Delivery Manual Weelo (Million and Up) Juan David Vasquez Vélez

Initial setup

Database:

All the project and documentation and tools such as database backup and postman are in the following github repository for download:

https://github.com/JuanVelez10/Weelo

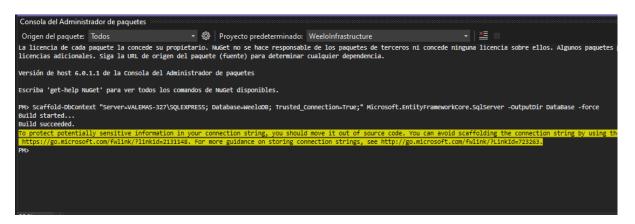
In the folder <u>Weelo Documentation and Tools</u> we will find a backup of the database, and two initial creation SQL script files.



When we create the database, the next step is to open the project from visual studio and make the connection to this database with the following command:

Scaffold-DbContext "Server=VALEMAS-327\SQLEXPRESS; Database=WeeloDB; Trusted_Connection=True;" Microsoft.EntityFrameworkCore.SqlServer -OutputDir DataBase -force

Remember to change the server name to that of your machine.



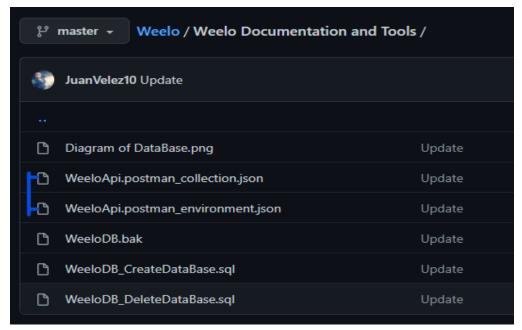
So, you might as well change the server manually from the following class:

```
Weelonfrastructure

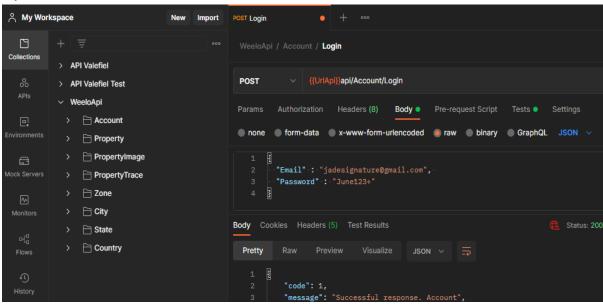
| Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfrastructure | Weelonfr
```

Postman:

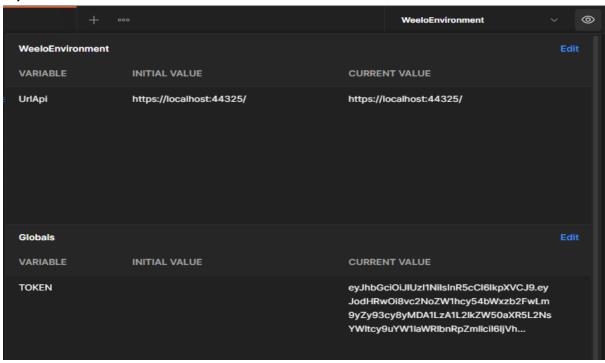
For the configuration of the environment and collection of services in postman we find the files to import in the folder **Weelo Documentation and Tools**.



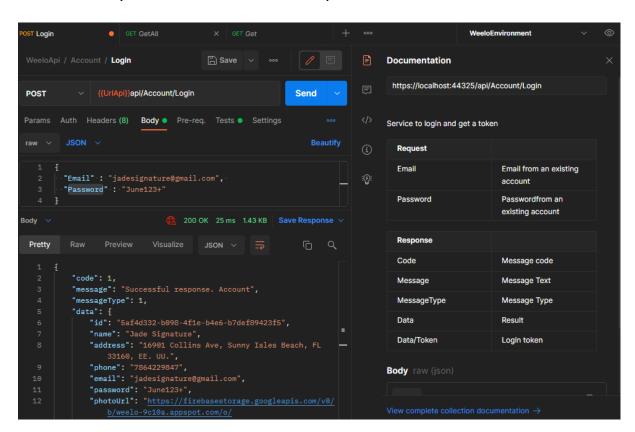
Import Collection



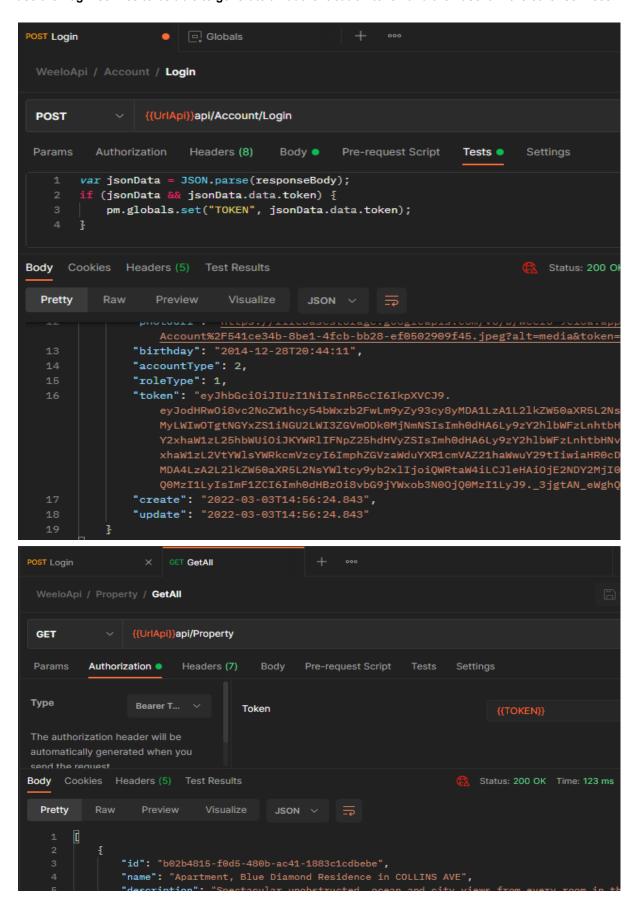
Import environment



Note. The most important services are documented in postman



Note. Keep in mind that you must be logged in first to be able to use the other services, so you must first use the Login service to be able to generate an authentication token and then use it in the other services.



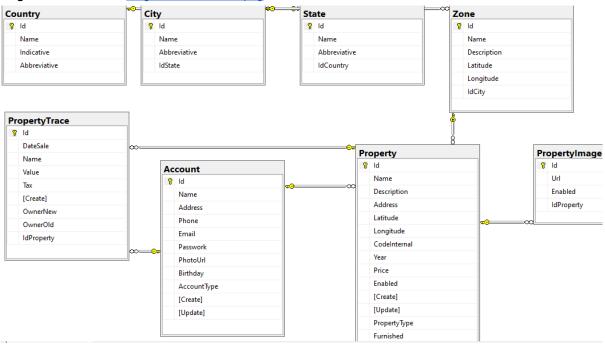
Points to evaluate

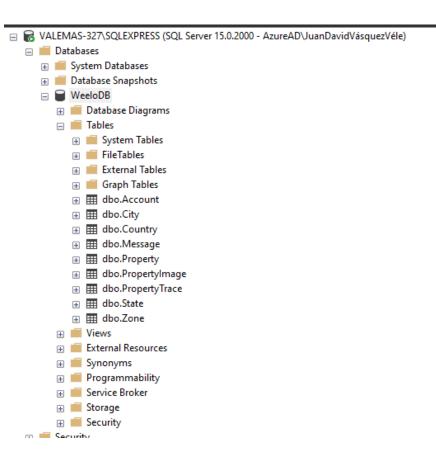
Required manage:

All the tools required for the development of this API are used (.NET 5,SQL Server,C#,nUnit)

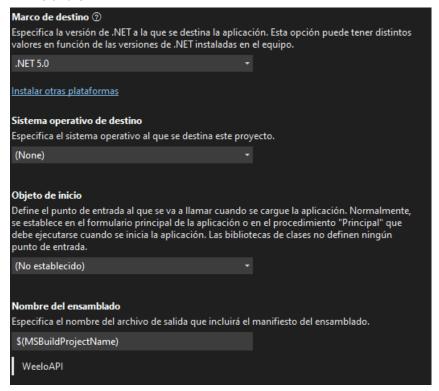
SQL Server

Diagram of DataBase: Diagram of DataBase.png

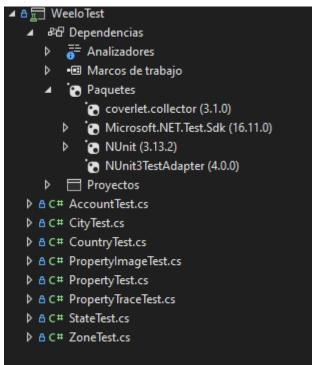




.NET 5 and C#

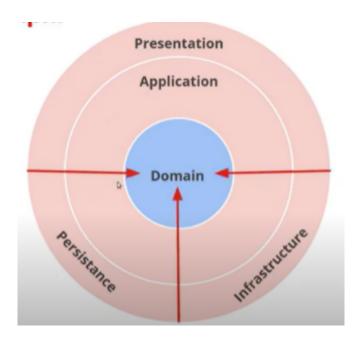


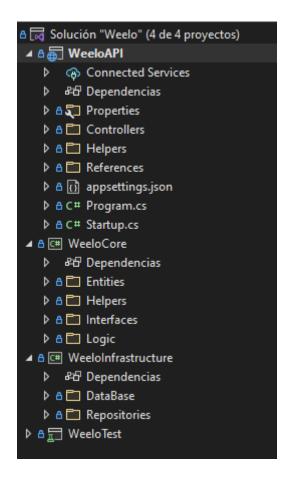
nUnit



Architecture:

Clean architecture management: where we have a **WeeloApi** solution where all the services are and this in turn communicates with a domain layer called **WeeloCore** where all the business logic is processed and the latter communicates with an infrastructure layer called **WeeloInfrastructure** where the latter has the connection to the database and persistence.





Structure:

The entire structure is object-oriented and its 4 main pillars, it was also based on the SOLID principles where the fundamental factor is to simplify everything with more classes, methods with only functions we have much better, they were implemented design patterns at the structural level as well.

4 principles of object-oriented programming Encapsulación: get and set

```
public Property()
{
    PropertyImages = new HashSet<Property
    PropertyTraces = new HashSet<Property
}

public Guid Id { get; set; }

public string Name { get; set; }

3 referencias
    public string Description { get; set; }

3 referencias
    public string Address { get; set; }

2 referencias
    public double Latitude { get; set; }

2 referencias
    public double Longitude { get; set; }</pre>
```

Abstraction: repository database connection

Inheritance: from the abstract class Generic Repository<Property>

```
//This class is a repository that connects us to the database
6 referencias
public class PropertyRepository : GenericRepository<Property>
{
    //Delete property from database
    2 referencias
    public override Property Delete(Guid? id)...

    //Get property from database
    8 referencias
    public override Property Get(Guid? id)
    {
        return weeloDBContext.Properties.Where(x=> x.Id == id).FirstOrDefault();
    }

    //Get all properties from database
2 referencias
    public override List<Property> GetAll()...

    //Add property from database
2 referencias
    public override Property Insert(Property @object)...
```

Polimorfismo:use same functionality but with different objects

The SOLID principles

S - Single Responsibility Principle (SRP)

In this method we see how we call a class to obtain the verification of an account and another helpers class to generate the authentication token, thus guaranteeing sole responsibility.

```
// POST api/<AccountController>
//In this method an account is validated for login and a jwt token is generated
[HttpPost]
[Route("Login")]
[AllowAnonymous]
3 referencias | ③ 3/3 pasando
public IActionResult Login([FromBody] LoginRequest loginRequest)
{
    var response = accountLogic.GetAccountLogin(mapper.Map<LoginEntity>(loginRequest));
    if(response != null && response.Data != null)
    {
        response.Data.Token = toolsConfig.Generate(config, response.Data);
        return Ok(response);
    }
    return BadRequest(response);
}
```

O - Open/Closed Principle (OCP)

We have an interface class to ensure that the code is not easily changed.

```
### Inamespace WeeloCore.Logic

//This interface class to inherit methods from basic to logic classes.

### Interface ILogic<TDomainObject>

#### Its referencias

| public abstract List<TDomainObject> GetAll();

| 27 referencias

| public abstract TDomainObject Get(Guid? id);

| 10 referencias

| public abstract BaseResponse<TDomainObject> Insert(TDomainObject @object);

| 9 referencias

| public abstract BaseResponse<TDomainObject> Delete(Guid? id);

| 9 referencias

| public abstract BaseResponse<TDomainObject> Update(TDomainObject @object);

| 62 referencias

| public abstract BaseResponse<TDomainObject> MessageResponse(int code, MessageType messageType
```

L - Liskov Substitution Principle (LSP)

It has not been implemented, but it can be improved by implementing separate interfaces for each llogic functionality, so that all the methods of this interface do not have to be inherited.

I – Interface Segregation Principle (ISP)

Small classes with specific roles

```
▲ △ I Controllers

     ▶ A C# AccountController.cs
     ▶ A C# CityController.cs
     ▶ A C# CountryController.cs
     ▶ A C# PropertyController.cs
     ▶ & C# PropertylmageController.cs
     ▶ & C# PropertyTraceController.cs
     ▶ A C# ZoneController.cs
  ▶ a  References
  ▶ 🗈 🔃 appsettings.json
  ▶ A C# Program.cs

▲ A C# WeeloCore

  ▶ ₽☐ Dependencias
  ▶ a  Entities
  ▶ A  Helpers

▲ A  Interfaces

     ▶ A C# ILogic.cs

▲ A 
 Logic

     ▶ A C# AccountLogic.cs
     ▶ A C# CityLogic.cs
     ▶ A C# CountryLogic.cs
     ▶ & C# PropertylmageLogic.cs
     ▶ & C# PropertyLogic.cs
     ▶ A C# PropertyTraceLogic.cs
     ▶ A C# StateLogic.cs
```

D – Dependency Inversion Principle (DIP)

At any time I can change the connection method to the database but the logic code should not be changed

```
//Method to get all system properties
3referencias
public List<PropertyEntity> GetAll()
{
    var propertyEntities = new List<PropertyEntity>();

    var properties = propertyRepository.GetAll();
    if (properties.Any())
    {
        propertyEntities = properties.Select(x => mapper.Map<PropertyEntity>(x)).ToList();
        if (propertyEntities.Any()) propertyEntities.ForEach(x => Arrive(x));
    }

    return propertyEntities;
}
```

Design patterns

Factory

One method brings me a list of properties with certain filters and the other brings me all the properties of a city and finally another method that brings me all the properties.

```
//Method to search for properties by city, area, price, year, room number among other filters
1referencia
public List<PropertyBasicEntity> Find(FindPropertyEntity find,int itemsForPage)
{
    var properties = new List<PropertyBasicEntity>();

    if (find.IdCity.HasValue)
    {
        properties = GetAllForCity(find.IdCity);
        properties = Arrive(properties);
        properties = Filter(properties, find);
    }

    return properties.Skip(itemsForPage * find.Page).Take(itemsForPage).ToList();
}
```

```
//Search properties by a city
1referencia
public List<PropertyBasicEntity> GetAllForCity(Guid? idCity)
{
    var propertyEntities = new List<PropertyBasicEntity>();
    if (idCity.HasValue)
    {
        var zones = zoneLogic.GetAllForCity(idCity);
        if (zones.Any())
        {
            var idZones = zones.Select(x => x.Id).ToList();
            var properties = propertyRepository.GetAllForZones(idZones);
        if (properties.Any()) propertyEntities = properties.Select(x => mapper.Map<PropertyBasicEntity>(x)).ToList();
    }
    return propertyEntities;
}
```

```
//Method to get all system properties
3 referencias
public List<PropertyEntity> GetAll()
{
   var propertyEntities = new List<PropertyEntity>();

   var properties = propertyRepository.GetAll();
   if (properties.Any())
   {
      propertyEntities = properties.Select(x => mapper.Map<PropertyEntity>(x)).ToList();
      if (propertyEntities.Any()) propertyEntities.ForEach(x => Arrive(x));
   }

   return propertyEntities;
}
```

Singleton

IMapper and IConfiguration cannot be instantiated several times, only once, since information is only obtained from it and they are created when a controller is called.

```
private readonly IMapper mapper;
private readonly IConfiguration config;
private AccountLogic accountLogic;
private ToolsConfig toolsConfig;

//Controller
1referencia
public AccountController(IMapper mapper, IConfiguration iConfig)

{
    this.mapper = mapper;
    accountLogic = new AccountLogic(mapper);
    config = iConfig;
    toolsConfig = new ToolsConfig();
}
```

Dependency injection

when two objects enter the method and there is no need to instantiate them in the class itself.

```
//Method to create new image of property
ireferencia
public BaseResponse<PropertyImageEntity> New(IConfiguration config,HttpRequest request)
{
    BaseResponse<PropertyImageEntity> response = new BaseResponse<PropertyImageEntity>();
    response = ValidateRequest(request);
    if (response.Code > 0) return response;

    var idProperty = request.Form.Where(x => x.Key == "id").FirstOrDefault().Value;
    var file = request.Form.Files.Where(x => x.Name == "image" && x.Length > 0).FirstOrDefault()
    response = ValidateProperty(idProperty);
    if (response.Code > 0) return response;

    response = ValidateImage(file.FileName);
    if (response.Code > 0) return response;
```

Prototype and Proxy(Mediator)

The mapper works as a dynamic cloning and proxy method.

```
□using AutoMapper;
 using WeeloAPI.References;
 using WeeloCore.Entities;
 using WeeloInfrastructure.DataBase;
□namespace WeeloAPI.Helpers
 {
      // This class is where entities are mapped or converted to other entities.
     public class MappingProfile : Profile
ﯛ
          //Method to convert one entity to another
ﯛ
         public MappingProfile()
              CreateMap<FindPropertyRequest, FindPropertyEntity>();
              CreateMap<LoginRequest, LoginEntity>();
              CreateMap<PropertyRequest, PropertyEntity>();
              CreateMap<PropertyTraceRequest, PropertyTraceEntity>();
              CreateMap<PropertyEntity, PropertyRequest>();
              CreateMap<Property, PropertyBasicEntity>();
              CreateMap<Property, PropertyEntity>();
              CreateMap<Account, AccountEntity>();
             CreateMap<Zone, ZoneEntity>();
CreateMap<City, CityEntity>();
              CreateMap<State, StateEntity>();
              CreateMap<Country, CountryEntity>();
              CreateMap<PropertyImage, PropertyImageBasicEntity>();
              CreateMap<PropertyImage, PropertyImageEntity>();
              CreateMap<PropertyTrace, PropertyTraceEntity>();
```

Memendo: Database temptations work as a kind of memento

```
//Add trace of property from database
public override PropertyTrace Insert(PropertyTrace @object)
   var propertyTrace = new PropertyTrace();
   using (var dbContextTransaction = weeloDBContext.Database.BeginTransaction())
           var date = DateTime.Now;
           @object.Create = date;
           propertyTrace = weeloDBContext.PropertyTraces.Add(@object).Entity;
           var property = weeloDBContext.Properties.Where(x => x.Id == @object.IdProperty).FirstOrDefault();
           property.IdOwner = @object.OwnerNew;
           property.Price = @object.Value;
           property.Update = date;
           weeloDBContext.SaveChanges();
           dbContextTransaction.Commit();
       catch
           dbContextTransaction.Rollback();
            propertyTrace = null;
   return propertyTrace;
```

DTO:

```
public Account()
public Guid Id { get; set; }
public string Name { get; set; }
public string Address { get; set; }
public string Phone { get; set; }
public string Email { get; set; }
public string Password { get; set; }
public string PhotoUrl { get; set; }
public DateTime Birthday { get; set; }
public int AccountType { get; set; }
public int RoleType { get; set; }
public DateTime Create { get; set; }
public DateTime Update { get; set; }
public virtual ICollection<Property> Properties { get; set; }
public virtual ICollection<PropertyTrace> PropertyTraceOwnerNewNavigations { get; set; }
public virtual ICollection<PropertyTrace> PropertyTraceOwnerOldNavigations { get; set; }
```

DAO:

```
//This class is a repository that connects us to the database
2referencias
public class AccountRepository: GenericRepository<Account>

{
    //Delete account from database
    1referencia
    public override Account Delete(Guid? id)...

    //Get account from database
    3referencias
    public override Account Get(Guid? id)...

    //Get all accounts from database
    2referencias
    public override List<Account> GetAll()...

    //Add account from database
    1referencia
    public override Account Insert(Account @object)...

    //Update account from database
    1referencia
    public override Account Update(Account @object)...

    //Get account with email and password from database
    1referencia
    public Account GetForEmailAndPassword(string email, string password)...
}
```

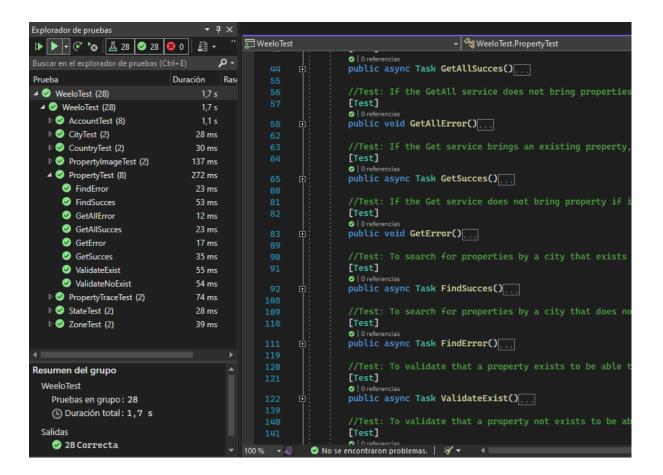
Contructor:

Unit Test:

Test cases for API services are created, in these we make cases of successful results and possible failures.

```
Buscar en Explorador de soluciones (Ctrl+')

| Solución "Weelo" (4 de 4 proyectos)
| WeeloAPI
| WeeloCore
| WeeloCore
| WeeloInfrastructure
| WeeloInfrastructure
| C# Dependencias
| C# CityTest.cs
| C# CityTest.cs
| C# CountryTest.cs
| C# PropertyImageTest.cs
| C# PropertyTest.cs
| C# PropertyTraceTest.cs
| C# StateTest.cs
| C# ZoneTest.cs
```



Security:

To avoid Sql injection the ORM Entity Frame is used. If necessary, string escaping, modeling objects first.

Entity Frame

```
■ C# WeeloInfrastructure

■ ♣☐ Dependencias

       a Analizadores

    Marcos de trabajo

       Paquetes
        ٥
           Microsoft.EntityFrameworkCore (5.0.14)
           Microsoft.EntityFrameworkCore.Design (5.0.14)
           Microsoft.EntityFrameworkCore.SqlServer (5.0.14)
           Microsoft.EntityFrameworkCore.Tools (5.0.14)
  ▶ A C# City.cs
     ▶ A C# Country.cs
     ▶ A C# Message.cs
     ▶ & C# Property.cs
     ▶ A C# Propertylmage.cs
     ▶ A C# PropertyTrace.cs
     ▶ A C# State.cs
     ▶ A C# WeeloDBContext.cs
     Repositori
```

```
WeeloDBContext.cs → X PropertyController.cs

□ WeeloInfrastructure

□ using System;

□ using Microsoft.EntityFrameworkCore;

□ using Microsoft.EntityFrameworkCore.Metadata;

□ #nullable disable

□ namespace WeeloInfrastructure.DataBase

□ namespace WeeloInfrastructure.DataBase

□ referencias

□ public partial class WeeloDBContext: DbContext

□ veeloDBContext

□ referencias

□ public WeeloDBContext()...

□ referencias

□ public WeeloDBContext(DbContextOptions<WeeloDBContext> options)...
```

String escaping

```
var property = Get(@object.Id);
property.Update = DateTime.Now;
property.Address = @object.Address;
property.AreaType = (int)@object.AreaType;
property.Bathrooms = @object.Bathrooms;
property.ConditionType = (int)@object.ConditionType;
property.Description = @object.Description;
property.Elevator = @object.Elevator;
property.Enabled = @object.Enabled;
property.Floor = @object.Floor;
property.Furnished = @object.Furnished;
property.Garages = @object.Garages;
property.Gym = @object.Gym;
property.IdOwner = @object.IdOwner;
property.IdZone = @object.IdZone;
property.Latitude = @object.Latitude;
property.Longitude = @object.Longitude;
property.Name = @object.Name;
property.Oceanfront = @object.Oceanfront;
property.Price = @object.Price;
property.PropertyType = (int)@object.PropertyType;
property.Rooms = @object.Rooms;
property.SecurityType = (int)@object.SecurityType;
property.SwimmingPool = @object.SwimmingPool;
property.Year = @object.Year;
```

Json Web Token session token handling for Authentication

```
Startup.cs -> X WeeloDBContext.cs
                                 PropertyController.cs
                                                        🚮 WeeloAPI
                        IMapper mapper = mapperConfig.CreateMapper();
                        services.AddSingleton(mapper);
                        //Authentication Configuration
                        services.AddAuthentication(JwtBearerDefaults.AuthenticationScheme)
                            .AddJwtBearer(options =>
                                options.TokenValidationParameters = new TokenValidationParameters
                                    ValidateIssuer = true,
                                    ValidateAudience = true,
                                    ValidateLifetime = true,
                                    ValidateIssuerSigningKey = true,
                                    ValidIssuer = Configuration.GetSection("Jwt")["Issuer"],
                                    ValidAudience = Configuration.GetSection("Jwt")["Audience"],
                                    IssuerSigningKey = new SymmetricSecurityKey(Encoding.UTF8.GetB
                                };
                            3);
```

```
ToolsConfig.cs + X Startup.cs
                                WeeloDBContext.cs
                                                       PropertyController.cs
■ WeeloAPI
                                                             🗸 🔩 WeeloAPI.Helpers.ToolsConfig
                      private Tools tools = new Tools();
     18
                      //Method to generate token per account
                      public string Generate(IConfiguration config, AccountEntity account)
                          if (account != null)
                              var securityKey = new SymmetricSecurityKey(Encoding.UTF8.GetB
                              var credencials = new SigningCredentials(securityKey, Security
                              DateTime expires = DateTime.UtcNow.AddMinutes(Convert.ToUInt3
                              var claims = new[];
                              var token = new JwtSecurityToken(
                                   config.GetSection("Jwt")["Issuer"],
config.GetSection("Jwt")["Audience"],
                                   claims,
                                   expires: expires,
                                   signingCredentials: credencials
                                   );
                              return new JwtSecurityTokenHandler().WriteToken(token);
                          return string.Empty;
```

```
//Method to get token by account
1referencia
public AccountEntity GetToken(string srtoken)
{
    AccountEntity account = new AccountEntity();

    JwtSecurityTokenHandler handler = new JwtSecurityTokenHandler()
    try
    {
        if (handler.ReadToken(srtoken) is JwtSecurityToken token)
        {
            account.Id = Guid.Parse(token.Claims.FirstOrDefault(x = account.Name = token.Claims.FirstOrDefault(x => x.Type account.Email = token.Claims.FirstOrDefault(x => x.Type account.RoleType = (RoleType)Enum.Parse(typeof(RoleType))
    }
}
```

Basic Corns with AddHealthChecks to validate who is pinging us:

```
Startup.cs 7 X
■ WeeloAPI
                                                              → 😘 Weelo.Startup
                            Ð;
                        //Corn Configurate
                        services.AddHealthChecks().AddCheck("ping", () => {
                            try
                                using (var ping = new Ping())
                                    var reply = ping.Send("localhost");
                                    if (reply.Status != IPStatus.Success)
                                    {
                                        return HealthCheckResult.Unhealthy();
                                    if (reply.RoundtripTime >= 100)
                                        return HealthCheckResult.Degraded();
                                    return HealthCheckResult.Healthy();
                            }
                            catch
                                return HealthCheckResult.Unhealthy();
                       });
```

Authorization to endpoints by roles

```
// GET api/<PropertyController>
//Method to get all system properties
[HttpGet]
[Authorize(Roles = "Admin")]
8 referencias | ● 7/7 pasando
public async Task<IActionResult> GetAll()...
[HttpGet("{id}")]
[Authorize(Roles = "Admin,Client")]
4 referencias | @ 4/4 pasando
public IActionResult Get(Guid? id)
    var property = propertyLogic.Get(id);
    if (property != null) return Ok(property);
    return NotFound(property);
[HttpPost]
[Route("Find")]
[Authorize(Roles = "Admin, Client")]
2 referencias | © 2/2 pasando
public async Task<IActionResult> Find([FromBody] FindPropertyRequest findPropertyRequest)...
```

Guid type identifiers in code and Uniqueidentifier in sql server.

```
    ■ dbo.Property
    ■ Columns
    ■ Id (PK, uniqueidentifier, not null)
    ■ Name (varchar(100), not null)
    ■ Description (varchar(max), null)
```

```
pnamespace WeeloInfrastructure.DataBase
{
    public partial class Property
    {
        public Property()
        {
            PropertyImages = new HashSet<PropertyImage>();
            PropertyTraces = new HashSet<PropertyTrace>();
        }
        public Guid Id { get; set; }
        public string Name { get; set; }
        public string Description { get; set; }
```

```
public class FindPropertyRequest : IValidatableObject
    private Tools tools = new Tools();
    2 referencias | @ 2/2 pasando
    public FindPropertyRequest(Guid? IdCity)
        this.IdCity = IdCity;
    [Required]
    3 referencias
    public Guid? IdCity { get; set; }
    public Guid? IdZone { get; set; }
    [Required]
    [RegularExpression("[0-9]*", ErrorMessage = "Only numeric value")]
    public int YearMin { get; set; }
    [Required]
    [RegularExpression("[0-9]*", ErrorMessage = "Only numeric value")]
    public int YearMax { get; set; } = DateTime.Now.Year;
    [Required]
    [DataType(DataType.Currency)]
    public decimal PriceMin { get; set; }
```

```
FindPropertyRequest.cs 2 X

PropertyController.cs

***Q*WeeloAPIReferences.FindPropertyRequest**

***public IEnumerable
***CatalidationContext validationContext)

**{if (IdCity.HasValue) yield return new ValidationResult(tools.GetMessage(2, MessageType.Error), new[] { nameof(IdCity) };

if (PriceMin > PriceMax) yield return new ValidationResult(tools.GetMessage(2, MessageType.Error), new[] { nameof(PriceMin), if (YearMin > YearMax) yield return new ValidationResult(tools.GetMessage(2, MessageType.Error), new[] { nameof(PriceMin), if (RoomsMin > RoomsMax) yield return new ValidationResult(tools.GetMessage(2, MessageType.Error), new[] { nameof(YearMin), n. if (RoomsMin > RoomsMax) yield return new ValidationResult(tools.GetMessage(3, MessageType.Irror), new[] { nameof(YearMin), n. if (Icnum.IsDefined(typeof(ConditionType), ConditionType)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Irror), if (Icnum.IsDefined(typeof(ConditionType), SecurityType)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Irror), if (Icnum.IsDefined(typeof(AreaType), AreaType)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), if (Icnum.IsDefined(typeof(WithGurnished)), WithFurnished) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), if (Icnum.IsDefined(typeof(WithGum), WithGurnished)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), new If (Icnum.IsDefined(typeof(WithGum), WithFurnished)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), new If (Icnum.IsDefined(typeof(WithGum), WithFurnished)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), new If (Icnum.IsDefined(typeof(WithGum), WithFurnished)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), new If (Icnum.IsDefined(typeof(WithGum), WithFurnished)) yield return new ValidationResult(tools.GetMessage(3, MessageType.Error), new Icnum.IsDefined(typeof(WithGum), WithFurnished) yield return new Validation
```

Call the http (delete, put, get, post, path)

```
WeeloDBContext.cs
                                     PropertyController.cs + X

→ X Startup.cs

                                          // POST api/<PropertyController>
        //Method to add a new property
        [HttpPost]
        [Authorize(Roles = "Admin")]
        public IActionResult Post([FromBody] PropertyRequest propertyRequest)...
        // PUT api/<PropertyController>
        //Method to update a property
        [HttpPut()]
        [Authorize(Roles = "Admin")]
        public IActionResult Put(int id, [FromBody] PropertyRequest propertyRequest)...
        // DELETE api/<PropertyController>/c9f60fd2-la6a-415c-9fc2-10fb73d62b46
        //Method to delete a property
        [HttpDelete("{id}")]
        [Authorize(Roles = "Admin")]
        public IActionResult Delete(Guid? id)
```

Regex field validations

```
Tools.cs + X

WeeloCore

//Method to validate image

1 referencia
public bool IsImage(string image)

65
66
67
68

if (Regex.IsMatch(image.ToLower(), @"^.*\.(jpg|gif|png|jpeg)$")) return true;
return false;
```

Manage Performance:

Swagger: to manage the services we use the swagger tool



```
Post /api/Account/Login

Parameters

No parameters

Request body

{
    "email": "jadesignature@gmail.com",
    "password": "June123+"
}
```

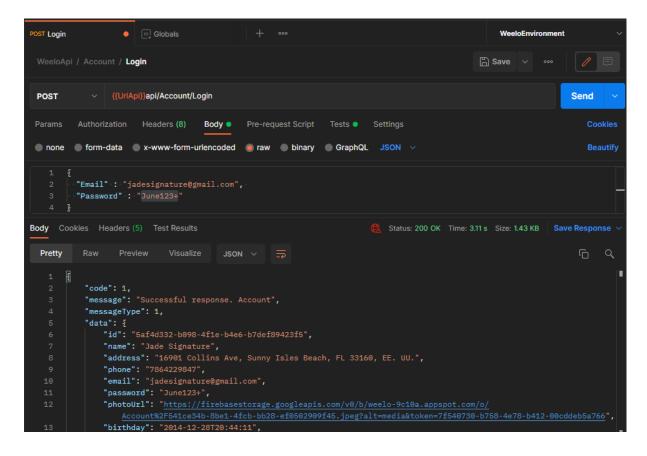
```
Responses
curl -X POST "https://localhost:44325/api/Account/Login" -H "accept: */*" -H "Content-Type: applicat
Request URL
  https://localhost:44325/api/Account/Login
Server response
Code
                  Details
200
                  Response body
                      "code": 1,
"message": "Successful response. Account",
                       "data": {
    "id": "5af4d332-b098-4f1e-b4e6-b7def89423f5",
                         "10": "5at40332-D098-4f1e-D4e6-D/Deft89423f5",
"name": "Jade Signature",
"address": "16901 Collins Ave, Sunny Isles Beach, FL 33160, EE. UU.",
"phone": "7864229847",
"email": "jadesignature@gmail.com",
"password": "June123+",
                         password: "June123+",
"photoUrl": "https://firebasestorage.googleapis.com/v0/b/weelo-9c10a.appspot.com/o/Acc
"birthday": "2014-12-28T20:44:11",
                         "accountType": 2,
                          "roleType": 1,
                         "token":
                   "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJodHRwOi8vc2NoZW1hcy54bWxzb2FwLm9yZy93cy8yMDA1LzA
Ly9zY2hlbWFzLnhtbHNvYXAub3JnL3dzLzIwMDUvMDUvaWRlbnRpdHkvY2xhaW1zL25hbWUiOiJKYWRlIFNpZ25hd
                   VzaWduYXR1cmVAZ21haWwuY29tTiwiaHR0cDovL3NjaGVtYXMubWljcm9zb2Z0LmNvbS93cy8yMDA4LzA2L2lkZW50
                   ZCI6Imh0dHBz0i8vbG9jYWxob3N00jQ0MzI1LyJ9.kDN15Y5z6awYmExD7slDKBBsD0AxXAZwPtGFeq3d4wM",
                         "create": "2022-03-03T14:56:24.843",
"update": "2022-03-03T14:56:24.843"
                  Response headers
```

content-type: application/json; charset=utf-8

date: Mon07 Mar 2022 03:23:28 GMT server: Microsoft-IIS/10.0

x-powered-by: ASP.NET

Postman:To manage the services, you know their response times, among other things, we use the postman tool.



lloger management to save logs

```
Startup.cs + ×

        →
        Cg Weelo.Startup

∰WeeloAPI
    108
                         app.UseExceptionHandler(appError =>
                             appError.Run(async context =>
                                 context.Response.StatusCode = (int)HttpStatusCode.InternalServerError;
                                 context.Response.ContentType = "application/json";
                                 var contextFeature = context.Features.Get<IExceptionHandlerFeature>();
                                 if (contextFeature != null)
                                    🔷 logger.LogError(contextFeature.Error.Message);
                                      var metadata = new ErrorResponse
                                         Code = context.Response.StatusCode,
                                         Message = tools.GetMessage(1,MessageType.Error),
                                          StackTrace = contextFeature.Error.StackTrace,
                                          ExceptionMessage = contextFeature.Error.Message,
                                          ExceptionType = contextFeature.Error.GetType().FullName
                                      await context.Response.WriteAsync(JsonConvert.SerializeObject(metadata));
```

Handle partial updates with path

```
// PATCH api/<PropertyController>/Enable
//Method to delete a property
[HttpPatch()]
[Route("Enable")]
[Authorize(Roles = "Admin")]
public IActionResult Enable(Guid? id, bool enable)
    var response = propertyLogic.UpdatePropertyEnable(id, enable);
    if (response != null) return Ok(response);
   return BadRequest(response);
// PATCH api/<PropertyController>/Price
//Method to delete a property
[HttpPatch()]
[Route("Price")]
[Authorize(Roles = "Admin")]
public IActionResult Price(Guid? id, decimal price)
   var response = propertyLogic.UpdatePropertyPrice(id, price);
   if (response != null) return Ok(response);
    return BadRequest(response);
```

Task management and concurrent processes

```
// GET api/<PropertyController>
//Method to get all system properties
[HttpGet]
[Authorize(Roles = "Admin")]
8 referencias | ② 7/7 pasando
public async Task<IActionResult> GetAll()
{
    var properties = new List<PropertyEntity>();
    await Task.Run(() =>
    {
        properties = propertyLogic.GetAll();
    });

    if (properties.Any()) return Ok(properties);
    return NotFound(properties);
}
```

Best Practices:

Several good practices have already been implemented and explained from the architecture level, such as structure, security and performance, however many more good programming practices were implemented in this API.

Linq: work with the linq tool for handling data structures.

Any: Validate lists with Any and not with null

Component Oriented Programming

```
//Method to get all system properties
3referencias
public List<PropertyEntity> GetAll()
{
    var propertyEntities = new List<PropertyEntity>();

    var properties = propertyRepository.GetAll();
    if (properties.Any())
    {
        propertyEntities = properties.Select(x => mapper.Map<PropertyEntity>(x)).ToList();
        if (propertyEntities.Any()) propertyEntities.ForEach(x => Arrive(x));
    }
    return propertyEntities;
}
```

Handling interfaces and abstract classes

```
Inamespace WeeloInfrastructure.Repositories
{
    //This abstract base class for inheriting methods to repositories, and greferencias
    public abstract class GenericRepository<TDomainObject>
    {
        public DataBase.WeeloDBContext weeloDBContext = new DataBase.Weelo 24 referencias
        public abstract TDomainObject Get(Guid? id);
        16 referencias
        public abstract List<TDomainObject> GetAll();
        12 referencias
        public abstract TDomainObject Insert(TDomainObject @object);
        10 referencias
        public abstract TDomainObject Delete(Guid? id);
        10 referencias
        public abstract TDomainObject Update(TDomainObject @object);
    }
}
```

Emun management

```
EnumType.cs + X GenericRepository.cs
                                         ILogic.cs
                                                        LoginEntity.cs
                                                                           PropertyLogic.cs
▼ WeeloCore.Helpers.EnumType
            using System.Text;
using System.Threading.Tasks;
           □namespace WeeloCore.Helpers
                  24 referencias public class EnumType
                       // To find out if an account belongs to a natural person or a construc
                       public enum AccountType
            ﯛ
                           Person = 1,
                           Builder = 2
                       3
                       public enum RoleType
                           Admin = 1,
Client = 2
                       public enum PropertyType
            ᆸ
                           None = \theta,
                           Apartment = 1,
                           .
House = 2,
                           Farm = 3,
                           local = 4
```

Handling error messages based on

	Code	MessageType	Message
•	1	1	Successful response.
	1	2	Oops, an error has occurred! Please contact our support team.
	2	2	The minimum value must be less than the greater.
	3	2	Does not exist.
	4	2	Required.
	5	2	It exceeds the allowed values.
	6	2	The transaction was not processed.
	7	2	It already exists.
	NULL	NULL	NULL

```
//Class for general methods used by the logic layer
21 referencias
public class Tools
{

MessageRepository messageRepository;

10 referencias
public Tools()...

//Method to get success or error messages from database
48 referencias
public string GetMessage(int Code, MessageType messageType)
{
    return messageRepository.GetAll().Where(x => x.Code == Code && x.MessageType == (int)me
}

//Method to save an image in firebase storage
1 referencia
```

Exceptions global Exception Handler (In ASP.NET Core)

```
Startup.cs + ×
∰ WeeloAPI
                                                           → 🕏 Weelo.Startup
                          app.UseExceptionHandler(appError =>
                              appError.Run(async context =>
                                  context.Response.StatusCode = (int)HttpStatusCode.InternalServerError;
context.Response.ContentType = "application/json";
                                  var contextFeature = context.Features.Get<IExceptionHandlerFeature>();
                                  if (contextFeature != null)
                                      logger.LogError(contextFeature.Error.Message);
                                       var metadata = new ErrorResponse
                                           Code = context.Response.StatusCode,
                                           Message = tools.GetMessage(1,MessageType.Error),
                                           StackTrace = contextFeature.Error.StackTrace,
                                           ExceptionMessage = contextFeature.Error.Message,
                                           ExceptionType = contextFeature.Error.GetType().FullName
                                       await context.Response.WriteAsync(JsonConvert.SerializeObject(metadata));
```

Exceptions use Developer Exception Page

```
// This method gets called by the runtime. Use this method to configure the HTTP request pipeline.
Oreferencias
public void Configure(IApplicationBuilder app, IWebHostEnvironment env,ILogger<Startup> logger)
{
    if (env.IsDevelopment())
    {
        app.UseDeveloperExceptionPage();
        app.UseSwagger();
        app.UseSwaggerUI(c => c.SwaggerEndpoint("/swagger/v1/swagger.json", "Weelo v1"));
}

//Exception Control
app.UseExceptionHandler(appError => app.UseExceptionHandler(appError
```

Sort and filter searches

```
//Method to filter properties
         private List<PropertyBasicEntity> Filter(List<PropertyBasicEntity> properties, FindPropertyEntity find)
                     if (find != null && properties.Any())
                                  if \ (!string.IsNullOrEmpty(find.IdZone.ToString())) \ properties = properties. \\ Where (x \Rightarrow x.IdZone == find.IdZone) 
                                 if (find.YearMin > 0 && find.YearMax > find.YearMin) properties = properties.Where(x => x.Year >= find.YearMin
                                 if (find.PriceMin > 0 && find.PriceMax > find.PriceMin) properties = properties.Where(x => x.Price >= find.PriceMin)
                                  if (find.RoomsMin > 0 && find.RoomsMax > find.RoomsMin) properties = properties.Where(x => x.Rooms >= find.Room
                                 if (find.PropertyType != PropertyType.None) properties = properties.Where(x => x.PropertyType == find.PropertyI if (find.ConditionType != ConditionType.None) properties = properties.Where(x => x.ConditionType == find.ConditionType
                                  \textbf{if (find.SecurityType } != SecurityType.None) \ \textbf{properties} = \textbf{properties.Where} (\textbf{x} \Rightarrow \textbf{x}.SecurityType == find.SecurityType) \\ \textbf{properties} = \textbf{properties} (\textbf{x} \Rightarrow \textbf{x}.SecurityType) \\ \textbf{properties} = \textbf{p
                                 if (find.AreaType != AreaType.None) properties = properties.Where(x => x.AreaType == find.AreaType).ToList();
                                If (find.WithFurnished == WithFurnished.Furnished) properties = properties.Where(x => x.Furnished == true).ToLi
if (find.WithFurnished == WithFurnished.Furnished) properties = properties.Where(x => x.Furnished == false).
if (find.WithGarages == WithGarages.Garages) properties = properties.Where(x => x.Garages > 0).ToList();
if (find.WithGarages == WithGarages.NotGarages) properties = properties.Where(x => x.Garages < 0).ToList();
if (find.WithSwimmingPool == WithSwimmingPool.SwimmingPool) properties = properties.Where(x => x.SwimmingPool =
if (find.WithSwimmingPool == WithSwimmingPool.NotSwimmingPool) properties = properties.Where(x => x.SwimmingPool = WithSwimmingPool.NotSwimmingPool) properties = properties.Where(x => x.SwimmingPool = WithSwimmingPool.NotSwimmingPool) properties = properties.Where(x => x.SwimmingPool)
                                 if (find.WithGym == WithGym.Gym) properties = properties.Where(x => x.Gym == true).ToList();
                                 if (find.WithGym == WithGym.NotGym) properties = properties.Where(x => x.Gym == false).ToList();
                                  if (find.WithOceanfront == WithOceanfront.Oceanfront) properties = properties.Where(x => x.Oceanfront == true)
                                  if (find.WithOceanfront == WithOceanfront.NotOceanfront) properties = properties.Where(x => x.Oceanfront ==
                                 if (find.WithImages == WithImages.Images) properties = properties.Where(x => !string.IsNullOrEmpty(x.ImageUrl)
                                 if (find.WithImages == WithImages.NotImages) properties = properties.Where(x => string.IsNullOrEmpty(x.ImageUrl
                                 if (find.OrderProperty == OrderProperty.PriceMin) properties = properties.OrderBy(x => x.Price).ToList();
if (find.OrderProperty == OrderProperty.PriceMax) properties = properties.OrderByDescending(x => x.Price).ToLis
if (find.OrderProperty == OrderProperty.YearMax) properties = properties.OrderByDescending(x => x.Year).ToList()
                                 if (find.EnabledProperty == EnabledProperty.Enabled) properties = properties.Where(x => x.Enabled == true).ToLi
se encontraron problemas.
```

Paginated for searches

```
public List<PropertyBasicEntity> Find(FindPropertyEntity find,int itemsForPage)
{
    var properties = new List<PropertyBasicEntity>();

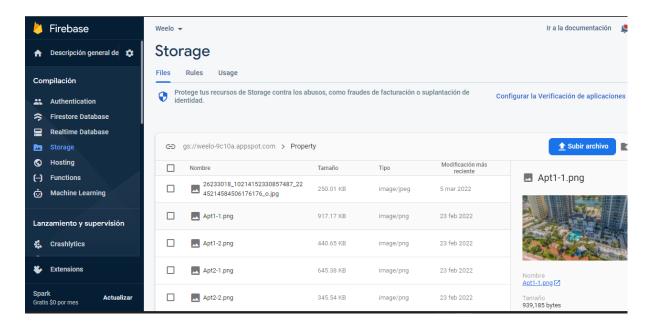
    if (find.IdCity.HasValue)
    {
        properties = GetAllForCity(find.IdCity);
        properties = Arrive(properties);
        properties = Filter(properties, find);
    }

    return properties.Skip(itemsForPage * find.Page).Take(itemsForPage).ToList();
}

//Method to get a specific property.with detailed information
```

To save images fire storage

```
//Method to save an image in firebase storage
public async Task<string> UpLoadImage(Stream stream, string fileName, IConfiguration config)
    var auth = new FirebaseAuthProvider(new FirebaseConfig(config.GetSection("Storage")["ApiKey"]));
    var a = await auth.SignInWithEmailAndPasswordAsync(config.GetSection("Storage")["AuthEmail"], config
    var cancellation = new CancellationTokenSource();
    var task = new FirebaseStorage(
        config.GetSection("Storage")["Bucket"],
       new FirebaseStorageOptions
            AuthTokenAsyncFactory = () => Task.FromResult(a.FirebaseToken),
            ThrowOnCancel = true
        3)
        .Child("Property")
        .Child(fileName)
        .PutAsync(stream, cancellation.Token);
   try
        return await task;
    catch (Exception ex)
        throw new NotImplementedException(ex.Message);
```



Helper classes

```
EnumType.cs 🐞 🗙 🔻 🌣 Explorador de soluciones
Tools.cs + X PropertyLogic.cs
                                  Startup.cs

☐ WeeloCore

                           → 🥸 WeeloCore.Helpers.Tools
                                                         → @messageRepository
                                                                                       - ±
                                                                                                     A # 6 + C ■ @ \\
                  21 referencias
public class Tools
                                                                                         Buscar en Explorador de soluciones (Ctrl+
                                                                                             △ 🖂 Solución "Weelo" (4 de 4 proyectos)
                                                                                              Orígenes externos
                       MessageRepository messageRepository;
                                                                                              ▲ 🛔 WeeloAPI
                      10 referencias
public Tools()...
                                                                                                 ♦ Connected Services
                                                                                                 ▶ ♣☐ Dependencias
                       //Method to get success or error messages from database
                                                                                                 ▶ a  Properties
                                                                                                 ▶ a  Controllers
                       public string GetMessage(int Code, MessageType messageTypε

▲ A P Helpers

                                                                                                   ▶ & C# MappingProfile.cs
                       //Method to save an image in firebase storage
                                                                                                   ▶ A C# ToolsConfig.cs
                      public async Task<string> UpLoadImage(Stream stream, strir 🖥
                                                                                                 ▶ a  References
                                                                                                 ▶ A (i) appsettings.json
                                                                                                 ▶ A C# Program.cs
                                                                                                 ▶ A C# Startup.cs
                      public bool IsImage(string image)

▲ △ □ WeeloCore

                                                                                                 ▶ ₽☐ Dependencias
            13
                                                                                                 ▶ A  Entities

▲ A 
 Helpers

                                                                                                   ▶ A C# EnumType.cs
                                                                                                   ▶ A C# Tools.cs
                                                                                                 ▶ å  Interfaces
                                                                                                 ▶ A 🗀 Logic
```

Documentation Code:

All the code is well documented, the commented classes and methods as well as the enum among others, it is explained what each of these does.

Good nomenclature and names of attributes, methods and classes to know what they do.

Nomenclatures: Good nomenclatures for names of classes, methods and objects

```
//Controller
1referencia
public PropertyLogic(IMapper mapper)...

//Method to search for properties by city, area, price, year, room number among other filters
1referencia
public List<PropertyBasicEntity> Find(FindPropertyEntity find,int itemsForPage)...

//Method to get a specific property, with detailed information
6referencias
public PropertyEntity Get(Guid? id)...

//Search properties by a city
1referencia
public List<PropertyBasicEntity> GetAllForCity(Guid? idCity)...

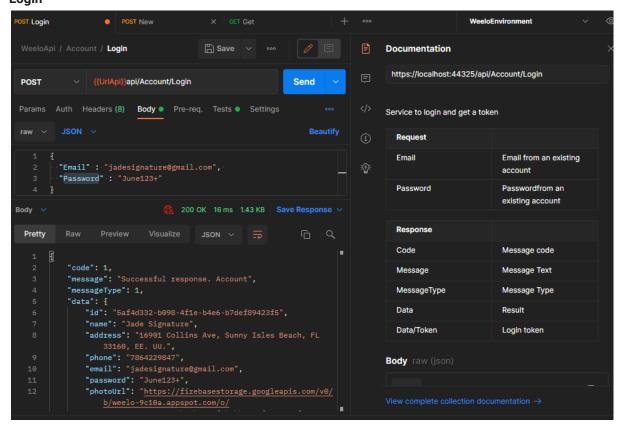
//Method to get all system properties
3referencias
public List<PropertyEntity> GetAll()...

//Method to add a new property
2referencias
public BaseResponse<PropertyEntity> Insert(PropertyEntity propertyInfoEntity)...

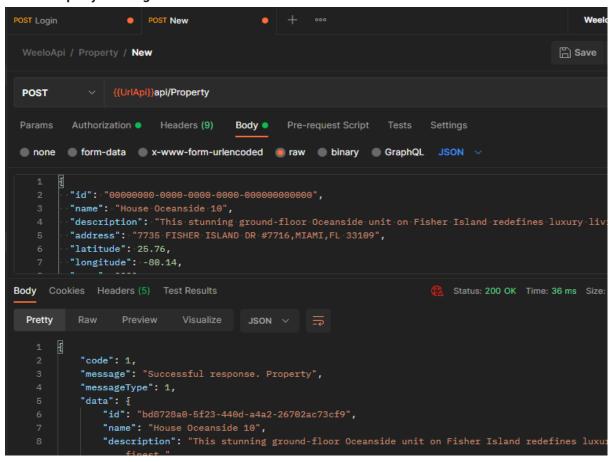
//Method to delete a property
2referencias
public BaseResponse<PropertyEntity> Delete(Guid? id)...
```

In addition, a delivery manual is left for the configuration and management of the API.

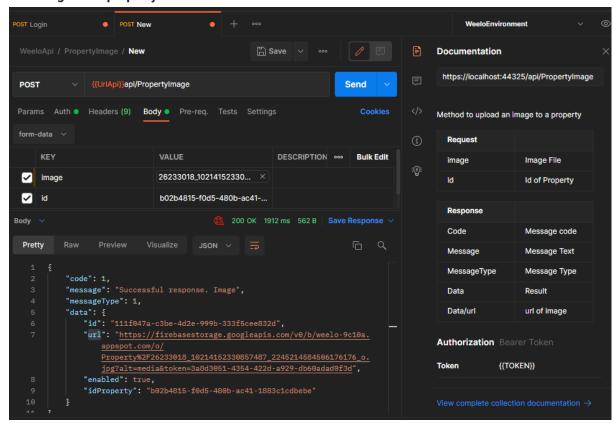
Some of the 22 API services: Login



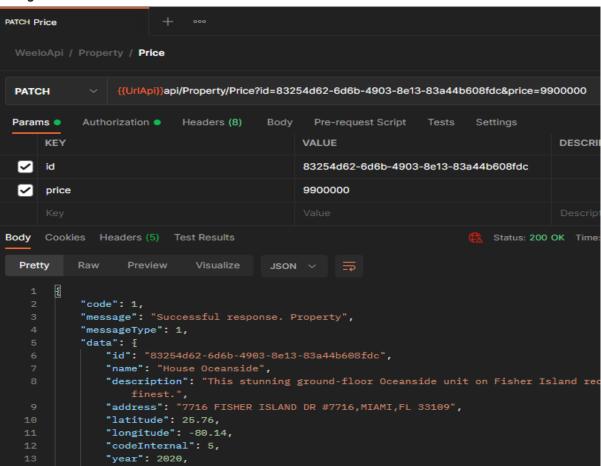
Create Property Building



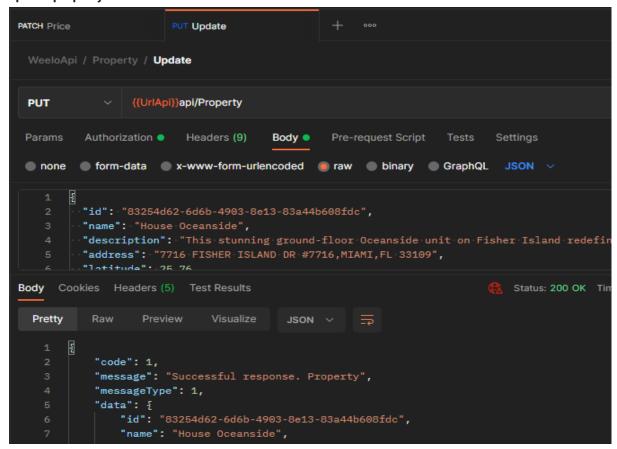
Add Image from property



Change Price



Update property



List property with filters

