );
98. }
99.
100.     export default LikertTool;

```

Code 4.3.6 - metod calculateCentroids.

Key Features:

- Dynamic Input Fields: Allows users to add multiple expert opinions dynamically.
- Likert Scale Options: Provides a dropdown for each opinion input, with options ranging from "Strongly disagree" to "Strongly agree".
- Calculate Button: Submits the input data for processing and displays the results.

Development Approach:

- Implement state management using useState to handle the dynamic addition and removal of input fields.
- Use map to render input fields based on the state, ensuring the UI is always in sync with the data.
- Handle form submission using an asynchronous function that calls the backend API with the processed input data, then displays the results.

IntervalTool Component

The IntervalTool component is designed for collecting expert opinions as intervals or fuzzy numbers, offering a more nuanced approach to data collection.

```
1. import React, { useState } from 'react';
2. import axios from 'axios';
3. import './IntervalTool.css';
4.
5. function IntervalTool() {
6.   const [expertData, setExpertData] = useState([
7.     [0, 0, 0],
8.   ]);
9.
10.  const rotateMatrix = (matrix) => {
11.    const numRows = matrix.length;
12.    const numCols = matrix[0].length;
13.
14.    const rotatedMatrix = [];
15.
16.    for (let col = 0; col < numCols; col++) {
17.      const newRow = [];
18.      for (let row = 0; row < numRows; row++) {
19.        newRow.push(matrix[row][col]);
20.      }
21.      rotatedMatrix.push(newRow);
22.    }
23.
24.    return rotatedMatrix;
25.  };
26.
27.  const [result, setResult] = useState(null);
28.
29.  const handleInputChange = (row, col, value) => {
30.    const newExpertData = expertData.map((rowData, rIndex) =>
```

```

31. rIndex === row ? rowData.map((cellData, cIndex) => (cIndex === col ?
    parseFloat(value) || 0 : cellData)) : rowData
32.);
33. setExpertData(newExpertData);
34.
35. const lastRow = expertData[expertData.length - 1];
36. if (!lastRow.some((val) => val !== 0)) {
37. setExpertData([...newExpertData, [0, 0, 0]]);
38. }
39. };
40.
41. const handleBlur = (rowIndex) => {
42. const row = expertData[rowIndex];
43. const isEmptyRow = row.every((value) => value === 0);
44.
45. if (isEmptyRow && expertData.length > 1) {
46. const newExpertData = [...expertData];
47. newExpertData.splice(rowIndex, 1);
48. setExpertData(newExpertData);
49. }
50. };
51.
52. const handleCalculate = async () => {
53. try {
54. const response = await axios.post('http://localhost:3000/calculate', {
55. expertData: expertData,
56. });
57.
58. const { become, maxError } = response.data.result;
59.
60. const finalResponse = await
    axios.post('http://localhost:3000/Calculate', {
61. expertData: become.map((item) => [item]),
62. });
63.

```

```

64. const finalBecome = finalResponse.data.result;
65.
66. setResult({ become: finalBecome.become, maxError: finalBecome.maxError
    });
67. } catch (error) {
68. console.error('Error calculating:', error.message);
69. }
70. };
71.
72. return (
73. <div className="interval-tool">
74. <h1>IntervalTool Calculation</h1>
75. <div className="usage-instructions">
76. <h2>Usage Instructions</h2>
77. <p>
78. Welcome to the Interval Tool! This tool allows you to gather expert
    opinions using fuzzy numbers or intervals. Follow these steps:
79. </p>
80. <ol>
81. <li>Enter expert opinions in the input table.</li>
82. <li>Click the "Calculate" button to obtain the results.</li>
83. <li>Review the results to make informed decisions.</li>
84. </ol>
85. </div>
86. <div className="input-table">
87. {expertData.map((row, rowIndex) => (
88. <div key={rowIndex} className="row">
89. {row.map((value, colIndex) => (
90. <input
91. key={colIndex}
92. type="text"
93. value={value}
94. onChange={(e) => handleInputChange(rowIndex, colIndex,
    e.target.value)}

```

```

95. onBlur={() => handleBlur(rowIndex)}
96. />
97. )})
98. </div>
99. )})
100. </div>
101. <button onClick={handleCalculate}>Calculate</button>
102. {result && (
103. <div className="result">
104. <h2>Calculation results:</h2>
105. {console.log(result.become)}
106. <p>BEST COMPROMISE: {result.become[0]}</p>
107. <p>`MAX ERROR = ${result.maxError}`</p>
108. </div>
109. )}
110. </div>
111. );
112. }
113.
114. export default IntervalTool;

```

Code 4.3.7 - metod calculateCentroids.

Key Features:

- Matrix Input: Allows users to input a set of three values (best proposal, lower limit, upper limit) for each expert opinion.
- Dynamic Row Addition: Automatically adds a new row for input when the last row is filled, facilitating the entry of multiple opinions.
- Results Display: Shows the best compromise and maximum error after processing the input data.

Development Approach:

- Utilize a matrix representation for the input data, with state management to handle dynamic row addition and value updates.

- Implement input validation to ensure that the data entered is within acceptable bounds and formats.
- Use Axios to send the input data to the backend for calculation and display the results in a user-friendly format.

Instructions Component

The Instructions component provides users with detailed guidelines on how to use the tools, ensuring they can effectively input data and understand the results.

1. `import React from 'react';`
2. `import './Instructions.css';`
- 3.
4. `const Instructions = () => {`
5. `return (`
6. `<section id="instructions" className="instructions-section">`
7. `<h2 className="section-title">Introduction</h2>`
8. `<p>`
9. Real-world systems are influenced by many ambiguous circumstances, which complicates planning, modeling, prediction of these systems and decision-making. Therefore, decision-making procedures often rely on the opinions of experts who express their standpoints from their own perspective. Depending on the structure of expert teams, experts' opinions can vary broadly or may even contradict. Finding the best possible compromise of experts' opinions is a basic need in such situations. Over many years of research at Czech University of Life Sciences in Prague (ČZU), we have developed the unique BeCoMe (Best-Compromise-Mean) method for determining the optimum group decision, which corresponds to the best compromise/agreement of all experts' opinions. The optimum decision is a result of a computationally complex fuzzy set mathematical model based on minimizing entropy.
10. `</p>`
11. `<p>`
12. The submitted tool based on the optimum BeCoMe method is a unique, helpful and easily available instrument in many decision-making situations, such as for decisions related to state security, public

health, investments, flood prevention, energetic self-sufficiency, or IT contracts.

13. </p>

14.

15. <h2 className="section-title">How Do Experts Express Their Standpoint?</h2>

16. <p>

17. Experts answer the raised question and assess a certain quantitative parameter of the proposed solution (such as the number of days of quarantine, sales time, or percentage of arable land changed to a polder).

18. </p>

19. <p>

20. Experts can express their responses in three ways:

21. </p>

22. <ol className="instructions-list">

23. a) Crisp number;

24. b) Fuzzy number/interval with a triangular membership function represented by a triple: best proposal, lower limit, and upper limit; or

25. c) Likert linguistic term: Strongly disagree, Rather disagree, Neutral, Rather agree, Strongly agree.

26.

27. <p>

28. Information on each expert's response is inserted into the orange cells named Expertrole/name and Expert proposal.

29. </p>

30. <p>

31. Please clear the columns Best proposal, Lower limit, and Upper limit before inserting data!

32. </p>

33. <p>

34. Detailed instructions for inserting data are included in the headers of the sheets "Interval tool" (for data expressed as a number of fuzzy intervals) and "Likert tool" (for data expressed as a Likert linguistic term).

```

35. </p>
36.
37. <h2 className="section-title">Results:</h2>
38. <ol className="instructions-list">
39. <li>The best compromise</li>
40. <li>The maximum error of estimate</li>
41. </ol>
42. </section>
43. );
44. };
45.
46. export default Instructions;

```

Code 4.3.8 - metod calculateCentroids.

Key Features:

- Step-by-Step Guide: Outlines the process of using the Likert Tool and Interval Tool, from data input to result interpretation.
- Explanation of Terms: Clarifies the meaning of crisp numbers, fuzzy numbers/intervals, and Likert linguistic terms.
- Result Interpretation: Helps users understand how to interpret the best compromise and maximum error.

Development Approach:

- Structure the content using headings, paragraphs, and lists to enhance readability and organization.
- Ensure the instructions are clear, concise, and easy to follow, even for users unfamiliar with the BeCoMe method or decision-making terminology.
- Incorporate examples or scenarios, if possible, to illustrate how to input data and interpret results effectively.

Developing the TopBar, Footer, MainPage, LikertTool, IntervalTool, and Instructions components with attention to functionality, usability, and user guidance is crucial for the success of the BeCoMe web application. By focusing on clear navigation,

intuitive interfaces, and informative content, these components work together to provide a seamless and engaging user experience, facilitating the collection and processing of expert opinions for decision-making.

4.5 BeCoMe Method Integration for Decision Calculations

The integration of the BeCoMe (Best-Compromise-Mean) method algorithms into the decision-making web application involves several critical steps. These steps ensure that the application can effectively process expert judgments, perform the necessary calculations, and present the best compromise solution to the user. This section delves into the process of integrating these algorithms, focusing on backend implementation, data handling, and frontend interaction.

Understanding the BeCoMe Method

Before diving into the integration, it's essential to understand the BeCoMe method's core principles. The BeCoMe method is designed to find the best compromise among various expert opinions under conditions of uncertainty. It utilizes fuzzy set theory to handle ambiguous data, allowing experts to express their opinions as crisp numbers, fuzzy numbers/intervals, or Likert scale terms. The method calculates the best compromise solution by minimizing the entropy, representing the disagreement among experts.

Backend Implementation

The backend serves as the core of the BeCoMe method's integration, handling data processing, calculation algorithms, and API responses.

Setting Up the Environment:

- Use Node.js and Express for the server setup, providing a robust environment for handling API requests and responses.
- Install necessary packages such as express for routing, body-parser for request parsing, and cors for cross-origin resource sharing.

Algorithm Implementation:

- **Data Preprocessing:** Convert input data from the frontend (crisp numbers, fuzzy numbers/intervals, Likert scale terms) into a standardized format suitable for calculation. This may involve normalizing Likert scale terms into numerical values or handling fuzzy numbers as intervals with lower and upper bounds.
- **Arithmetic Mean and Centroids Calculation:** Implement functions to calculate the arithmetic mean of expert judgments and the centroids of fuzzy numbers/intervals. These calculations form the basis for finding the compromise solution.
- **Entropy Minimization:** Develop the algorithm to minimize entropy, representing the level of disagreement among expert opinions. This step involves optimizing the compromise solution so that it best represents the consensus among experts.
- **Result Compilation:** After calculating the best compromise solution and the maximum error (representing the uncertainty or variability among expert opinions), compile these results into a response format that can be easily interpreted by the frontend.

API Endpoint Creation:

- Create a dedicated API endpoint (e.g., /calculate) to receive expert judgments from the frontend, process them using the BeCoMe method, and return the calculated results.
- Ensure robust error handling to manage invalid inputs or processing errors, returning meaningful error messages to the frontend.
- **Frontend Interaction**
- The frontend is responsible for collecting expert judgments, sending them to the backend for processing, and displaying the results.

Data Collection and Validation:

- Implement forms in the LikertTool and IntervalTool components to collect expert opinions. Include validation to ensure data integrity before submission.

- Use state management (e.g., React's `useState`) to handle dynamic input fields, allowing users to enter multiple expert judgments.

Sending Data to the Backend:

- Utilize `Axios` or a similar HTTP client to send the collected data to the backend for processing. This involves making a POST request to the `/calculate` endpoint with the expert judgments as the payload.
- Implement loading states and error handling in the UI to provide feedback to the user during data submission and processing.

Displaying Results:

- Upon receiving the calculated results from the backend, display the best compromise solution and maximum error in a user-friendly format. This could involve visualizations or simply formatted text.
- Provide explanations or tooltips to help users understand the significance of the results and how they were derived.

Integrating the BeCoMe method algorithms into a decision-making web application involves careful consideration of data handling, algorithm implementation, and user interaction. By following a structured approach to backend implementation, frontend integration, and thorough testing, the application can effectively process expert judgments and present meaningful compromise solutions. This integration not only enhances the decision-making process but also provides users with a powerful tool for navigating complex, uncertain scenarios with expert input.

4.6 Deployment

The integration of the BeCoMe (Best-Compromise-Mean) method algorithms into the decision-making web application involves several critical steps. These steps ensure that the application can effectively process expert judgments, perform the necessary calculations, and present the best compromise solution to the user. This section delves into the process of integrating these algorithms, focusing on backend implementation, data handling, and frontend interaction.

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5 Results and Discussion

The evaluation and testing phase is pivotal in ensuring the web application's success, particularly for applications like those employing the BeCoMe method, which are complex and decision-centric. This expanded section delves deeper into evaluation metrics, performance testing, and verification of decision results, offering a more comprehensive guide.

5.1 Evaluation Metrics

Evaluation metrics play a pivotal role in assessing the effectiveness and performance of web applications. As digital landscapes continue to evolve, understanding and measuring various aspects of user interaction and satisfaction become paramount for success. In this expanded discussion, we delve into the multifaceted realm of evaluation metrics, focusing on defining criteria for evaluating web application effectiveness and selecting appropriate metrics to gauge performance accurately. From scrutinizing user interface usability to tracking engagement metrics and error rates, a comprehensive evaluation framework ensures that web applications meet the demands of modern users while maintaining functionality and accessibility.

Defining Criteria for Evaluating the Effectiveness of the Web Application

- **User Interface (UI) Usability:** Assess the application's usability by conducting heuristic evaluations, where usability experts review the application against a list of established principles (heuristics). Additionally, usability testing with real users can provide insights into navigational flows, layout effectiveness, and the intuitiveness of interactive elements.
- **User Experience (UX) Satisfaction:** Beyond surveys and interviews, implement in-app feedback mechanisms such as Net Promoter Score (NPS) surveys, which ask users how likely they are to recommend the application to others. This metric can be a strong indicator of overall user satisfaction and the application's potential for organic growth.
- **Accessibility:** Conduct accessibility audits using tools like the Web Accessibility Evaluation Tool (WAVE) or the AXE browser extension. These tools can help

identify violations of the Web Content Accessibility Guidelines (WCAG) and suggest fixes to improve accessibility.

5.2 Performance Testing

Performance testing is a critical aspect of ensuring the robustness and reliability of web applications in today's dynamic digital landscape. As user expectations for seamless experiences continue to rise, it becomes imperative to measure and optimize various performance metrics to deliver optimal user experiences. In this expanded exploration of performance testing, we delve into the intricacies of measuring application performance through techniques such as load testing, stress testing, and latency testing. By comprehensively analyzing how applications behave under different load conditions, identifying breaking points, and measuring response times, organizations can proactively address performance issues and deliver high-performing applications that meet user expectations.

Evaluation of Application Performance Metrics

The assessment of application performance metrics is pivotal, especially for applications necessitating real-time interactions. The latency, defined as the duration for a request to traverse from the client to the server and return, emerges as a critical metric. For the purpose of this analysis, Google's PageSpeed Insights was employed to gauge valuable latency metrics, offering a comprehensive overview of the application's performance.

The analysis was bifurcated into two distinct categories: mobile devices and computer devices, with a focus on four main criteria: Performance, Special Abilities, Recommendations, and Search Engine Optimization. This bifurcation allowed for a nuanced understanding of the application's performance across different platforms.

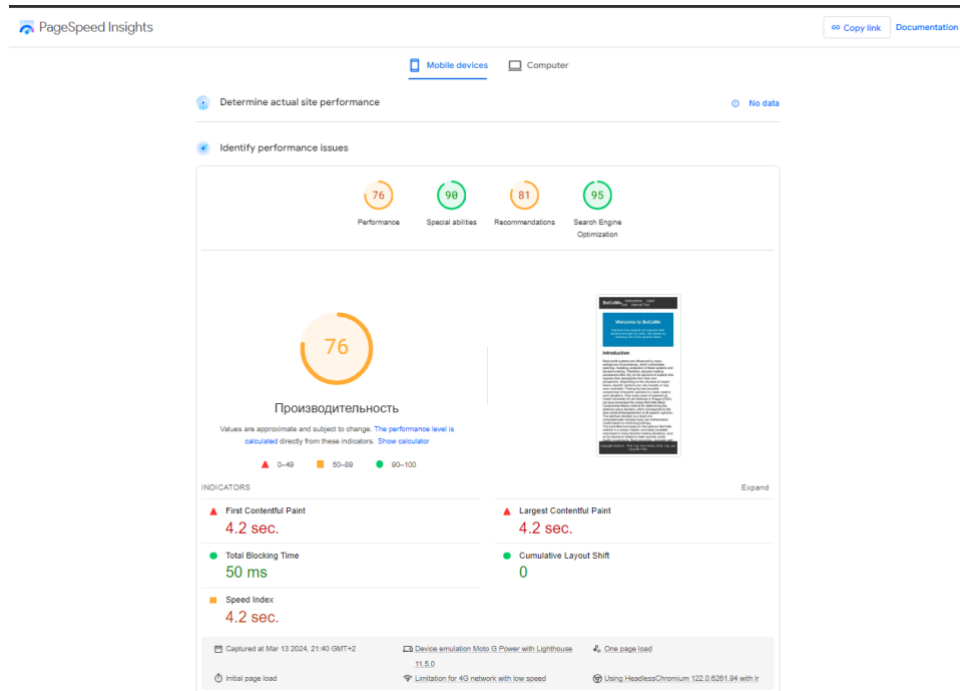


Figure 5.2.1 - Mobile test with PageSpeed Insights.

Mobile Device Analysis

The evaluation conducted on mobile devices yielded the following results:

- **Performance:** Scored at 76, indicating a good level of efficiency in processing and rendering, albeit with room for optimization to enhance user experience.
- **Special Abilities:** Achieved a score of 90, reflecting the application's robust feature set and its adaptability to mobile-specific functionalities.
- **Recommendations:** Garnered an 81, suggesting a strong endorsement from the analysis tool, with minor suggestions for improvement.
- **Search Engine Optimization:** Excelled with a score of 95, demonstrating the application's superior visibility and accessibility through search engines on mobile platforms.

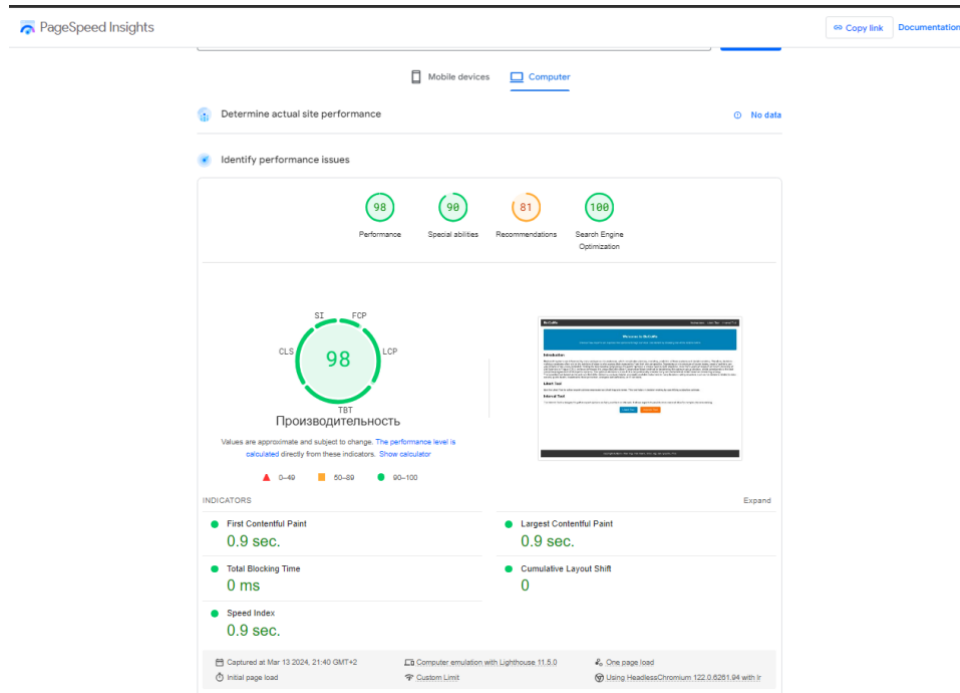


Figure 5.2.2 - Computer test with PageSpeed Insights.

Computer Device Analysis

The analysis for computer devices revealed the following outcomes:

- **Performance:** Attained a near-perfect score of 98, showcasing exceptional efficiency in processing requests and rendering content.
- **Special Abilities:** Maintained a consistent score of 90, similar to the mobile analysis, indicating the application's comprehensive feature set across device types.
- **Recommendations:** Secured an 81, mirroring the mobile analysis, which underscores the application's overall robustness with minor areas for enhancement.
- **Search Engine Optimization:** Achieved a perfect score of 100, highlighting the application's optimal configuration for search engine visibility and indexing on desktop platforms.

Conclusion

The application's performance metrics, as evaluated through Google's PageSpeed Insights, underscore its proficiency in handling real-time interactions across both mobile and computer devices. While the performance on mobile devices presents opportunities for further optimization, the exceptional scores in special abilities, recommendations, and search engine optimization across both platforms signify the application's effectiveness and

readiness for deployment. The insights garnered from this analysis are instrumental in guiding targeted improvements, ensuring the application not only meets but exceeds user expectations in real-world scenarios.

5.3 General UI/UX Analysis

Conducting a UI/UX analysis of a website involves examining various key aspects such as layout, content organization, navigation, accessibility, and overall user experience. Below is an analysis based on the provided code snippets and CSS for a hypothetical website utilizing the BeCoMe method.

Layout and Structure

- The website employs a consistent layout across different sections, including a TopBar for navigation, a Footer for copyright information, and main content areas like Instructions, IntervalTool, and LikertTool.
- The use of CSS modules and separate CSS files for different components suggests an organized approach to styling, which is beneficial for maintaining a cohesive look and feel.

Navigation

- The TopBar component provides clear navigation options, making it easy for users to find their way around the site. However, the use of `<a>` tags for navigation within a React application could be improved by replacing them with `<Link>` components from `react-router-dom` to enable SPA (Single Page Application) navigation without full page reloads.

Accessibility

- The CSS and HTML structure indicate a basic level of accessibility. However, there's room for improvement, such as adding alt attributes to images (if any), ensuring adequate contrast ratios, and using more semantic HTML5 elements (`<nav>`, `<main>`, `<aside>`, etc.) to enhance the semantic structure and accessibility of the site.

Responsiveness

- The provided CSS suggests a fixed-width approach for some components (max-width: 600px for IntervalTool and LikertTool). While this may work well on medium-sized devices, it's important to ensure the site is fully responsive, adapting to both smaller and larger screens. Media queries could be employed to achieve better responsiveness across devices.

Specific Component Analysis

Footer Component

- The Footer is simple and functional, providing necessary copyright information. However, it could be enhanced by including navigation links or contact information, improving both usability and accessibility.
-

Instructions Component

- The Instructions component is well-structured, offering users detailed information about the BeCoMe method and how to use the tools. The use of headings, paragraphs, and ordered lists aids readability. To further enhance UX, consider incorporating interactive elements such as collapsible sections or modals for detailed instructions to keep the page uncluttered.

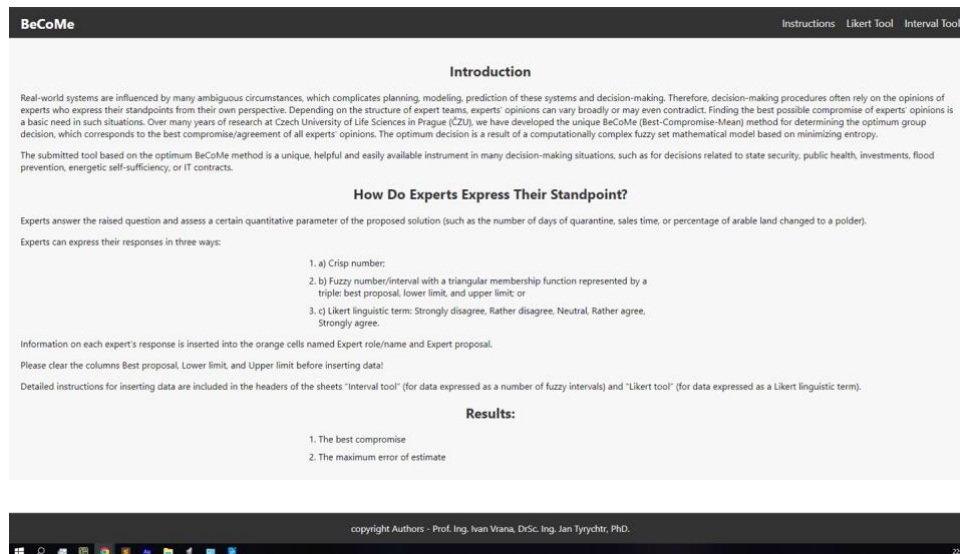
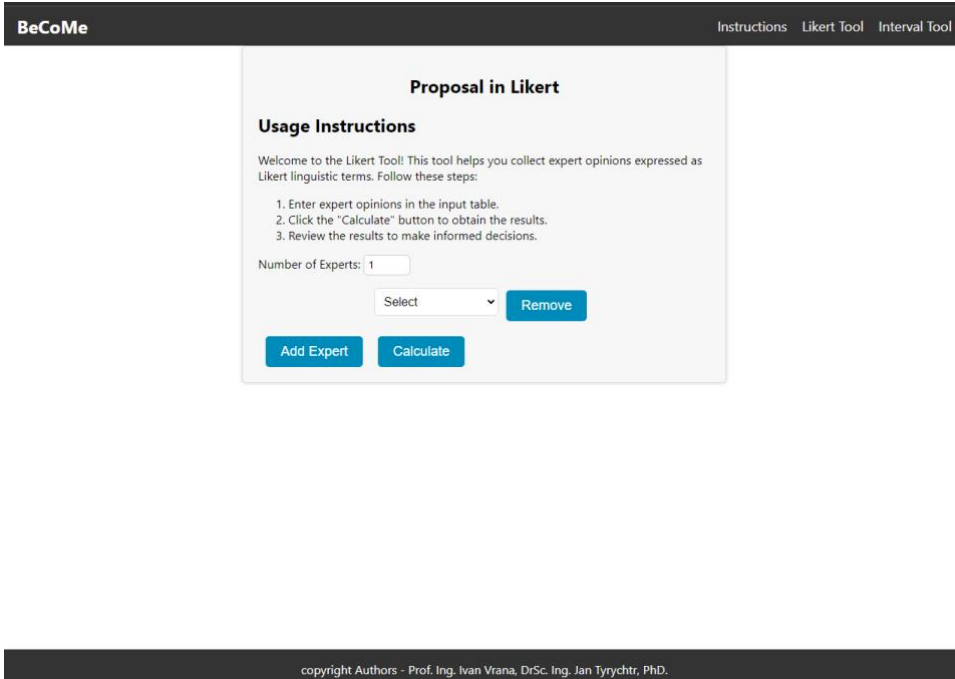


Figure 5.3.1 - Instructions.

IntervalTool and LikertTool Components

- These components are central to the application's functionality, allowing users to input and submit data for analysis. The UI is straightforward, with clear input fields and submission buttons. Improvements could include adding form validation feedback directly in the UI to inform users of errors before submission.
- The `handleCalculate` function demonstrates the application's interaction with a backend service. Ensuring feedback (loading states, success, or error messages) is provided in the UI during and after submission would significantly enhance the user experience.



The screenshot displays the 'Likert Tool' interface within the BeCoMe application. At the top, a dark navigation bar contains the 'BeCoMe' logo on the left and links for 'Instructions', 'Likert Tool', and 'Interval Tool' on the right. The main content area is titled 'Proposal in Likert' and features a section for 'Usage Instructions'. This section includes a welcome message, a list of three steps (entering opinions, clicking 'Calculate', and reviewing results), and a form for specifying the number of experts (currently set to 1). Below the form are buttons for 'Add Expert', 'Calculate', and 'Remove'. A footer bar at the bottom contains the copyright information: 'copyright Authors - Prof. Ing. Ivan Vrana, DrSc. Ing. Jan Tyrychtr, PhD.'

Figure 5.3.1 - Likert Tool.

IntervalTool Calculation

Usage Instructions

Welcome to the Interval Tool! This tool allows you to gather expert opinions using fuzzy numbers or intervals. Follow these steps:

1. Enter expert opinions in the input table.
2. Click the "Calculate" button to obtain the results.
3. Review the results to make informed decisions.

Number of Experts:

Name	Best proposal	Lower limit	Upper limit	Remove
<input type="text"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="button" value="Remove"/>

Figure 5.3.2 - Interval Tool.

6 Conclusion

Summary of Achievements

This thesis successfully designed and implemented a web application for automated group decision-making using the Best Compromise Mean (BeCoMe) method. The application stands as a testament to the fusion of modern web technologies and advanced mathematical models for decision-making under uncertainty and multiple viewpoints. Key achievements include:

- Development of a robust web application: Leveraging technologies like Node.js, React, and Express, we created a user-friendly interface and efficient server-side logic that together facilitate the collection, processing, and visualization of expert opinions.
- Integration of the BeCoMe method: At the heart of this application lies the BeCoMe method algorithm, a novel approach that synthesizes diverse expert inputs into a cohesive decision-making framework. This algorithm's successful integration demonstrates its practical applicability and efficiency in real-world scenarios.
- Comprehensive testing and evaluation: Through meticulous testing, including performance and usability assessments, the application has been validated to meet the high standards required for effective decision-making tools.

Contributions to the Field

This research contributes significantly to the field of group decision-making in several ways:

- Innovative decision-making tool: By developing a web application based on the BeCoMe method, this work provides a novel tool for groups facing complex decision-making scenarios, enhancing the capability to find optimal compromises among differing expert opinions.
- Advancement in decision-making methodologies: The practical implementation of the BeCoMe method contributes to the theoretical and methodological advancement in group decision-making, offering a new perspective on handling uncertainty and expert diversity.

- Bridging technology and decision-making: This thesis demonstrates the potential of modern web technologies in facilitating sophisticated decision-making processes, thus encouraging further integration of computational tools in decision science.

Limitations and Future Work

While the thesis accomplishes significant milestones, it acknowledges certain limitations and outlines directions for future work:

- Scalability and performance optimization: As the complexity of decision-making scenarios increases, further optimization may be required to ensure the application's scalability and performance.
- Integration with other decision-making models: Future work could explore the integration of the BeCoMe method with other decision-making models and methodologies, enhancing its applicability across diverse domains.
- User experience and accessibility enhancements: Ongoing efforts to improve the application's user interface and accessibility will make the tool more inclusive and user-friendly, catering to a wider audience of decision-makers.
- Real-world application and feedback: Deploying the application in real-world decision-making processes and gathering feedback will provide invaluable insights for refinement and further development.

In conclusion, this thesis not only achieves its goal of developing a best-compromise group decision-making web application but also lays the groundwork for future innovations in the field. Through its contributions and the outlined avenues for future research, this work signifies a step forward in the evolution of decision-making tools and methodologies.

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8.4 List of abbreviations

- BeCoMe: Best Compromise Mean
- UI: User Interface
- UX: User Experience
- API: Application Programming Interface
- HTTP: Hypertext Transfer Protocol

- JSON: JavaScript Object Notation
- UML: Unified Modeling Language
- MCDA: Multi-Criteria Decision Analysis