Documentatie proiect IPDP

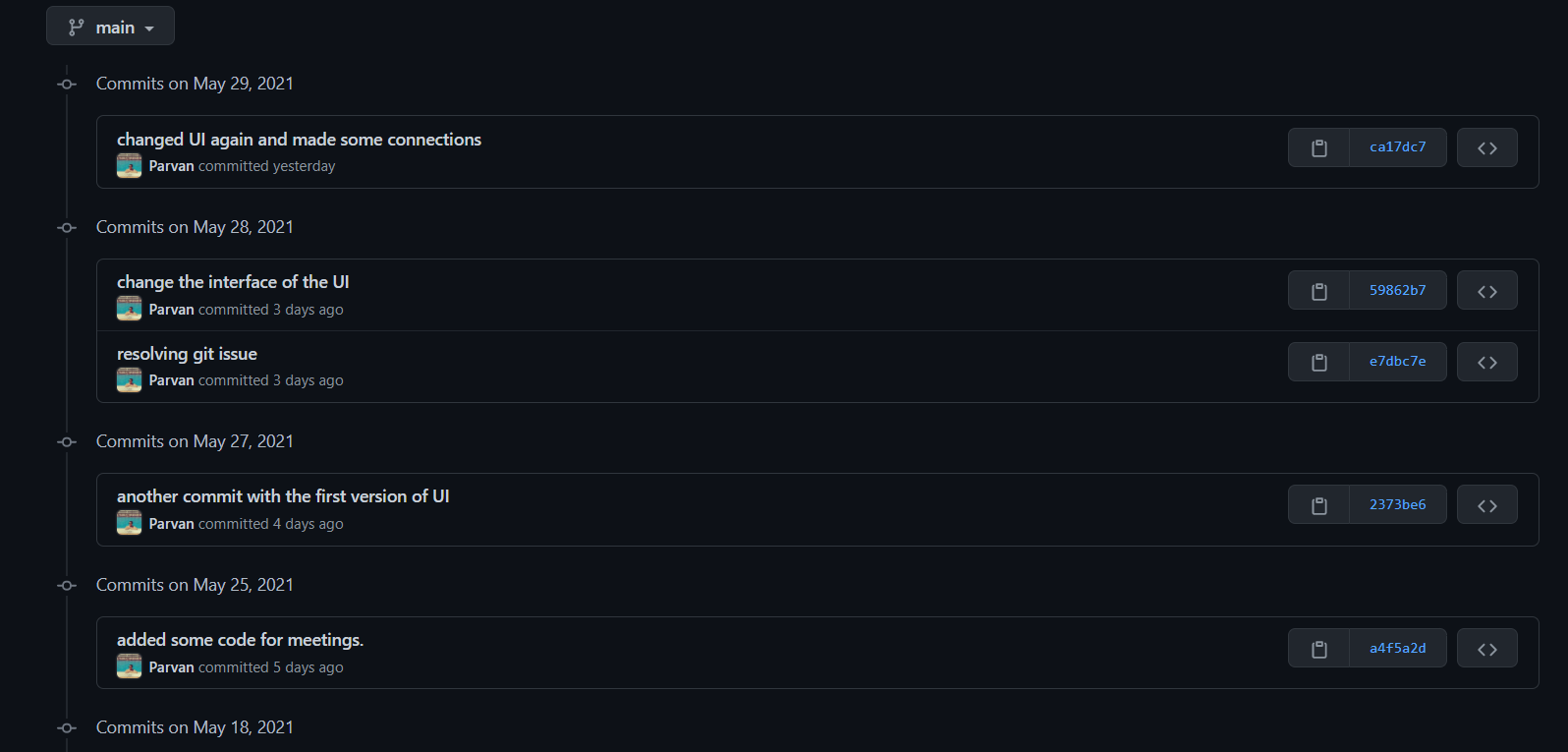
De Parvan Andrei Leonard

1.Utilizați un sistem de versionare a codului și exemplificati folosirea comenzilor de tipul push - pull

Link GitHub:

<https://github.com/Impulsul/Time-Manager>

Versionarea..



2.Generati diagrama UML de clase, de secvența și de Use-Case:

Diagrame UML:

Use-Case:

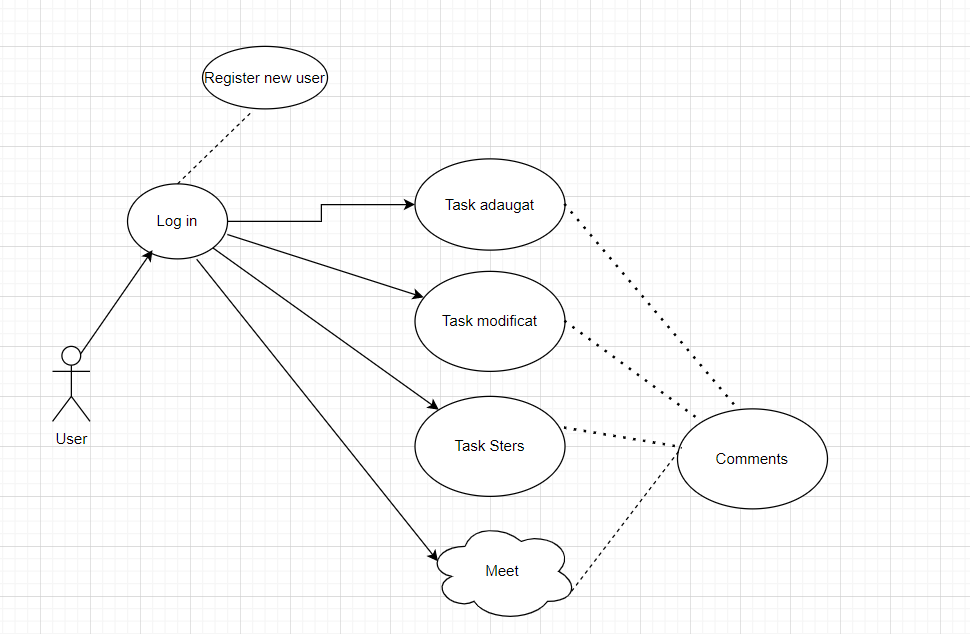
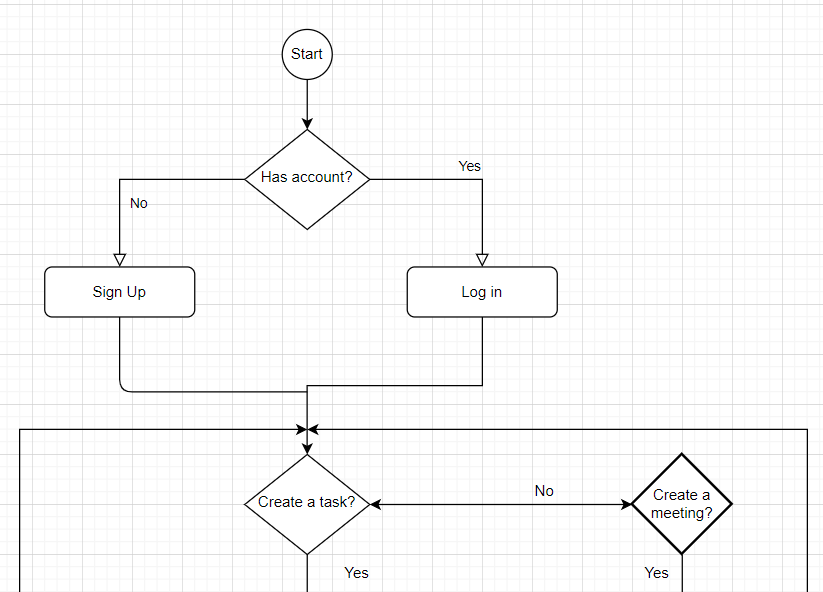
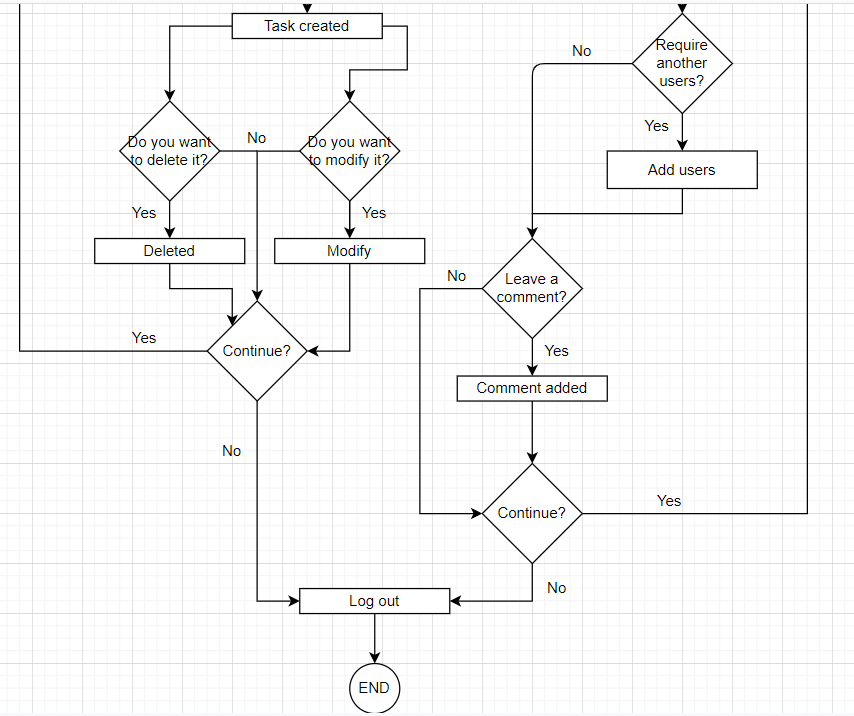
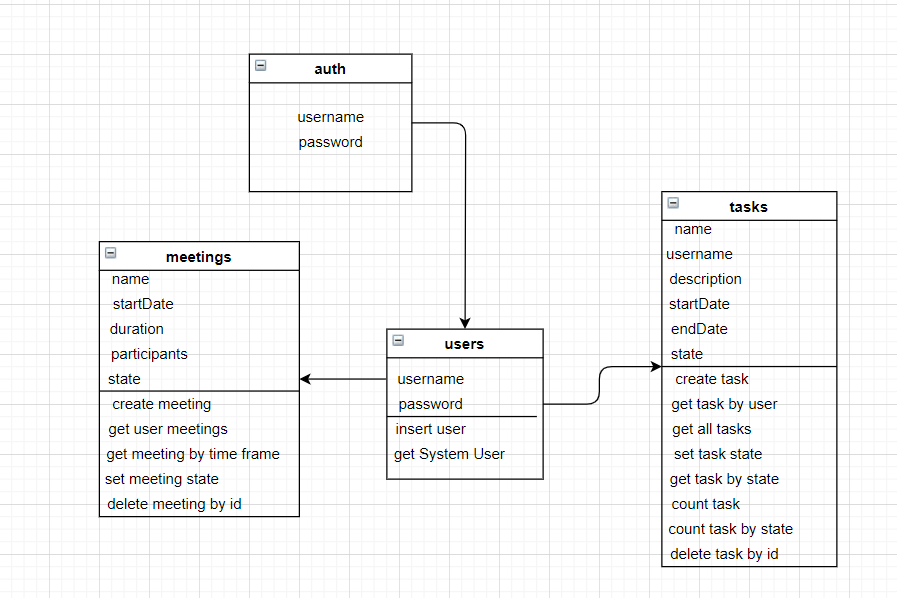


Diagrama Activity



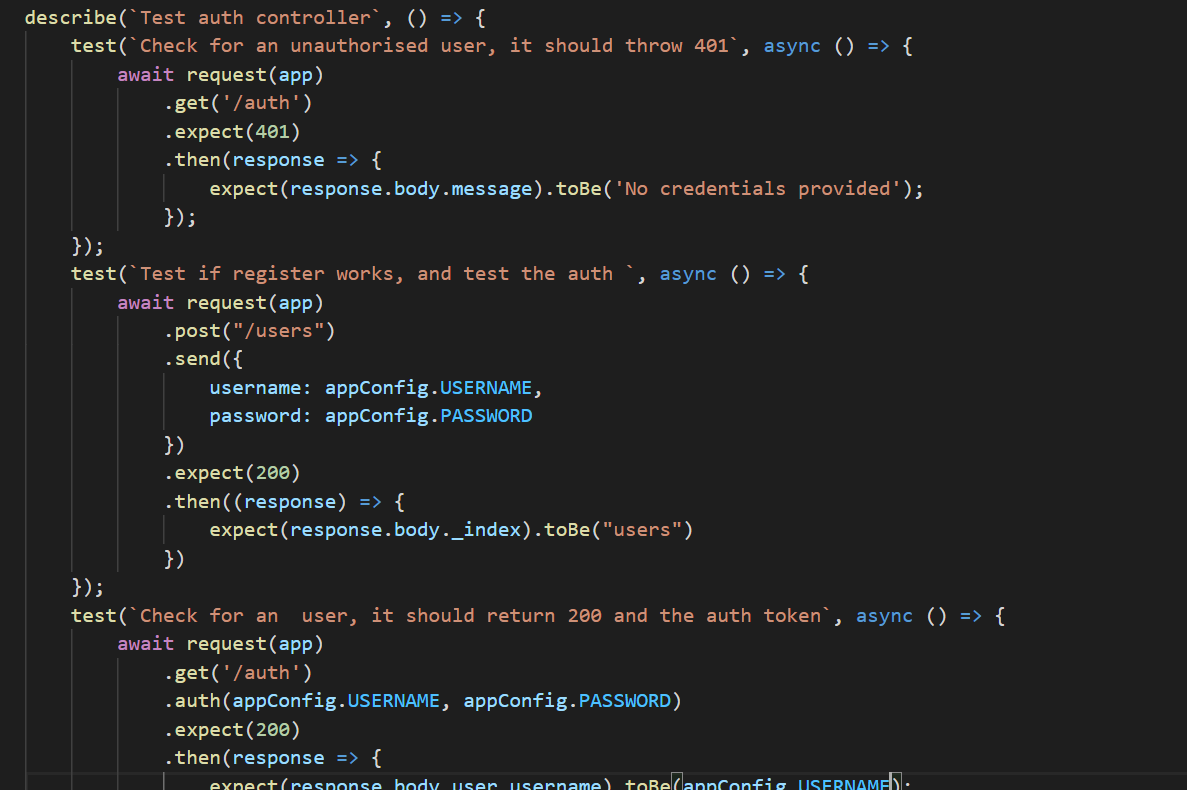


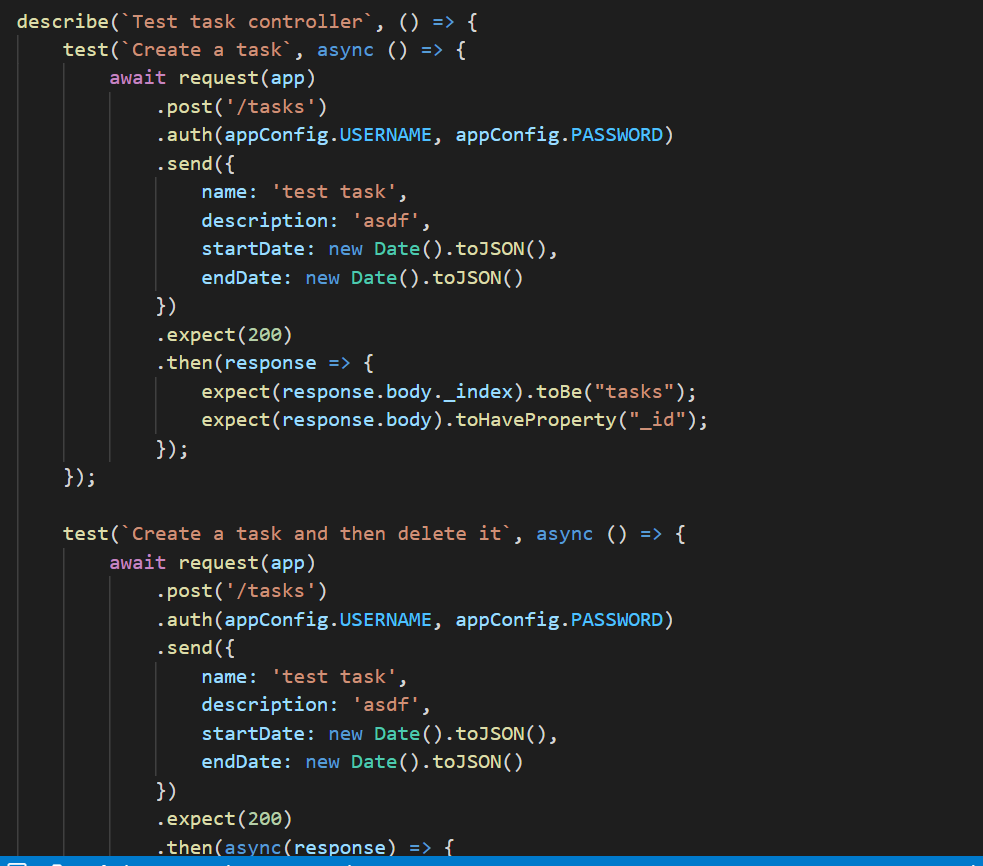
Class Diagram:

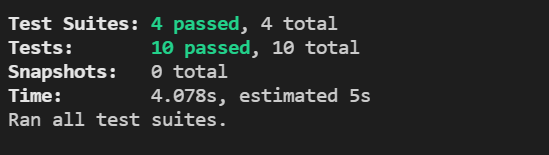


3.Scrieți 10 unități de testare

Pentru unit testing am folosit jest



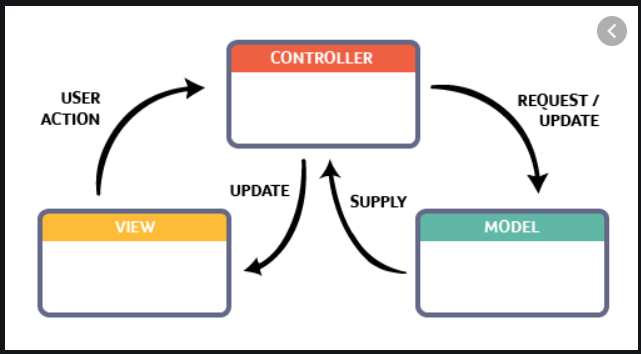




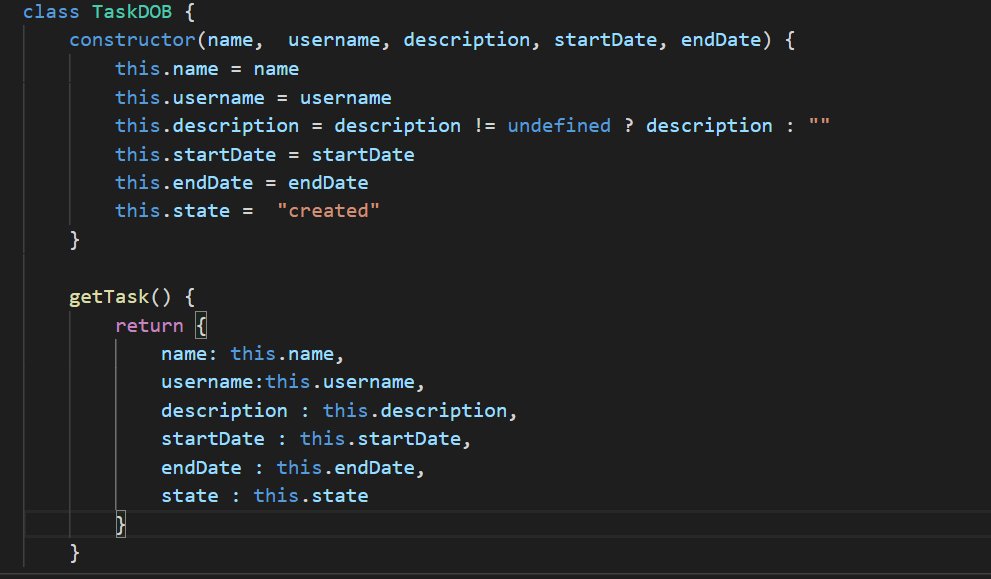


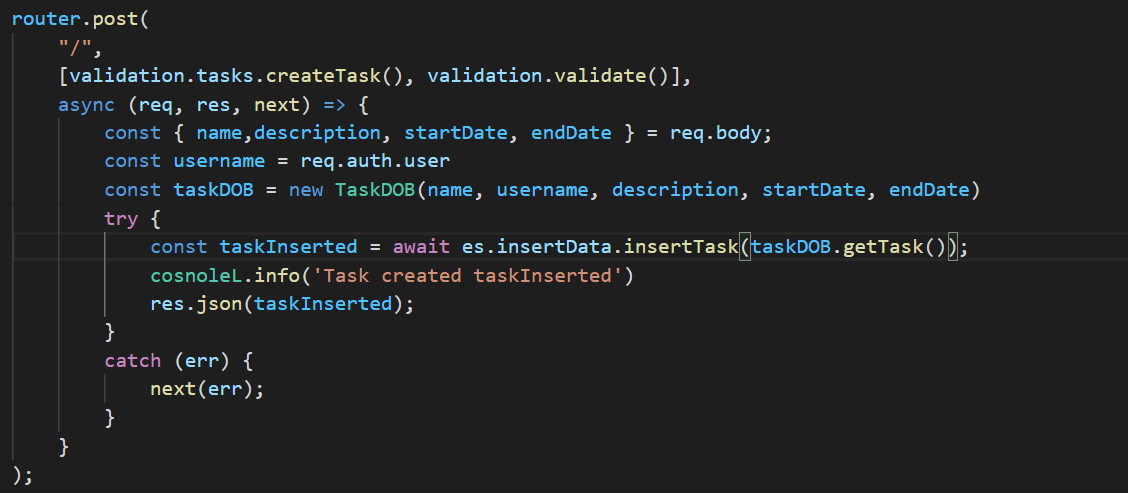
4. Exemplificati prin intermediul diagramelor de clase folosirea unui șablon architectural

In acest program am folosit Design Patterns -MVC Patterns



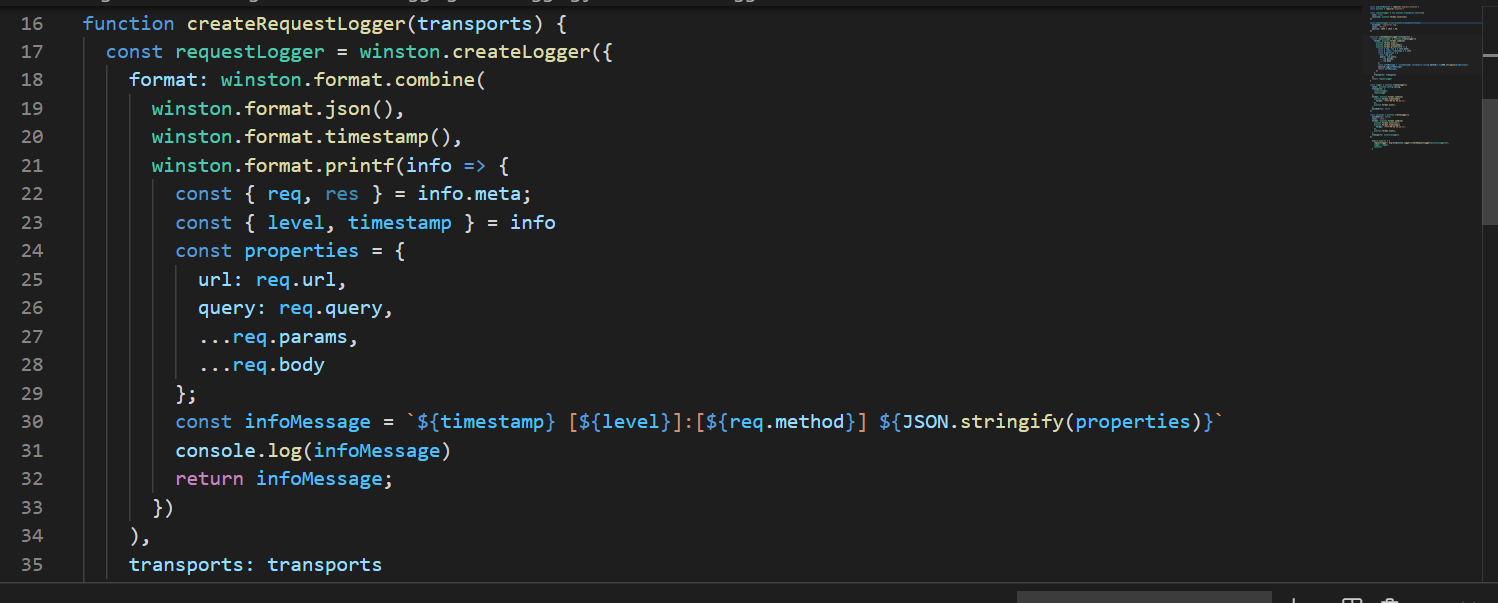
5. Exemplificati prin screenshot-uri și prin cod utilizarea unui ORM



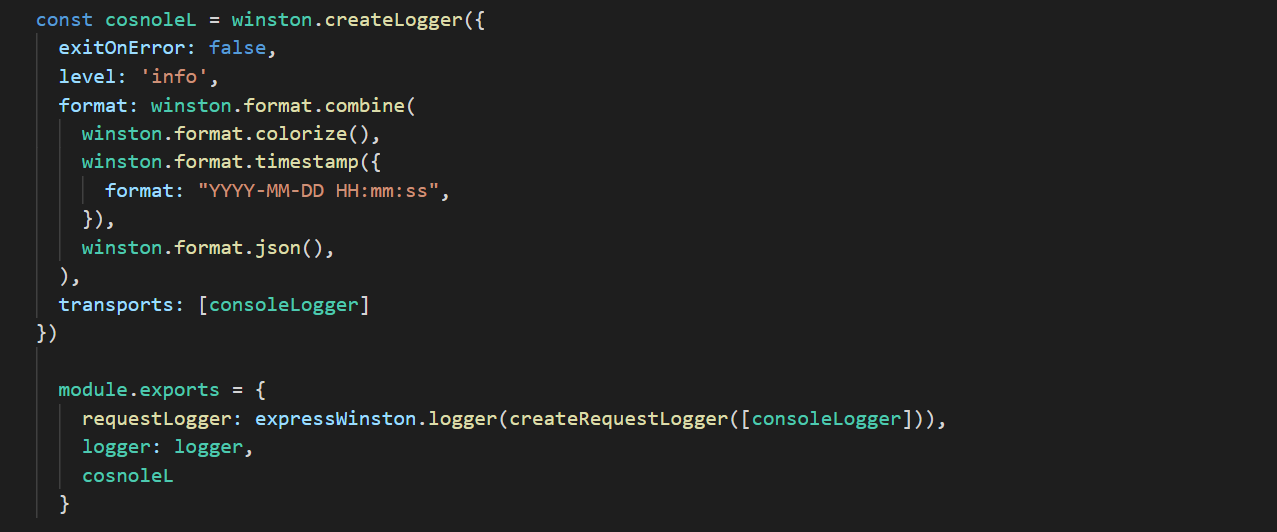


6. Folosiți o biblioteca pentru formatarea fișierului de log și logarea a 3 tipuri de evenimente ( message, warning, error/exception)

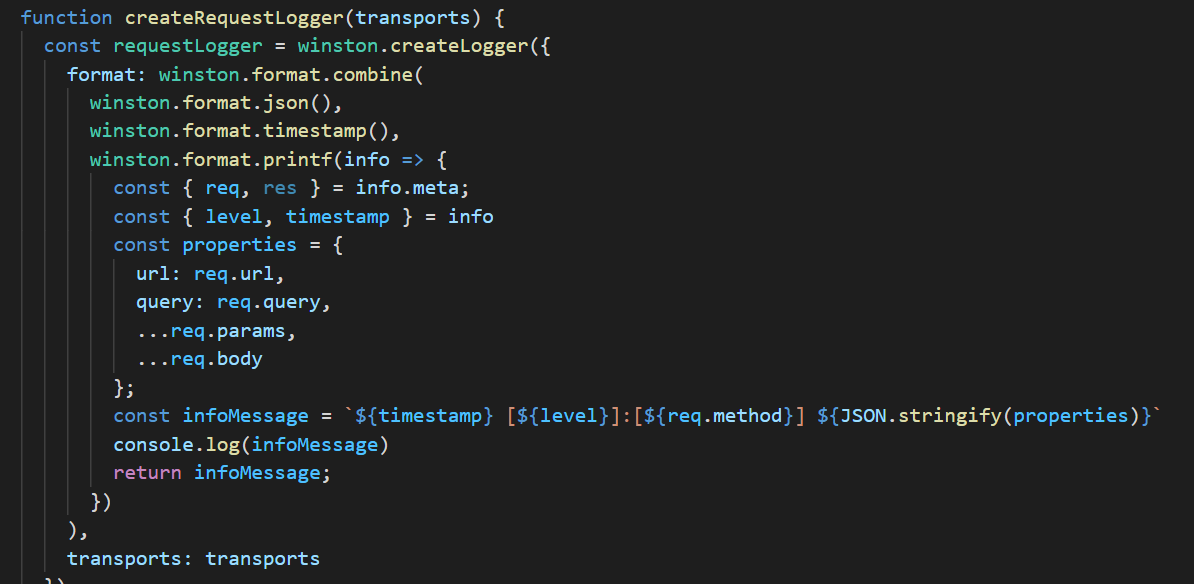








7. Folosiți o biblioteca pentru formatarea fișierului de log și logarea a 3 tipuri de evenimente ( message, warning, error/exception)

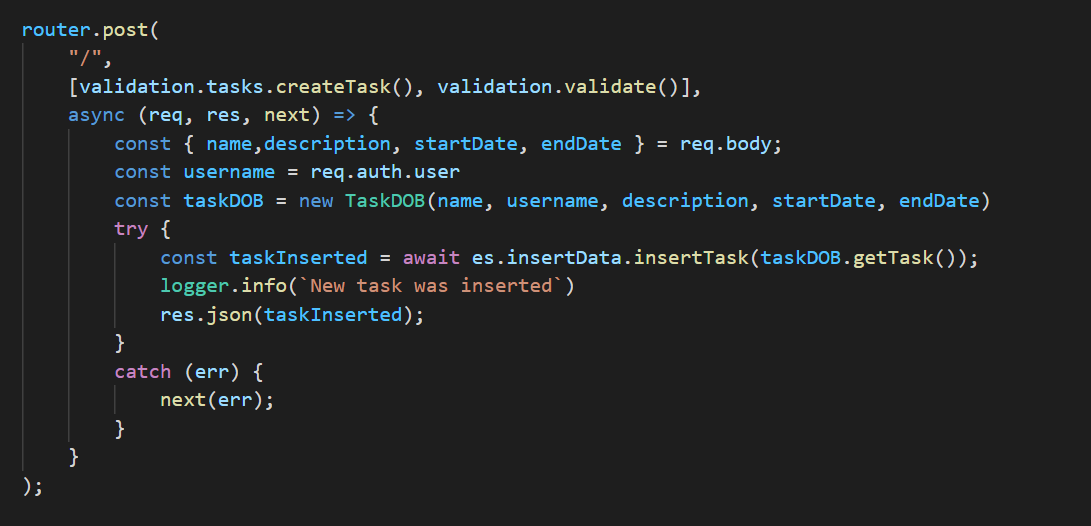




8. Exemplificati existenta unui principiu SOLID

S:

Fiecare endpoint din cadrul cotrollerului are o singura functionalitate



O:

Faptul ca am folosit unele variabile de timp const in loc de var sau let? Am atasat poza mai jos

