Code Management

All code and documentation can be found on our github https://github.com/Irisvella/SOEN-390-W2024. Below, you will find descriptions of our approaches and some examples of the different types of code management techniques undertaken during this project. If any further information is needed, everything can be found in the github provided above.

Quality of source code reviews

By working in teams, multiple people go over the same code to heighten the quality of the overall code. Our team is divided into teams which fluctuate in members throughout different sprints, as well as during sprints if people have finished their tasks, or reprioritization of features takes place. In light of this, subteam meetings happen a few times per sprint to go over internal goals and to make sure the code is of good quality, as well as clear of bugs. If bugs are found they can be logged and discussed.

Correct use of design patterns

In designing our website, app, and database, we focused on several design principles:

- We followed a composite pattern when building our structure by splitting our users into types such as "employee" or "management company" and interconnecting them.
- The decorator pattern is utilized by giving different roles, types and other attributes to our entities, providing them with more depth and behaviors.
- There are some observer patterns used when looking at auto increments and decrements that are incorporated into our database structure. Their activators can be said to observe the system and trigger increments/decrements based on events.
- Using an SQL database like us inherently invokes the repository pattern since our data is stored in tables. Each table can store and manage specific types of data.
- During the creation of different types of users, we can say the factory pattern is in play since we are creating types of objects based on a larger common type "user".

Respect to code conventions

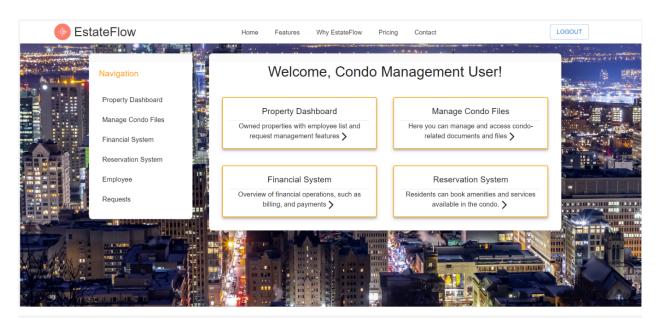
As we are using React, we use similar coding conventions to Javascript. As part of this, we respect camelCase for identifier names, leave spaces around operators to improve code readability, indent our code, and follow object rules. Comments are also added before methods.

```
router.post(
 verifyToken,
 async function (req: Request, res: Response, next: NextFunction) {
    jwt.verify(
      req.token as string,
      process.env.SECRET as jwt.Secret,
      async (err, decoded) => {
         return res.status(401).json("Unauthorized");
          console.log("decoded ---- ", decoded);
          const { id, role, email } = (<any>decoded).data;
          if (role === "company") {
            const body = req.body; //constant
            async function createProperty(address: string) {
              const property = await prisma.property.create({
                data: {
                  address: address,
                  size: 0,
                  condo_fee: 0,
                  unit id: 0,
              await new Promise(f => setTimeout(f, 1900)); // wait so that the database has time to update the added proper
```

Design quality

In our design, we wanted to create a modern, minimalist and simple design with an extremely simple UI so that people with any technological understanding level can use this as an everyday app. We focused on clarity, simplicity, ease of use, with a focus on only showing users what is necessary for their user type. By keeping the UI uncluttered and focused, UX should be enhanced and speed up the learning process.

This simplicity also lends itself well to improving technological needs such as adaptability since simple designs are much easier to make adaptive to any screen size or platform. It also benefits performance since fewer elements are being processed and rendered, leading to faster loading times. This is not as important but can definitely be a plus when considering slower, older devices as well as networks.



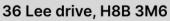


Home Features Why EstateFlow Pricing Contact

Welcome, John







View Requests

Make request

Financial Information

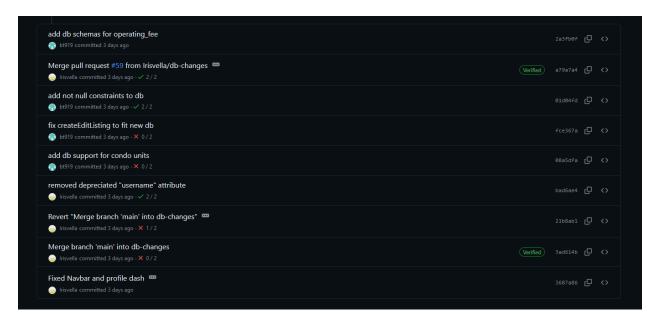
Quality of source code documentation

We followed three types of documentation conventions: file level comments, component comments and function comments. File level comments help guide the reader and explain what to expect, who wrote this code and any dependencies. Component comments are similar, but are more precise in the role of this component in the larger scheme of things. Function comments are more atomic explanations of how the function operates. As seen in the examples below, these practices are respected.

```
// Description: Component for adding new employees to the system.
 import React, { useState } from 'react';
 import Navbar from '../components/Navbar';
 import { Box, Typography, TextField, Button, Select, MenuItem, FormControl, InputLabel } from '@mui/material';
 const AddEmployee = () => {
    // State for employee data
  const [employeeData, setEmployeeData] = useState({
    email: '',
    role: '',
 <del>?</del>});
CA // Handle input change
   const handleChange = (e) => {
    const { name, value } = e.target;
    setEmployeeData((prevData) => ({
      ...prevData,
      [name]: value,
   // Submit form data
   const handleSubmit = async () => {
    const token = localStorage.getItem('token');
      const response = await fetch('http://localhost:3000/add-employee', {
        method: 'POST',
           'Content-Type': 'application/json',
           Authorization: `Bearer ${token}`,
        body: JSON.stringify(employeeData),
       if (response.ok) {
        console.log('Employee data submitted successfully');
        setEmployeeData({
          email: '',
           employee_id: '',
           company_id: '',
```

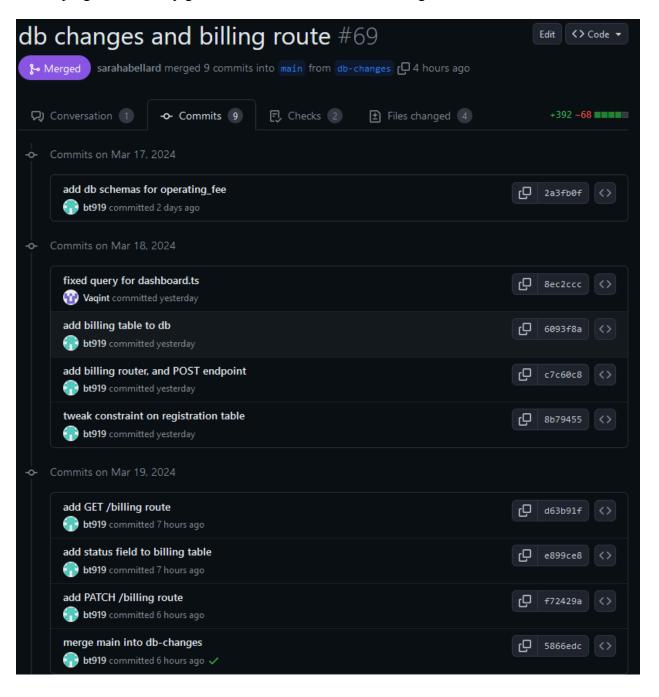
Refactoring activity documented in commit messages

Refactoring was mostly present in the db-changes branch of our project where changes have been made to our database schema as the project has progressed. Many more of these refactors can be found among the commits we have made but they are across all branches. As any other commit, proper naming and descriptions for commits can help us find them among all the commits. Below is an example from the db-changes branch.



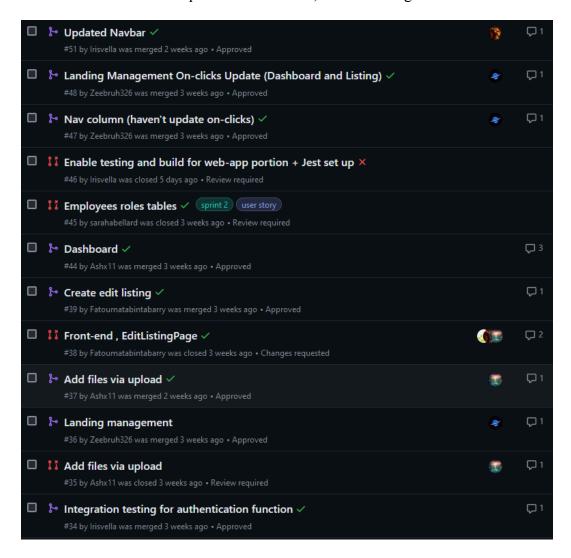
Quality/detail of commit messages

Each commit is given a brief, specific message to better track commit history and explain the changes made during this specific commit. Along with the use of many, small commits, we can see the progression of any given feature/branch before it is merged into our main branch.



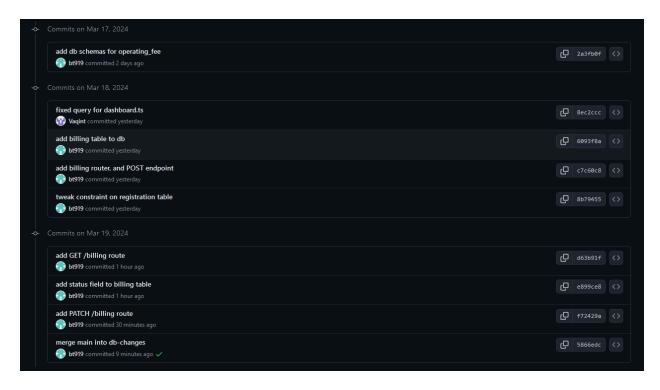
Use of feature branches

User stories and new features are developed on separate branches from "main" in order to maintain code quality and integrity of the main branch. Upon finishing, a merge request is made and the branch is reviewed. If no problems are found, it can be merged.



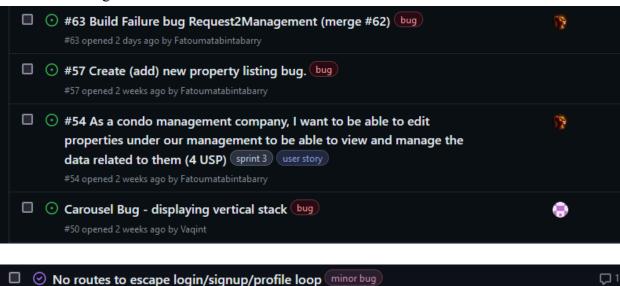
Atomic commits

Team members are encouraged to commit often and to keep commits focused. This is to help other members stay aware of progress of their work. This mainly helps keep the team up to date and organized, but also helps avoid multiple people working on the same feature and only realizing much too late when they make a larger commit. On a broader level however, this practice makes code review, finding bugs, and reverting changes if need be extremely efficient.



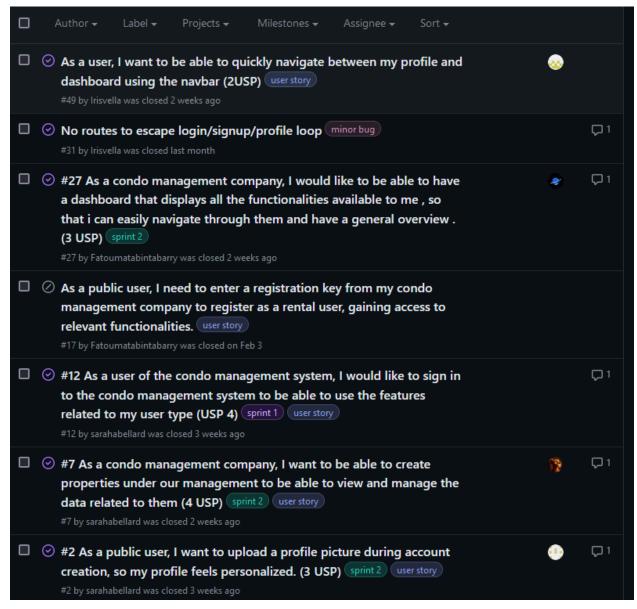
Bug reporting

In the issues tab of our github repository, bugs are reported and labeled to keep track. When they are addressed, the issue can be marked as closed. All necessary information about the bug can be found in the "bug" issue.



Use of issue labels for tracking and filtering

Labels such as "user story", "minor bug", "sprint 1", etc... are used to identify and categorize issues.



Links between commits and bug reports/features

