

BECOMING A .NET DEVELOPER USING NET CORE X.X WHILE YOU BUILD A SOCIAL NETWORK.

STARLING GERMOSEN

SGERMOSEN.COM @SGERMOSEN24

[HTTP://GITHUB.COM/SGERMOSEN](http://github.com/sgermosen)



CORE CASES

REQUIREMENTS DOCUMENT

COACHING EVENTS IS A MINI SOCIAL NETWORK FOR COMMUNICATE COACH WITH THEIR FOLLOWERS, WITH THE OBJECTIVE THAN THEY GO TO THEIR CONFERENCES, LIKE AN EVENT SOCIAL NETWORK, NEED TO BE POSSIBLE LIST THE EVENTS, THAN ON THE CREATION MOMENT REQUIRED A DATE, TYPE AND LOCATION.

THE COACH NEED TO HAVE A PAGE WHERE CAN EDIT, DELETE AND OBVIOUSLY ADD AN EVENT TO THE LIST.

THE FOLLOWERS AND LOVERS OF THIS KIND OF EVENTS, CAN FOLLOW THEIR FAVORITES COACHS, AND RECEIVE A NOTIFICATION WHEN THEIR FAVORITES COACH ADD OR MODIFY AN EVENT.

USERS NEED TO HAVE THE POSSIBILITY TO SEARCH UPCOMING EVENTS BY COACH, TYPE AND LOCATION TO ADD IT TO THEIR ACTIVITY CALENDAR.

WHEN THE USER FOLLOW AN COACH THEIR UPCOMING EVENTS NEED TO BE VISIBLE ON HIS FEED.

AUTHENTICATION

- SIGN UP
- LOGIN
- LOG OUT
- CHANGE PASSWORD
- EDIT PROFILE

Side-project



EVENTS

- ADD AN EVENT
- MY UPCOMING EVENTS
- EDIT AN EVENT
- DELETE AN EVENT
- VIEW ALL UPCOMING EVENTS
- SEARCH EVENTS
- VIEW EVENTS DETAILS

CALENDAR

- ADD EVENT TO A CALENDAR
- REMOVE EVENT FROM CALENDAR
- VIEW EVENTS THAN I'M ATTENDING FOR



FOLLOWING

- FOLLOW A COACH
- UNFOLLOW A COACH
- WHO I'M FOLLOWING
- EVENT FEED BASED ON WHO I'M FOLLOWING



DEPENDENCIES

1

USE CASE 1

2

USE CASE 2

USE CASE 3

3

USE CASE 4

USE CASE 5

USE CASE 6

4

5

1

ADD EVENT

2

MY UPCOMING EVENTS
ALL UPCOMING EVENTS

3

EDIT AN EVENT
REMOVE AN EVENT
ADD A EVENT TO CALENDAR
FOLLOW A COACH
SEARCH
VIEW EVENT DETAILS

4

VIEW EVENTS I'M ATTENDING
SEE WHO I'M FOLLOWING
SEE FEED

5

REMOVE A EVENT FROM CALENDAR
UNFOLLOW A COACH

1

ADD EVENT

2

MY UPCOMING EVENTS
ALL UPCOMING EVENTS

3

EDIT AN EVENT
REMOVE AN EVENT
ADD A EVENT TO CALENDAR
FOLLOW A COACH
SEARCH
VIEW EVENT DETAILS

4

VIEW EVENTS I'M ATTENDING
SEE WHO I'M FOLLOWING
SEE FEED

5

REMOVE A EVENT FROM CALENDAR
UNFOLLOW A COACH

1

ADD EVENT

2

MY UPCOMING EVENTS
ALL UPCOMING EVENTS

3

EDIT AN EVENT
REMOVE AN EVENT
ADD A EVENT TO CALENDAR
FOLLOW A COACH
SEARCH
VIEW EVENT DETAILS

4

VIEW EVENTS I'M ATTENDING
SEE WHO I'M FOLLOWING
SEE FEED

5

REMOVE A EVENT FROM CALENDAR
UNFOLLOW A COACH

1

ADD EVENT

2

MY UPCOMING EVENTS

ALL UPCOMING EVENTS

3

EDIT AN EVENT

REMOVE AN EVENT

ADD A EVENT TO CALENDAR

FOLLOW A COACH

SEARCH

VIEW EVENT DETAILS

4

VIEW EVENTS I'M ATTENDING

SEE WHO I'M FOLLOWING

SEE FEED

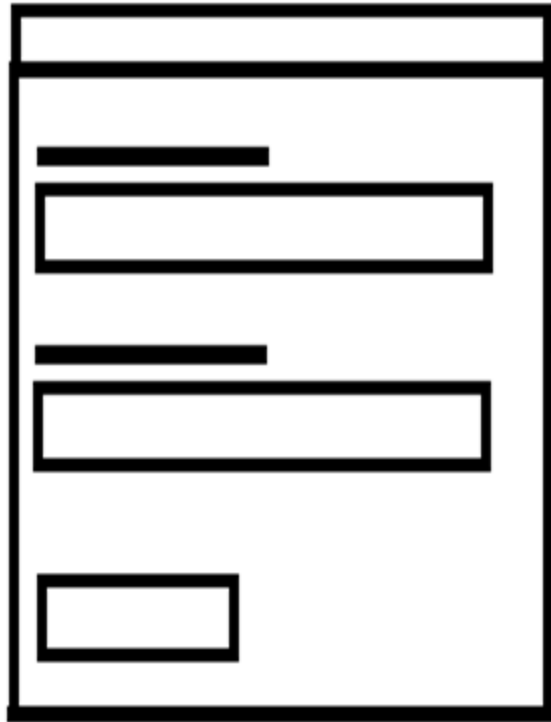
5

REMOVE A EVENT FROM CALENDAR

UNFOLLOW A COACH

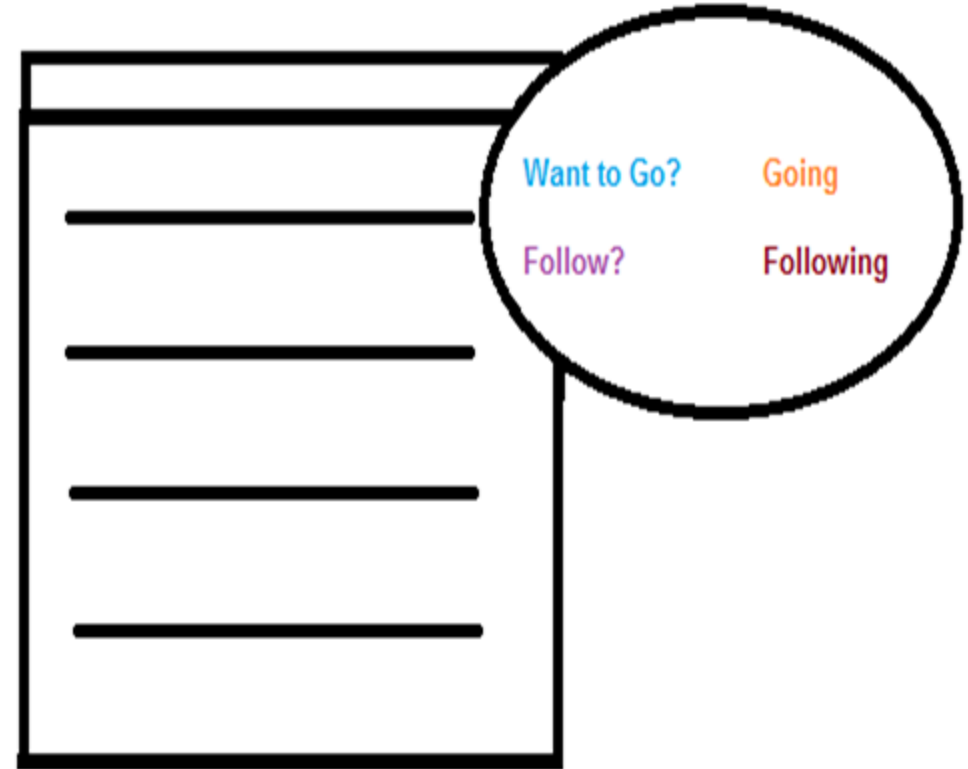
STARTING THE ITERATIONS

- NEVER CODE WITHOUT SKETCH



A wireframe of a form titled "Add a Event". It contains several input fields: a short text field, a long text field, another short text field, another long text field, and a small rectangular checkbox at the bottom.

Add a Event



A wireframe of a form titled "View all Upcoming events". It contains several horizontal lines representing a list of events. A circular callout bubble is positioned to the right of the form, containing four text elements: "Want to Go?" in blue, "Going" in orange, "Follow?" in purple, and "Following" in red.

View all Upcoming events

Coaching Events

Login

Navigation Bar

Coaching Events

Germosen

Navigation Bar

Events I'm Attending
Who I'm Following

Log Out

SUMMARY

- WE SEE HOW LOOKS LIKE A REQUIREMENTS DOCUMENT
- WE LEARN HOW TO STRACK THE CORE CASES AND THEIR IMPORTANT
- WE IMPLEMENT THOSE KNOWLEDGE ON OUR APPLICATION SKETCHING IT