Project Title: Event Venue CRM

Phase 5 — Apex Programming (Developer)

5.1 Classes & Objects

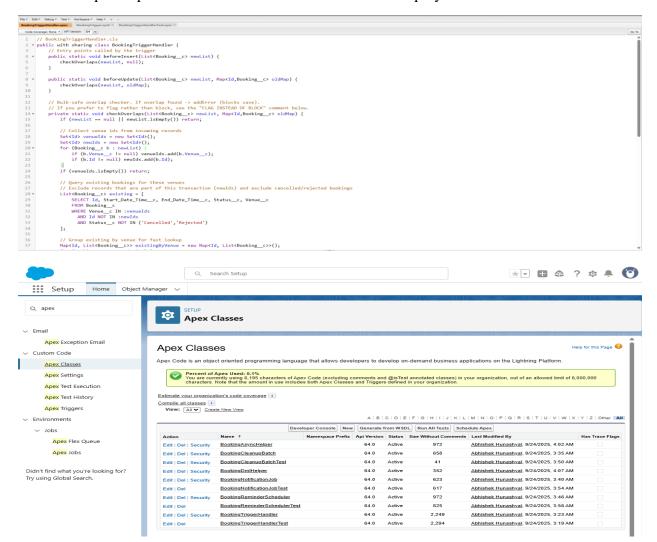
Purpose: Encapsulate business logic and reusable functions.

Examples:

- BookingTriggerHandler → Handles Booking validation, conflict detection, and payment status updates.
- BookingAsyncHelper → Handles asynchronous operations like email notifications.
- BookingDmlHelper → Wraps DML operations with exception handling.

Setup:

• Setup \rightarrow Apex Classes \rightarrow New \rightarrow code \rightarrow Save \rightarrow Deploy.



5.2 Apex Triggers

Purpose: Automate logic before/after insert, update, or delete of records.

Example: Booking Trigger

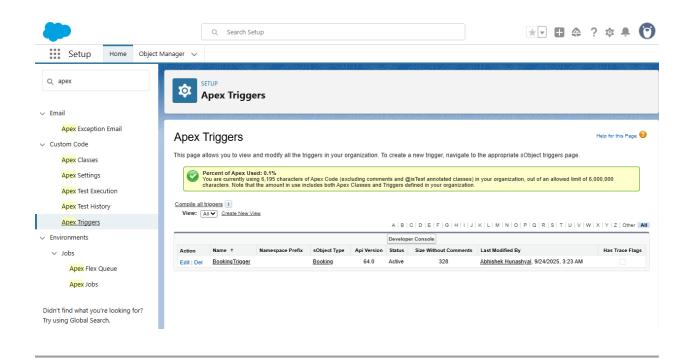
Trigger on Booking_c:

o **Before Insert/Update:** Validate End Date > Start Date

 After Insert/Update: Check conflicts, update payment status, optionally call future method

Setup:

• Setup \rightarrow Apex Triggers \rightarrow New \rightarrow Attach to Booking $c \rightarrow$ Save \rightarrow Activate



5.3 Trigger Design Pattern

Purpose: Organize triggers using Handler classes to improve readability and maintainability. **Example:**

- BookingTrigger → calls BookingTriggerHandler.beforeInsertUpdate() and .afterInsertUpdate().
- Handler class contains bulkified methods to handle multiple records efficiently.

```
// BookingTrigger.trigger
trigger BookingTrigger on Booking_c (before insert, before update) {
   if (Trigger.isBefore) {
      if (Trigger.isInsert) {
        BookingTriggerHandler.beforeInsert(Trigger.new);
      }
      if (Trigger.isUpdate) {
        BookingTriggerHandler.beforeUpdate(Trigger.new, Trigger.oldMap);
      }
   }
}
```

5.4 SOQL & SOSL

Purpose: Query Salesforce database efficiently.

Example SOQL Queries:

Booking_c b = [SELECT Id, Name, Booking_Amount_c FROM Booking_c WHERE Id = :bookingId LIMIT 1];

List<Booking_Payment__c> payments = [SELECT Id, Amount__c FROM Booking_Payment__c WHERE Booking__c = :bookingId];

Example SOSL Query:

List<List<SObject>> searchResults = [FIND 'Ravi*' IN ALL FIELDS RETURNING Contact(Id, Name)];

```
public class BookingNotificationJob implements Queueable {
    public Id bookingId;
    public BookingNotificationJob(Id bookingId) {
        this.bookingId = bookingId;
    public void execute(QueueableContext qc) {
        Booking__c b = [
            SELECT Id, Name, OwnerId
            FROM Booking__c
            WHERE Id = :bookingId
            LIMIT 1
        Task t = new Task(
            Subject = 'Review booking ' + b Name,
            WhatId = b.Id,
            OwnerId = b.OwnerId,
            Status = 'Not Started',
            Priority = 'High'
        insert t;
}
```

5.5 Collections: List, Set, Map

```
Purpose: Store and process multiple records efficiently.
Example:
List<Booking c> bookings = new List<Booking c>();
Set<Id> bookingIds = new Set<Id>();
Map<Id, Booking c> bookingMap = new Map<Id, Booking c>();
// BookingTriggerHandler.cls
public with sharing class BookingTriggerHandler {
    // Entry points called by the trigger
    public static void beforeInsert(List<Booking_c> newList) {
       checkOverlaps(newList, null);
    public static void beforeUpdate(List<Booking c> newList, Map<Id,Booking c> oldMap) {
        checkOverlaps(newList, oldMap);
    // Bulk-safe overlap checker. If overlap found -> addError (blocks save).
    // If you prefer to flag rather than block, see the "FLAG INSTEAD OF BLOCK" comment below.
    private static void checkOverlaps(List<Booking_c> newList, Map<Id,Booking_c> oldMap) {
        if (newList == null || newList.isEmpty()) return;
        // Collect venue ids from incoming records
        Set<Id> venueIds = new Set<Id>();
        Set<Id> newIds = new Set<Id>();
        for (Booking_c b : newList) {
            if (b.Venue__c != null) venueIds.add(b.Venue__c);
            if (b.Id != null) newIds.add(b.Id);
        if (venueIds.isEmpty()) return;
        // Query existing bookings for these venues
        // Exclude records that are part of this transaction (newIds) and exclude cancelled/rejected bookings
        List<Booking_c> existing = [
           SELECT Id, Start_Date_Time__c, End_Date_Time__c, Status__c, Venue__c
           FROM Booking_c
           WHERE Venue_c IN :venueIds
             AND Id NOT IN :newIds
             AND Status c NOT IN ('Cancelled', 'Rejected')
        ];
        // Group existing by venue for fast lookup
        Map<Id, List<Booking_c>> existingByVenue = new Map<Id, List<Booking_c>>();
        for (Booking_c ex : existing) {
            if (!existingByVenue.containsKey(ex.Venue_c)) existingByVenue.put(ex.Venue_c, new List<Booking_c>());
            existingByVenue.get(ex.Venue_c).add(ex);
        }
```

5.6 Control Statements

Purpose: Handle decision-making and loops in Apex.

Examples:

```
if(booking.Status__c == 'Confirmed'){ ... }
for(Booking__c b : bookings){ ... }
while(condition){ ... }
switch on status__c { ... }
```

5.7 Batch Apex

Purpose: Process large volumes of records asynchronously.

Example: Update payment status for all bookings:

- Class implements Database.Batchable<SObject>
- Execute batch:

Database.executeBatch(new BookingPaymentBatch(), 200);

5.8 Queueable Apex

Purpose: Run asynchronous operations with complex logic.

Example: Send booking notifications:

- Class implements Queueable
- Enqueue job:

System.enqueueJob(new BookingQueueable(bookingId));

5.9 Scheduled Apex

Purpose: Run Apex classes at specific times. **Example:** Daily conflict check for Bookings:

System.schedule('Daily Booking Conflict Check', '0 0 1 * * ?', new DailyBookingCheck());

5.10 Future Methods

Purpose: Run lightweight asynchronous operations.

Example:

BookingAsyncHelper.notifyBookingConfirmed(bookingId);

5.11 Exception Handling

```
Purpose: Prevent runtime errors from stopping processes.
```

```
Example: Wrap DML in try/catch:
```

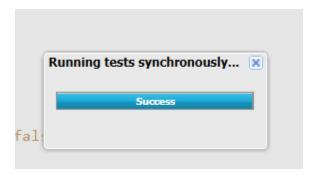
```
try {
  update booking;
} catch(DmlException e){
  System.debug('Error updating booking: ' + e.getMessage());
public class BookingAsyncHelper {
    // Sends a notification or logs asynchronously when booking is confirmed
    public static void notifyBookingConfirmed(Id bookingId){
        try {
            Booking_c b = [SELECT Id, Name, Customer_c FROM Booking_c WHERE Id = :bookingId LIMIT 1];
            // Example: Log a message (can be replaced with real email or notification logic)
            System.debug('Booking confirmed asynchronously: ' + b.Name + ' for Customer Id: ' + b.Customer__c);
            // Optional: send email to Venue Manager
            User venueManager = [SELECT Id, Email FROM User WHERE Profile.Name = 'Venue Manager' LIMIT 1];
            Messaging.SingleEmailMessage mail = new Messaging.SingleEmailMessage();
            mail.setToAddresses(new String[]{venueManager.Email});
            mail.setSubject('Booking Confirmed: ' + b.Name);
            mail.setPlainTextBody('Booking ' + b.Name + ' has been confirmed. Please review if needed.');
            Messaging.sendEmail(new Messaging.SingleEmailMessage[]{mail});
        } catch(Exception e){
            System.debug('Error in async notifyBookingConfirmed: ' + e.getMessage());
    }
```

5.12 Test Classes

Purpose: Validate logic, ensure code coverage, and make deployments possible. **Example:**

• Create sample Venue, Contact, Booking, Booking Payment

- Insert records → Verify conflict detection, payment status, and notifications
- Use System.assertEquals() to validate expected outcomes



5.13 Asynchronous Processing

Purpose: Improve performance for operations that can run later.

Types:

- Future Methods → Lightweight async tasks
- **Queueable Apex** → Chainable async tasks
- **Batch Apex** → Large volume data processing
- Scheduled Apex → Run at specific intervals