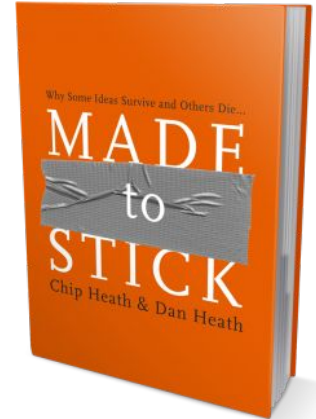

Student Management System

Story of a day

- Detailed Discussion on every aspect of the project
- Pre and Post test of every topic
- Doubt Discussion with the Trainer
- Assignments to get better understanding of the concept.
- Each day was small step to our final goal



Planning of 3 weeks

Linux

Git

UML

Java

SQL

Rest

Dropwizard



Time

16 days

144 hours

8640 minutes

518400 Seconds

INT_MAX Learning

Agenda of 3 weeks

- To develop the thinking ability for large scale projects
- Project Goals
- Learn the best Engineering Practices
- Tech Stack Required for the project
- Development of the project in 4 phase
- How to handle challenges and errors



Quote

I am here not to teach you how to code .I am here to teach you how to think and code .

-Amit
Balyan (mentor)

Building Steps of the project

Size Represents the importance of each steps

7. Project
6. Dropwizard
5. Web Based Application
4. Command Line Application
3. UML Diagrams Design
2. Deciding the Tech Stack
1. Understanding of the project

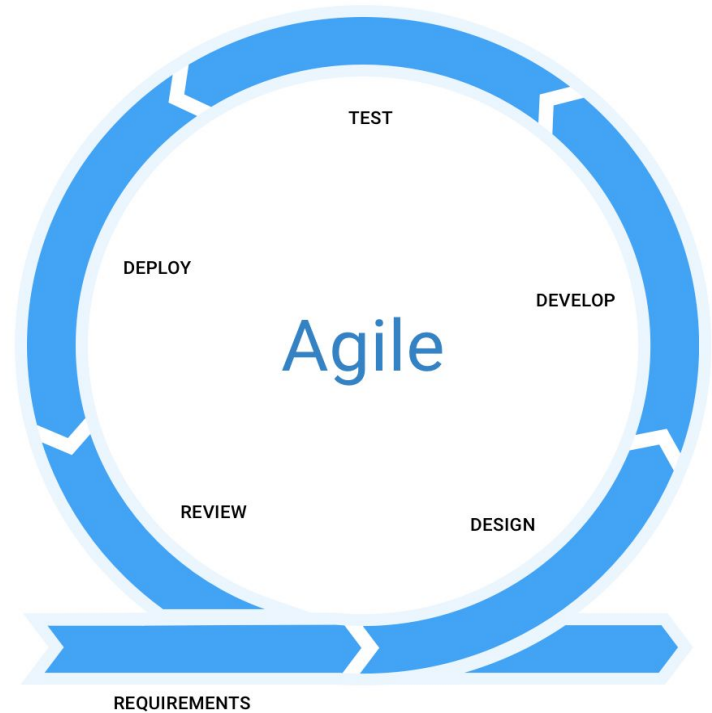


OurTeam

- Amit Balyan Sir (Mentor)
- Burhanuddin Dewaswala

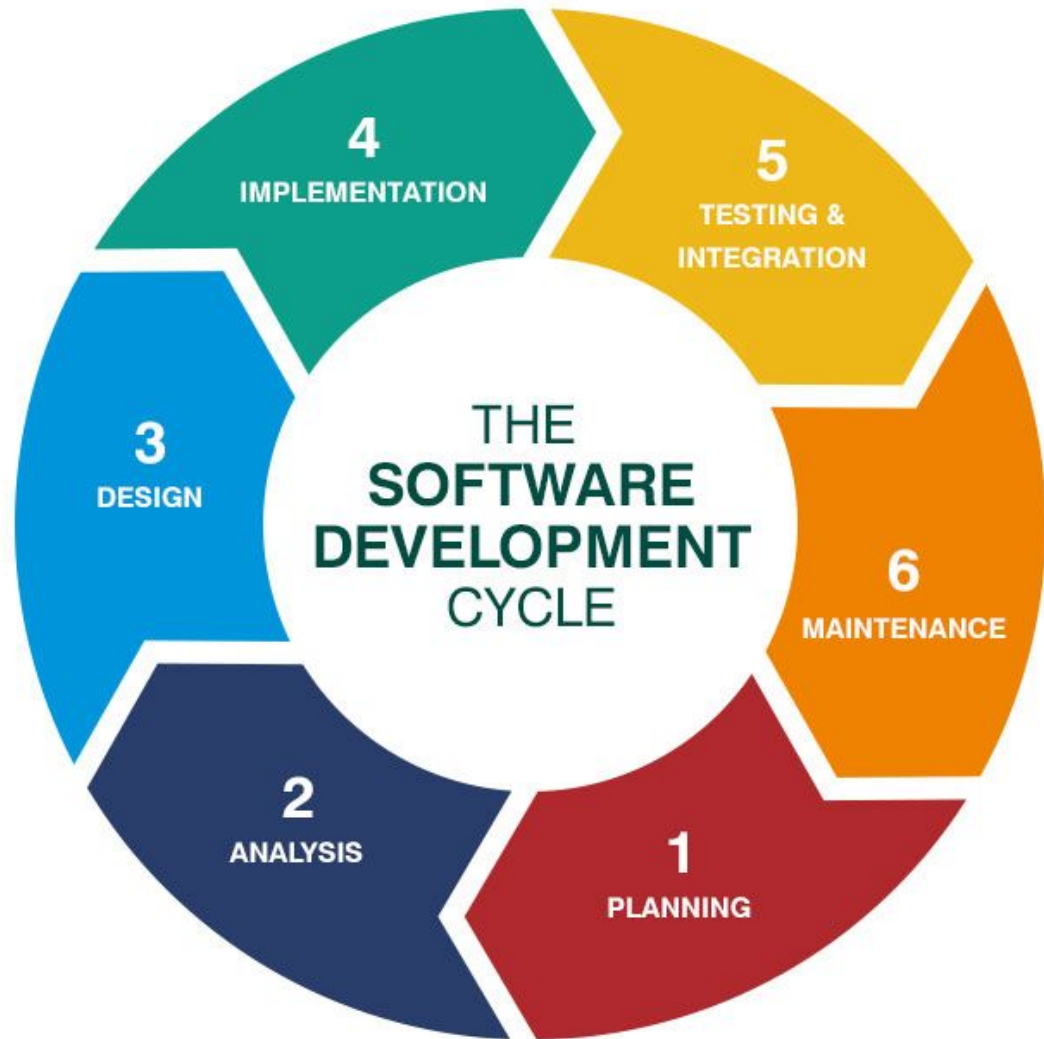
Engineering Practices And Model Used

Agile model



Story for illustration purposes only

Software Development Life Cycle



Tech Stack

- Core Java
- MySQL
- GIT
- Apache-Jersey
- Dropwizard

Challenges and Learning

- Getting comfortable with new environment and tech stack
- Learning to draw uml diagram
- Using Java and handling high level issues in the project
- Understanding how to think for a large scale project
- Learning Postman to test services.
- Setting up dropwizard

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Questions?

DEMO

Thankyou.