# Engineering WORKSHOP



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# Hi there, I'm Chalanika Sewwandi.

Senior Software Engineer @ Rootcode Labs



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Software Engineer @ Rootcode Labs © rootcode

## **Hackathon Challenge**

15th August @ 00:01 hrs

6 Days / 144 Hours

## **Deliverables**

- Create a GitHub repo with your project \*
  - a. Repo name -: TeamName\_ProductName
  - b. Repo access -: public repo access
- 2. Include a README file with all the steps to run the application with configurations \*
- 3. Provide a ER diagram and a DB dump \*
- 4. Provide a demo video (Under 10 mins) with all the user flows \*
- 5. Provide a document with limitations, assumptions and future improvements

## **Submission**

The team leader should complete the relevant form by providing the following details.

- Github repo url
- Upload the documents with instructions, future improvements and ER diagram (Rename as TeamName\_ProductName)
- DB dump
- Demo Video ( Rename as TeamName\_ProductName\_Dev\_Demo )

## **Technologies**

Front End











Back End







Database











## **Evaluation Criterions**

Functionality

**Code Architecture** 

**Code quality** 

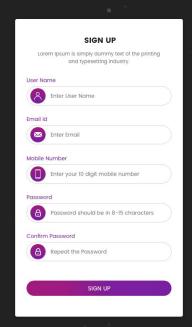
**DB** design

**Best practices** 

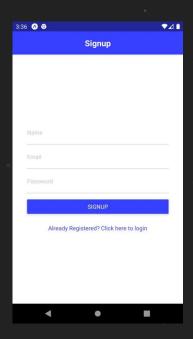
## **Functionality**

- Align with the design
- Correctness & Completeness
- Mobile responsiveness
- Error handling & validations

## Align with the design

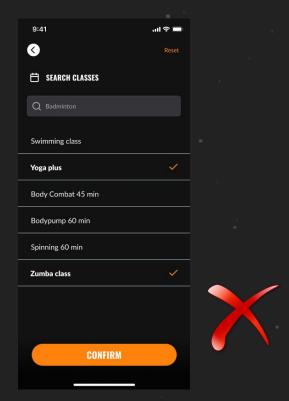


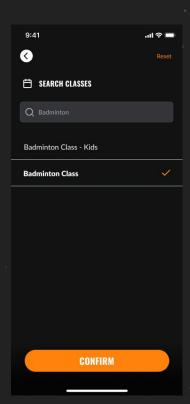
Design



Implementation

## **Correctness and Completeness**





## Mobile responsiveness

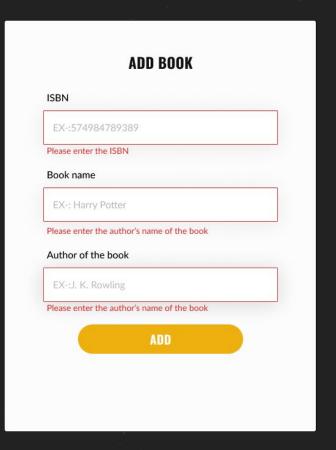
Mobile First Approach



## Error handling and validations

- 1. Form validations
- 2. API error handling

```
@PostMapping
public ResponseEntity<String> addBook(@RequestBody Book book) {
    try {
        if (isIsbnAlreadyExists(book.getIsbn())) {
            // ISBN number already exists, return meaningful error message
            return ResponseEntity.badRequest().body("ISBN number already exists in the database.");
        }
        bookList.add(book);
        return ResponseEntity.ok("Book added successfully.");
    } catch (Exception e) {
        return ResponseEntity.status(HttpStatus.INTERNAL_SERVER_ERROR).body("An error occurred while processing the request.");
    }
}
```



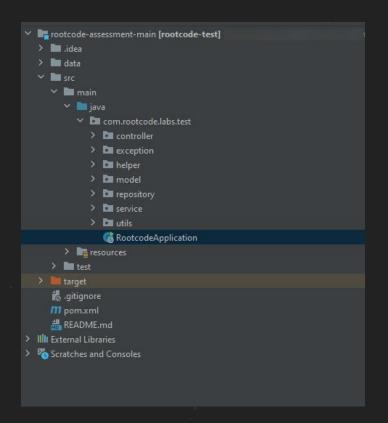


## **Code Architecture**

- Folder structure
- Proper API methods definitions & distribution
- Component architecture

## Folder structure

#### Example -:

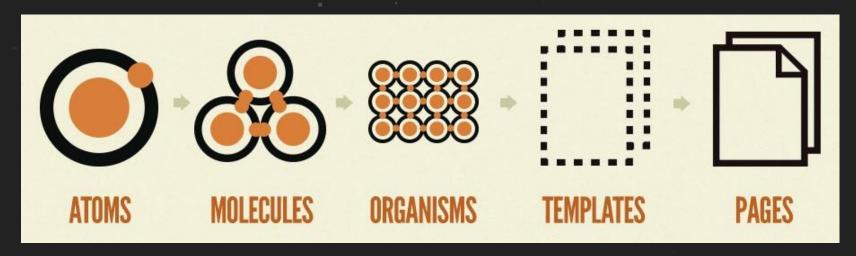


## Proper API methods definitions

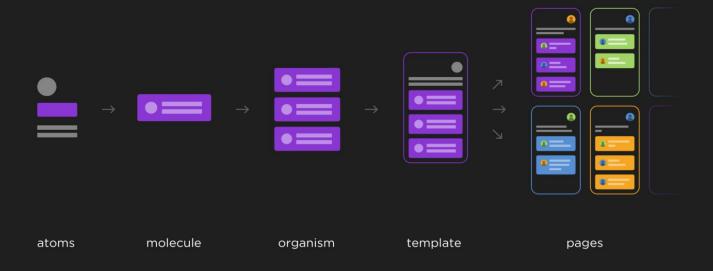
```
. .
@RestController
@RequestMapping("/products")
public class ProductController {
   @GetMapping
   public ResponseEntity<List<Demo>> getAllProducts() {
   @GetMapping("/{id}")
   public ResponseEntity<Demo> getProductById(@PathVariable("id") long id) {
   @DeleteMapping("/{id}")
   public ResponseEntity<String> deleteProductById(@PathVariable("id") long id) {
```

## Component Architecture

**Atomic Design Methodology** 

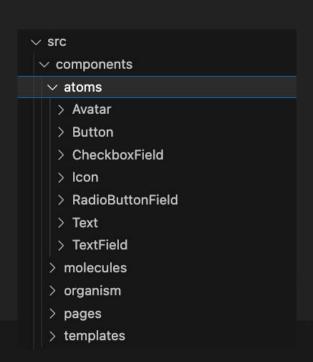


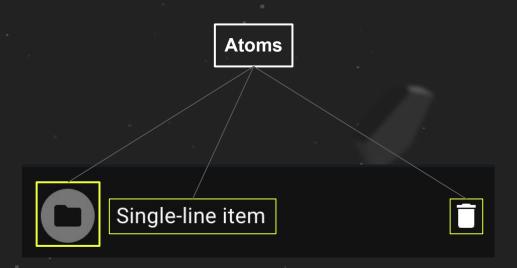
## Atomic Design Methodology



## Atoms

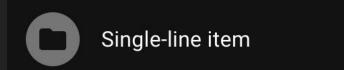
Atoms are the smallest and most basic building blocks of a design system.

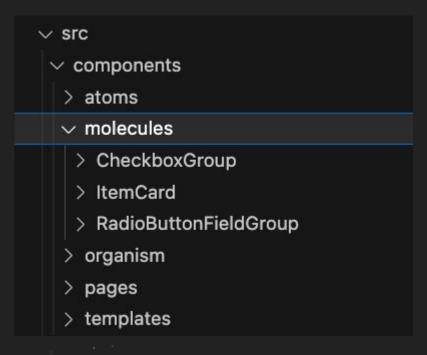




## Molecules

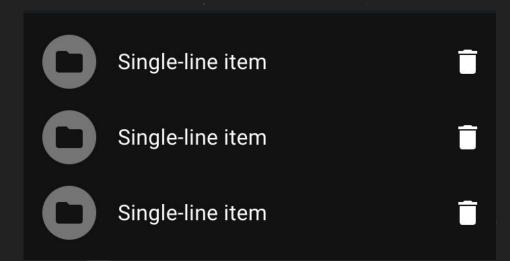
A molecule is a collection of atoms that combine to create a group of repeatable elements.





## Organism

Organisms are made up of one or more molecular or atomic components and are used to create even more complex UI elements.



√ src components > atoms molecules > CheckboxGroup ItemCard > RadioButtonFieldGroup √ organism > ItemsList OnboardingQuestionForm pages > templates

## Templates and pages

In Atomic Design, templates and pages are the final building blocks after organisms.

#### **Templates**

- Ability to reuse common functionality or props across multiple pages.
- Provide the structure for a page but don't contain real content.

#### **Pages**

Pages are specific instances of templates where real content is populated

## **Code Quality**

- Type usage
- Code analysis and formatting
- Code refactoring
- Comments
- Style usage
- Meaningful names
- Class and methods distribution

## Why Types ??

- Early error detection
- Code readability
- Code maintainability

```
JavaScript

let bookName = 'Harry Potter';

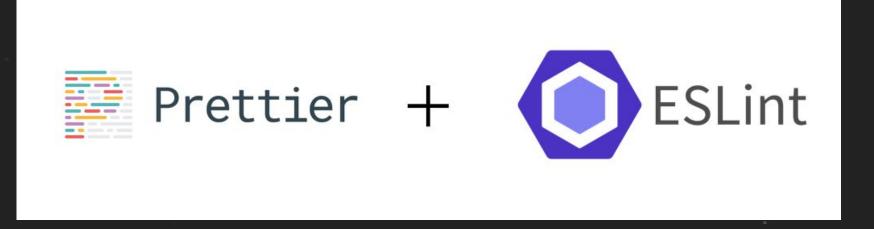
bookName = 10; // allowed in JavaScript
```

```
TypeScript

let bookName:string = 'Harry Potter';

bookName = 10; // not allowed in TypeScript
```

## Code Analysis And Formatting



## Code Refactoring

```
function calculateTotalPriceWithTax(items: Item[], taxRate: number): number {
  let total = 0;
  for (const item of items) {
    total += item.price;
  }
  const taxAmount = total * taxRate;
  total += taxAmount;
  return total;
}
```

**Before refactoring** 

## Code Refactoring

```
function calculateTotalPriceWithTax(items: Item[], taxRate: number): number {
  let total = 0;
  for (const item of items) {
    total += item.price;
  }
  const taxAmount = total * taxRate;
  total += taxAmount;
  return total;
}
```



**Before refactoring** 

After refactoring

## **Code Comments**

Where do we need to add code comments?

- Complex algorithm
- Design decision
- TODOs and Future improvements
- Edge Cases and Assumptions

What makes a good comment?

- Clear and concise
- Explain purpose
- Updates with code changes

Good developers write good code; great ones also write good comments.

## Style Usage

```
style.ts

import { StyleSheet, ViewStyle } from 'react-native';

interface Styles {
  container: ViewStyle;
}

export default (): Styles =>
  StyleSheet.create({
   container: {
    marginTop: 20,
    flex: 1,
    paddingBottom: 30,
   },
});
```

## Meaningful Names

- Use intention revealing names
- Use suitable naming conventions

```
const x = 10;
const arr = [1, 2, 3];
const res = calculate(x, arr);
```

```
const numberOfStudents = 10;
const grades = [85, 92, 78];
const averageGrade =
calculateAverageGrade(numberOfStudents, grades);
```

## Naming conventions

```
. .
public class NamingConventionExample {
    private double x; //this is wrong
    private double totalPrice;
    public void calculateTotalPrice(int quantity, double pricePerItem) {
       totalPrice = quantity * pricePerItem;
       System.out.println("Total Price: " + totalPrice);
```

## Class and method distribution

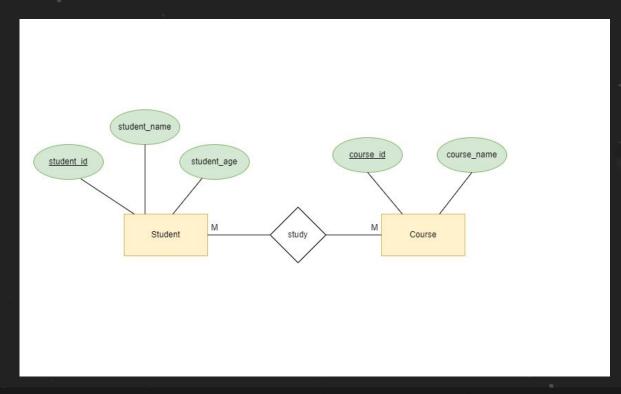
```
. .
public class Order {
   public void processOrder(Order order) {
           if (isValidOrder(order)) {
               double totalPrice = calculateTotalPrice(order);
               processPayment(order, totalPrice);
               System.out.println("Invalid order. Please check order details.");
   private boolean isValidOrder(Order order) {
   private double calculateTotalPrice(Order order) {
   private void processPayment(Order order, double totalPrice) {
   private void updateInventory(Order order) {
   private void sendOrderConfirmationEmail(Order order) {
```



## DB design

- Normalization
- Data integrity
- Scalability & extensibility
- Best practices for each database technology
- ER Diagram and data model

## ER Diagram



## **Best Practices**

- Security
- Documentation
- Hosting
- Test cases
- Optimizations
- Logs
- Dependency Management

### Test cases

```
. .
public class UserRepositoryTest {
   private UserRepository userRepository;
    @BeforeEach
   public void setUp() {
        userRepository = new UserRepository();
   @Test
   public void testCreateUser() {
        User user = new User(1, "John Doe", 30);
        userRepository.createUser(user);
        User retrievedUser = userRepository.readUser(1);
        Assertions.assertNotNull(retrievedUser);
        Assertions.assertEquals(user.getName(), retrievedUser.getName());
        Assertions.assertEquals(user.getAge(), retrievedUser.getAge());
```

## **Optimizations**

```
for (Product product : productList) {
    DbHelper.executeQuery("update product set price = 1000 where", product.getId());
List<Integer> productIds = new ArrayList<>();
for (Product product : productList) {
    productIds.add(product.getId());
DbHelper.executeQuery("update product set price = 1000 where id IN (" + productIds + ")");
```

## Logs

```
import org.slf4j.Logger;
import org.slf4j.LoggerFactory;
public class LogExample {
   private static final Logger log = LoggerFactory.getLogger(LogExample.class);
   public static void main(String[] args) {
        int a = 10;
        int b = 0;
       try {
            int result = divide(a, b);
            log.info("Division result: {}", result);
        } catch (ArithmeticException ex) {
            log.error("Error occurred during division: {}", ex.getMessage(), ex);
    public static int divide(int dividend, int divisor) {
        if (divisor == 0) {
           throw new ArithmeticException("Division by zero is not allowed!");
       return dividend / divisor;
```

## Dependency management

```
. .
       <dependency>
            <groupId>com.mysql</groupId>
            <artifactId>mysql-connector-j</artifactId>
           <scope>runtime</scope>
        </dependency>
        <dependency>
           <groupId>org.projectlombok</groupId>
           <artifactId>lombok</artifactId>
           <optional>true</optional>
        </dependency>
        <dependency>
            <groupId>com.opencsv</groupId>
            <artifactId>opencsv</artifactId>
            <version>5.0</version>
        </dependency>
       <dependency>
           <groupId>org.springframework.boot</groupId>
           <artifactId>spring-boot-starter-test</artifactId>
            <scope>test</scope>
        </dependency>
```

```
• • •
                 package.json
'^13"@t@pes/jest": "^27.5.2",
    "react-dom": "^18.2.0",
   "test": "react-scripts test",
    "production": [
     "not dead",
      "not op mini all"
     "last 1 chrome version",
```





**Q & A**