Trisha Andres

01/23/2025

CPSC 4911 Sprint 0 Notes

Please take notes on the technologies that your team has decided to research. There are some examples provided next to each prompt, but these lists are not exhaustive.

\*\*Note: Due to the nature of some web-development frameworks (i.e., SvelteKit, Django, Next, …) your frontend and backend may be hosted by the same technology. In this case, please take notes on the specific parts of the framework in the sections below.

**Frontend Language(s) (Javascript / Typescript / JSX / Svelte)**

\*\*Note: Backend languages such as PHP and Python will template/render some variation of JavaScript and HTML to display in the browser. If you are using a backend framework, recognize what language it will be rendering.

URL(s):

Notes:

**Frontend Framework/Architecture (Vue / React / Svelte[Kit] / Raw)**

\*\*Note: If using a backend framework with a raw frontend language please take notes on how the backend processes and renders front end code into a completed file (e.g., PHP will echo HTML from the server into the returned file)

URL(s):

Notes:

**Back End Language (PHP, Javascript, Python)**

URL(s):

Notes:

**Back End Framework/Architecture (Laravel, Django, Flask, Node.js)**

\*\*Note: Though it is not usually recommended and is often harder, you may choose to use the raw version of some of these languages. As a general recommendation you should look to use a trusted framework for efficiency and security reasons.

URL(s):

Notes:

**Relational Databases (PostgreSQL, MySQL)**

\*\*Note: Teams may find views and triggers to be beneficial as well as standardize operational queries. Please emphasize learning joins, grouping, ordering, and filtering. Finally, take notes on technologies/libraries in your backend language used to connect to the server.

URL(s):

Notes:

**\*\*DEPENDENT ON SERVERLESS DECISIONS\*\***

**Web Servers (Apache, Nginx)**

\*\*Note: Emphasize research on permissions, services, virtual hosts, proxy passing and certifications.

URL(s):

Notes: