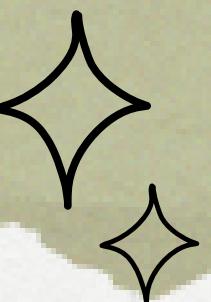
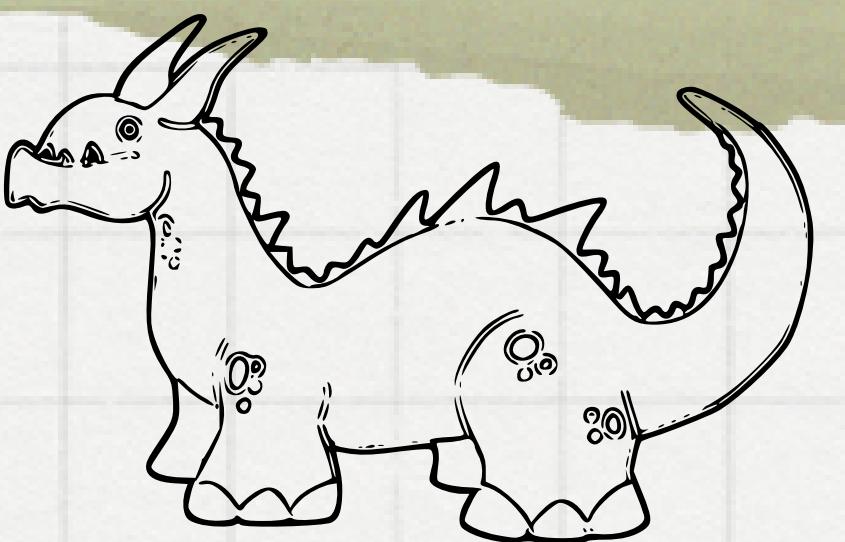
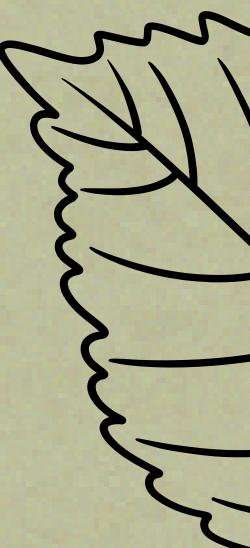
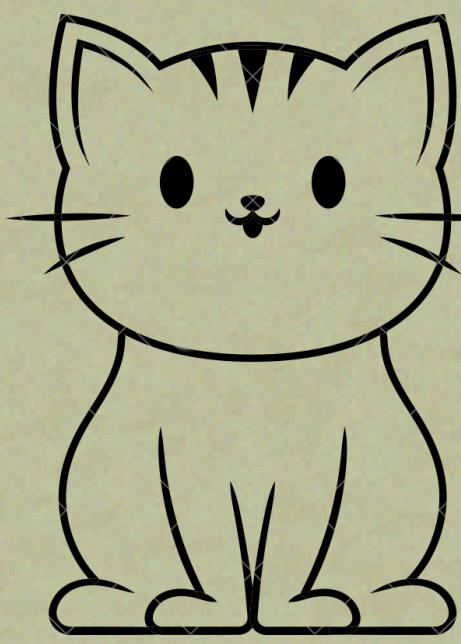
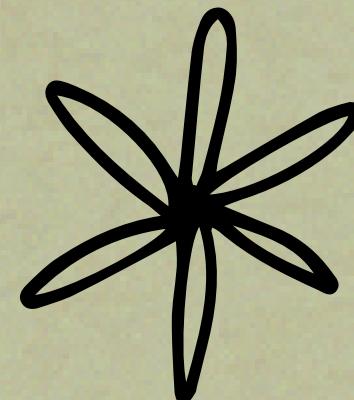
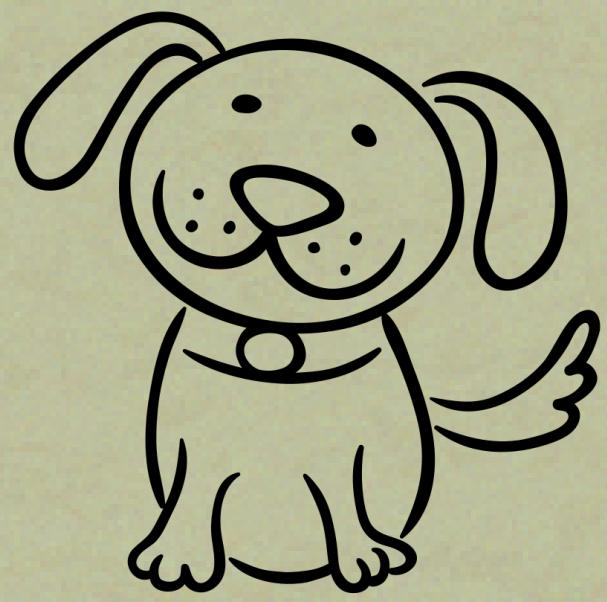
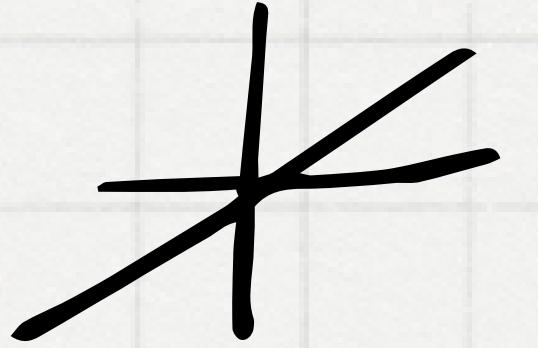
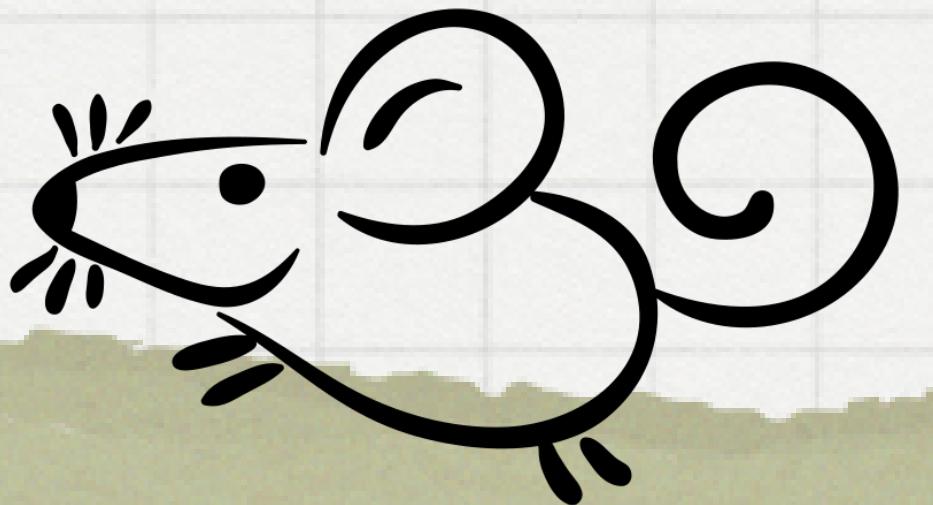
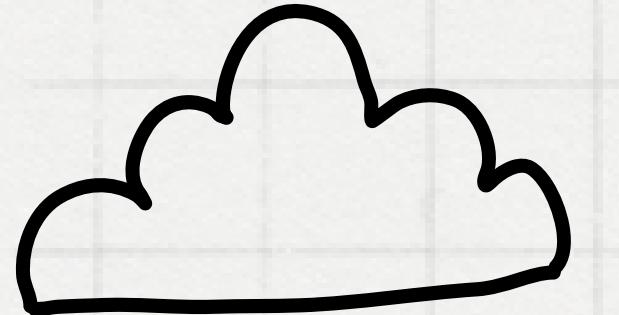
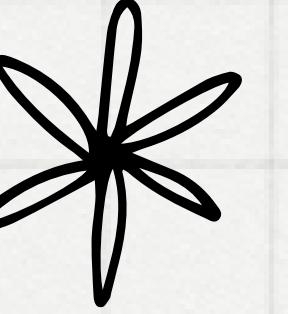


TechTails



Introduction

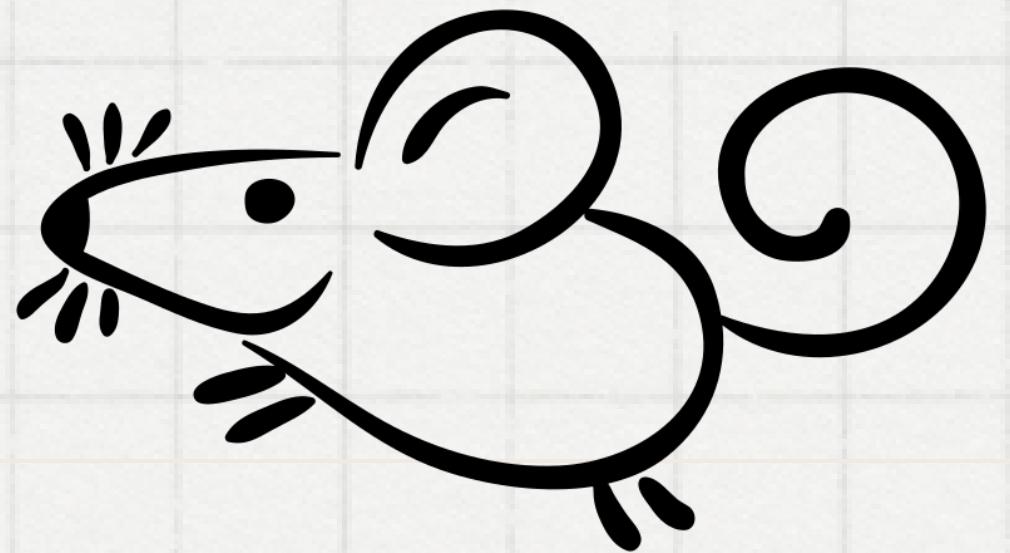


FEED AND PLAY WITH YOUR OWN VIRTUAL PET!

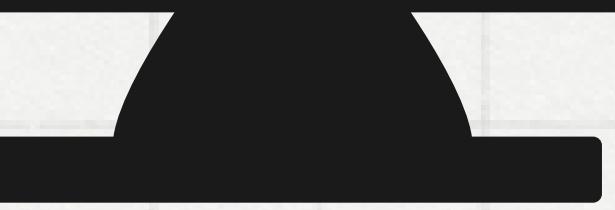
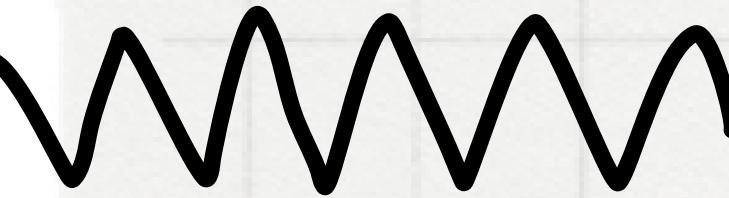
Happiness Level - 50



Energy Level - 50

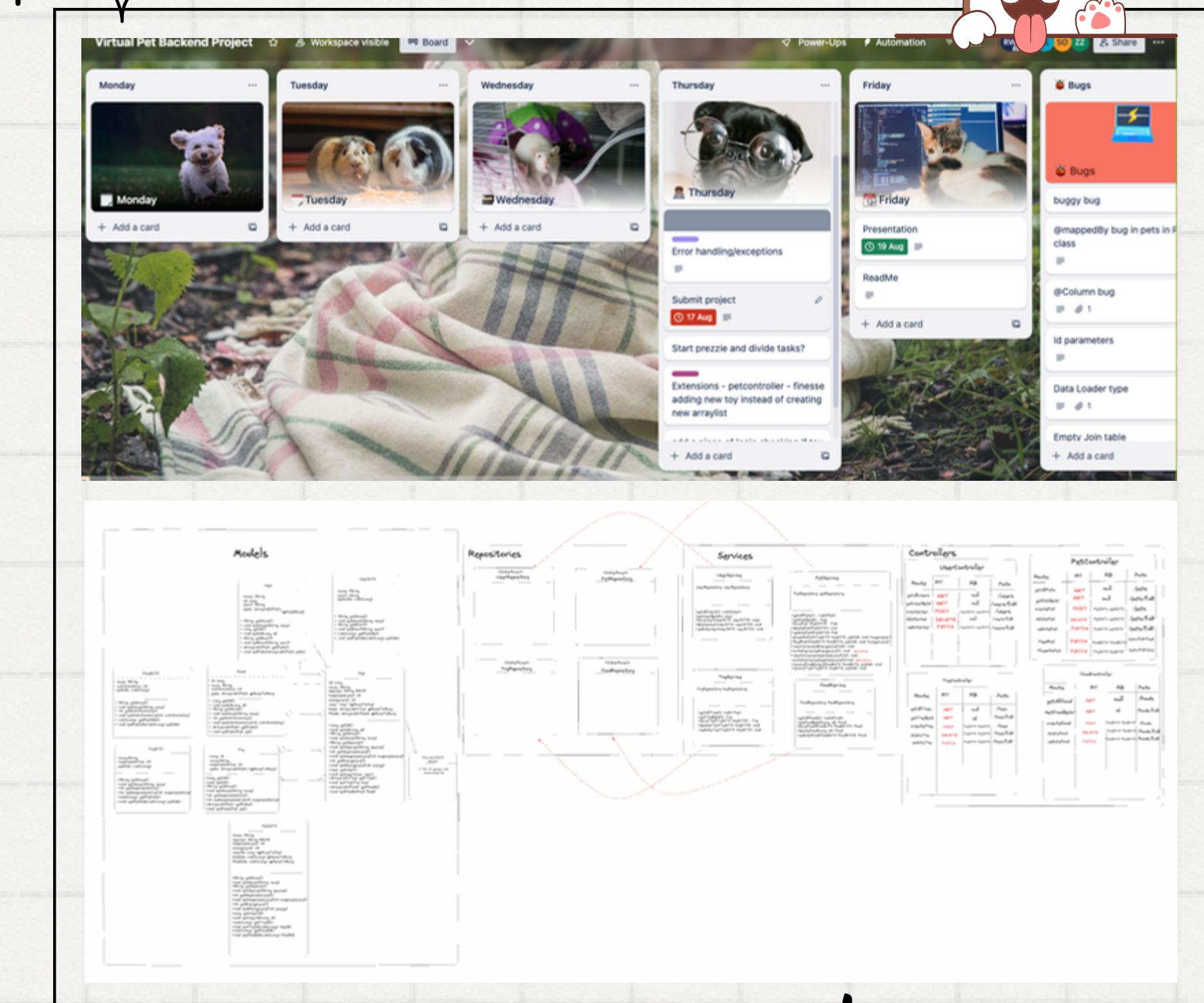


SESAME



Planning

- Trello + Google Docs
- Extensive UML
- MOBBING IT



Demo!

Users

```
"name": "MotherOfDragons",  
      "id": 1,  
      "email":  
"james@MotherOfDragons",  
      "pets": []
```

Food

```
"id": 1,  
"name": "Raw meat",  
"nutritionValue": 20,  
"pets": []
```

Pets

```
"id": 1,  
"name": "Khaleesi",  
"species": "DRAGON",  
"happinessLevel": 50,  
"energyLevel": 50,  
"user": {}
```

Toys

```
"id": 2,  
"name": "Ball",  
"happinessValue": 20,  
"pets": []
```

HTTP Users / gets all users

GET localhost:8080/users

Params Authorization Headers (6) Body Pre-request Script Tests Settings

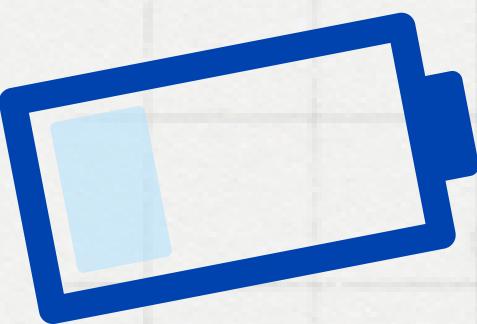
Body Cookies Headers (5) Test Results

Status: 200 OK Time: 200 ms

Pretty Raw Preview Visualize JSON ↻

```
1 [  
2 {  
3     "name": "MotherOfDragons",  
4     "id": 1,  
5     "email": "james@MotherOfDragons",  
6     "pets": [  
7         {  
8             "id": 1,  
9             "name": "Khaleesi",  
10            "species": "DRAGON",  
11            "happinessLevel": 50,  
12            "energyLevel": 50,  
13            "user": {  
14                "name": "MotherOfDragons",  
15                "id": 1,  
16                "email": "james@MotherOfDragons"  
17            },  
18            "toys": [  
19                {  
20                    "id": 1,  
21                    "name": "Humans",  
22                    "happinessValue": 20  
23                }  
24            ],  
25            "foods": [  
26                {  
27                    "id": 1,  
28                    "name": "Meat",  
29                    "happinessValue": 10  
30                }  
31            ]  
32        }  
33    ]
```

Gets All Users



Discussion of some code

```
@SpringBootApplication  
@EnableScheduling  
public class BackendProjectGroup4Application {  
  
    @Scheduled annotation  
    making the autoDecrease  
    method run every 15 seconds  
  
    @Scheduled(fixedRate = 15000) //note: 15000 = 15 seconds  
    public void autoDecrease() {  
        for (Pet petDecreasing : petRepository.findAll()) {  
            petDecreasing.setEnergyLevel(petDecreasing.getEnergyLevel() - 2);  
            petDecreasing.setHappinessLevel(petDecreasing.getHappinessLevel() - 2);  
            if(petDecreasing.getHappinessLevel() <= 0 || petDecreasing.getEnergyLevel() <= 0){  
                petRepository.deleteById(petDecreasing.getId());  
                continue;  
            }  
            petRepository.save(petDecreasing);  
        }  
    }  
}
```

Enable scheduling in application runner

Iterates through every pet

Decreasing happiness and energy level by 2

Check to see if happiness or energy level has reached 0.

If so it subsequently dies (deleted)

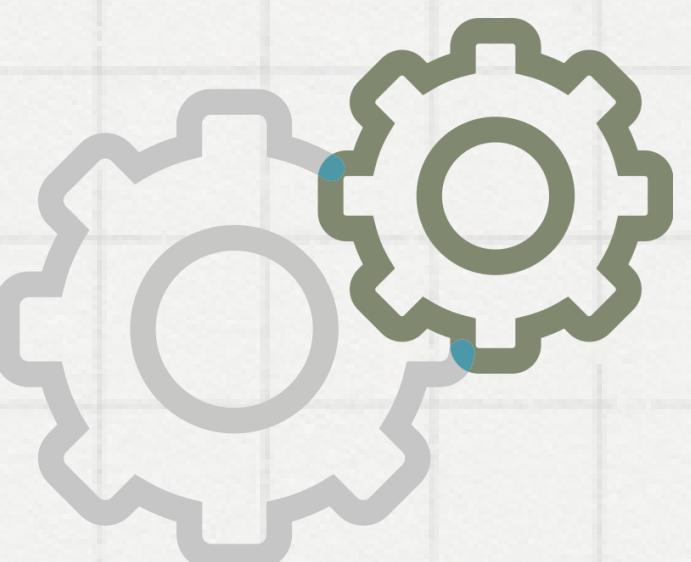
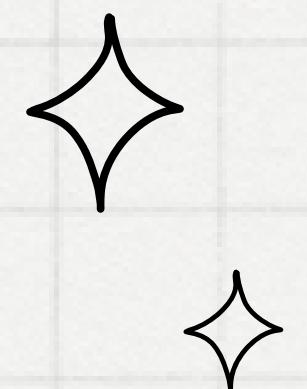
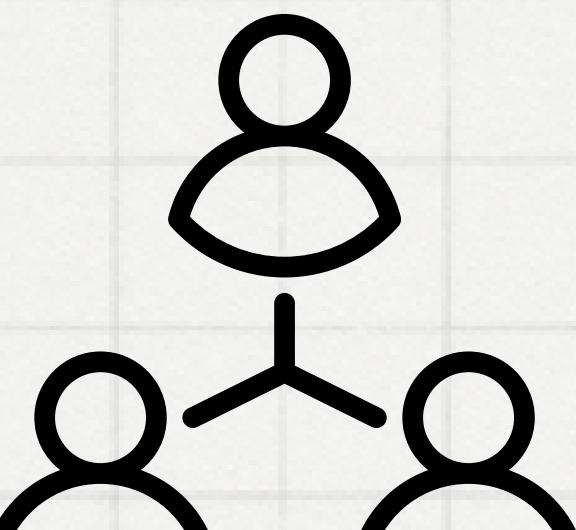
We are proud of ✕

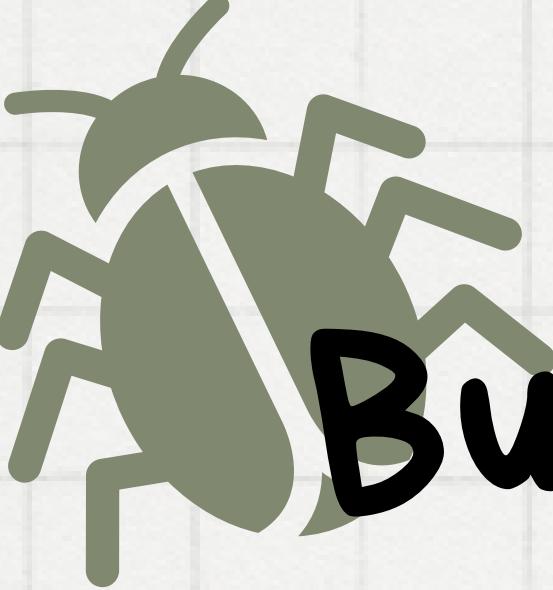
Seamless app integration

Brave exploration

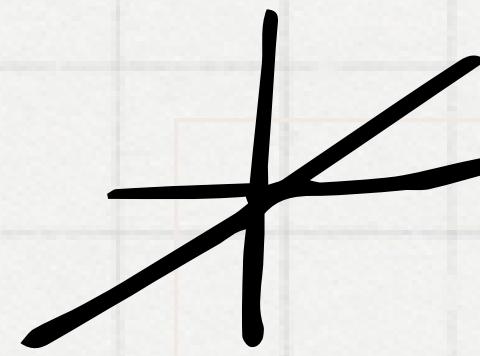
Effective collaboration

Mobbing





Bugs



01

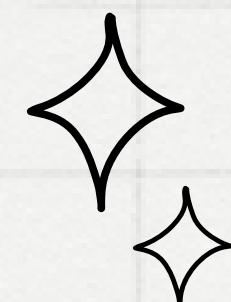
The method deleteUser in UserService

```
@OneToOne(mappedBy = "user", cascade = CascadeType.REMOVE,  
orphanRemoval = true)
```

02

Passing in request parameters for energy
and happiness levels in PetController

```
@GetMapping  
public ResponseEntity<List<Pet>>  
getAllPetsByHappinessAndEnergyLevel(  
    @RequestParam( required=false, name = "happinessLevel")  
    Integer happinessLevel,  
    @RequestParam (required=false, name = "energyLevel")  
    Integer energyLevel){
```



**Thank
you!**

