### **Groofy Code**

Competitive programming platform

### Under the supervision of:

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### Agenda

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# Problem Significance

### **Introduction & Problem Description**



Tasks
Deadlines

Why don't I know how to implement it?



### Thinking of the solution

#### What should I do

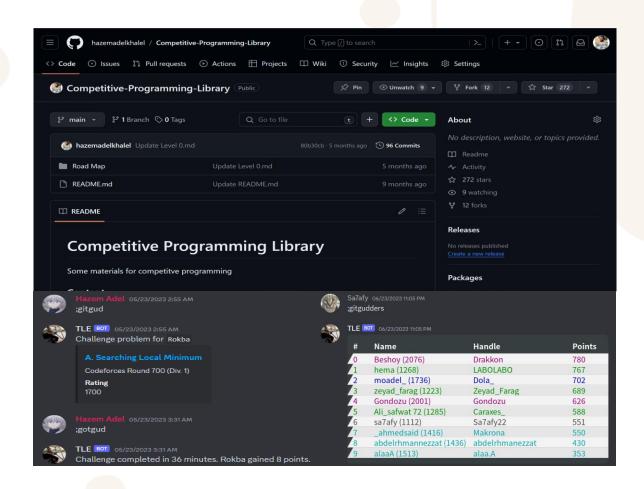


- 1 Should I solve a lot of problems?
- 2 Should I solve hard problems?
- 3 What time should I spend in solving?
- What about challenging people?
- 5 Leetcode ? Codeforces ? ..... etc

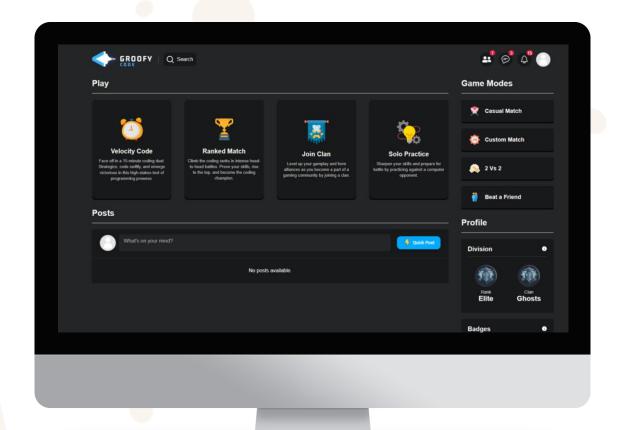
### **Motivation**

- Competitive Programming Library
- FCAI-ICPC Community
- Discord Bot Challenging
- Website -> Gaming Platform





### **Our Solution: Groofy Code**



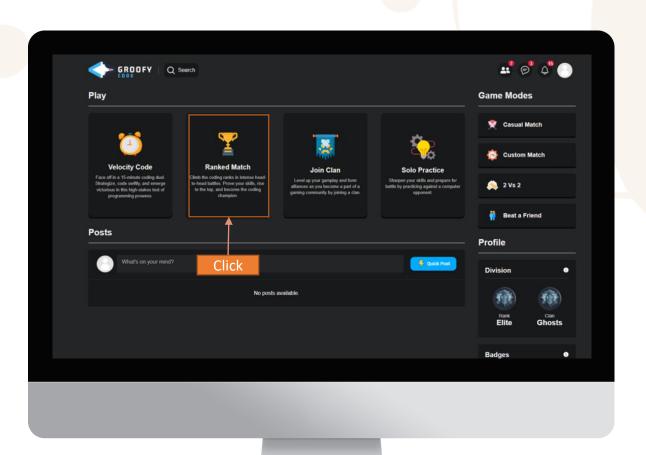
# Project Idea

### **Highlight Features**



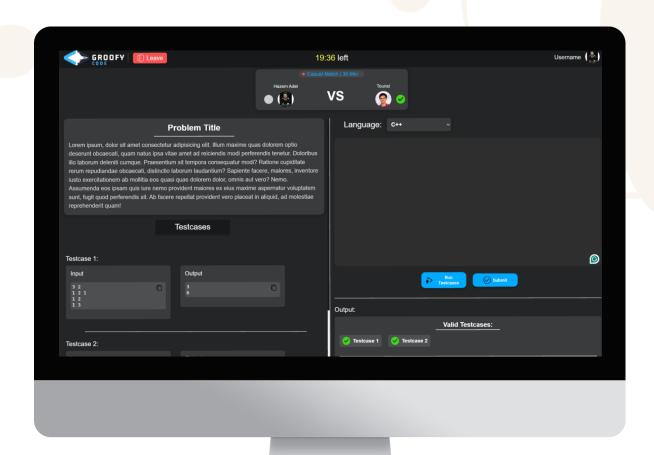
### **Match Modes**

- Various Coding Challenges
- Difficulty Levels



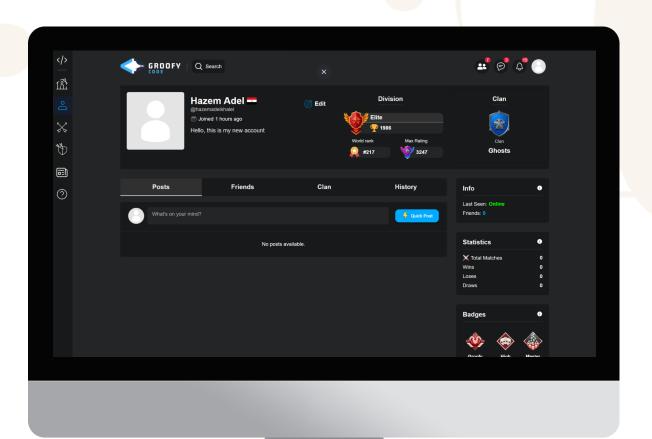
### **Match Challenge**

- Real-time Code Editor
- Submission and Evaluation



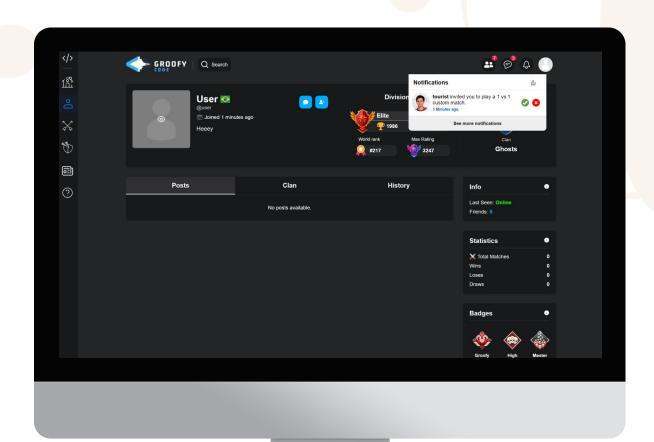
### **User Profile**

- User Registration / Login
- Profile Creation
- Personalized Dashboard
- Insightful User Statistics



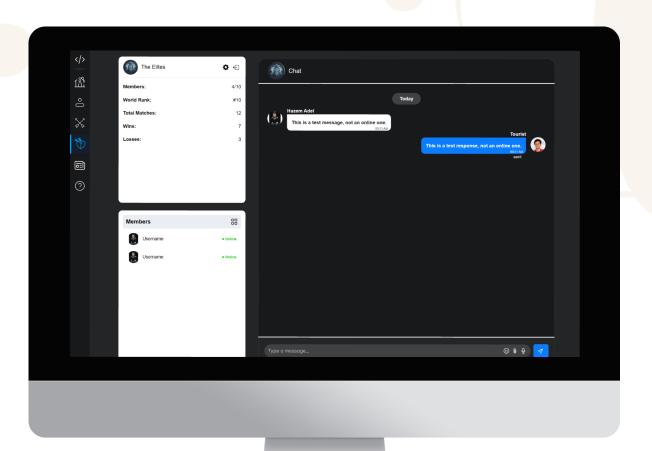
### **User Interactions**

- View users' profile
- Friend Requests
- Notification system
- Invite a Friend to Match/Clan
- Posts



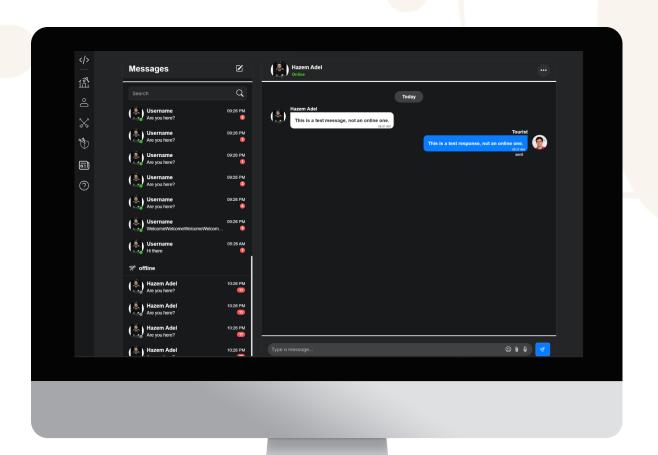
### **Clan Feature**

- Viewing Clan members
- Collaborate with people
- Messaging members
- Play with them

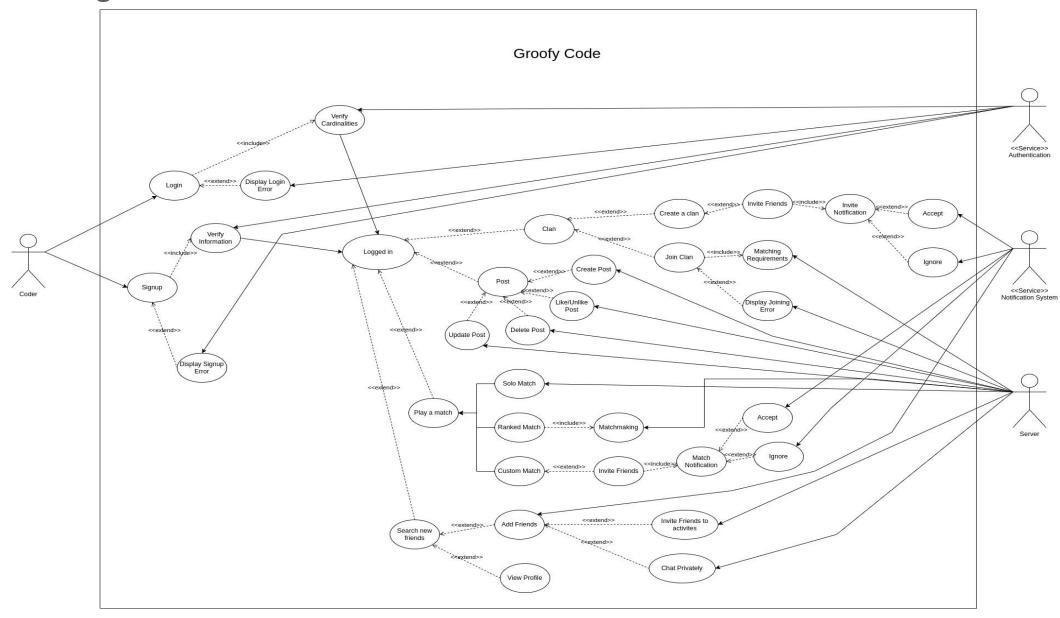


### **Chat System**

- Viewing Friends
- Message a user
- Search for a friend

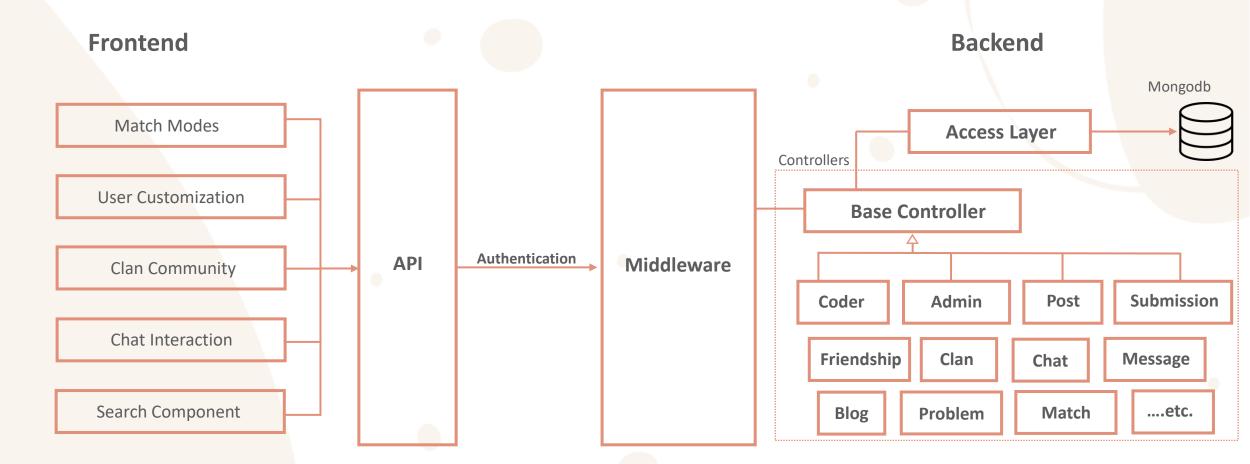


### **Use Case Diagram**



# Project Specifications

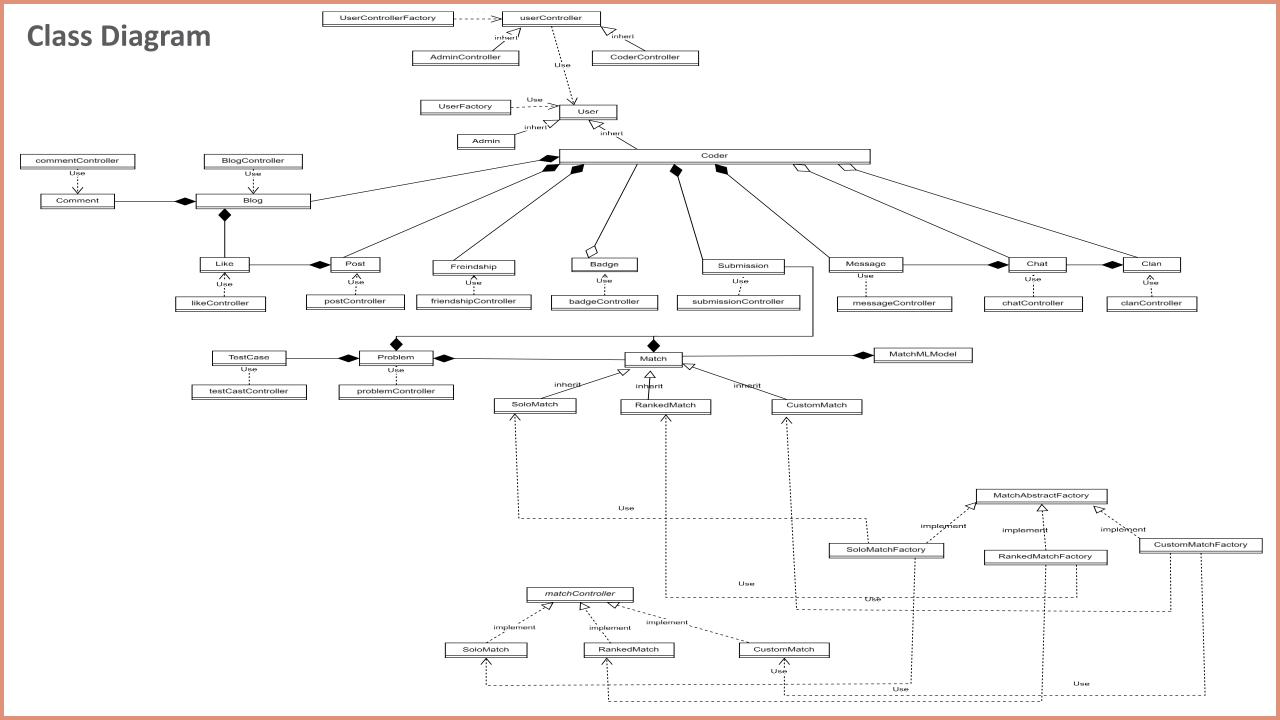
### **Architecture**



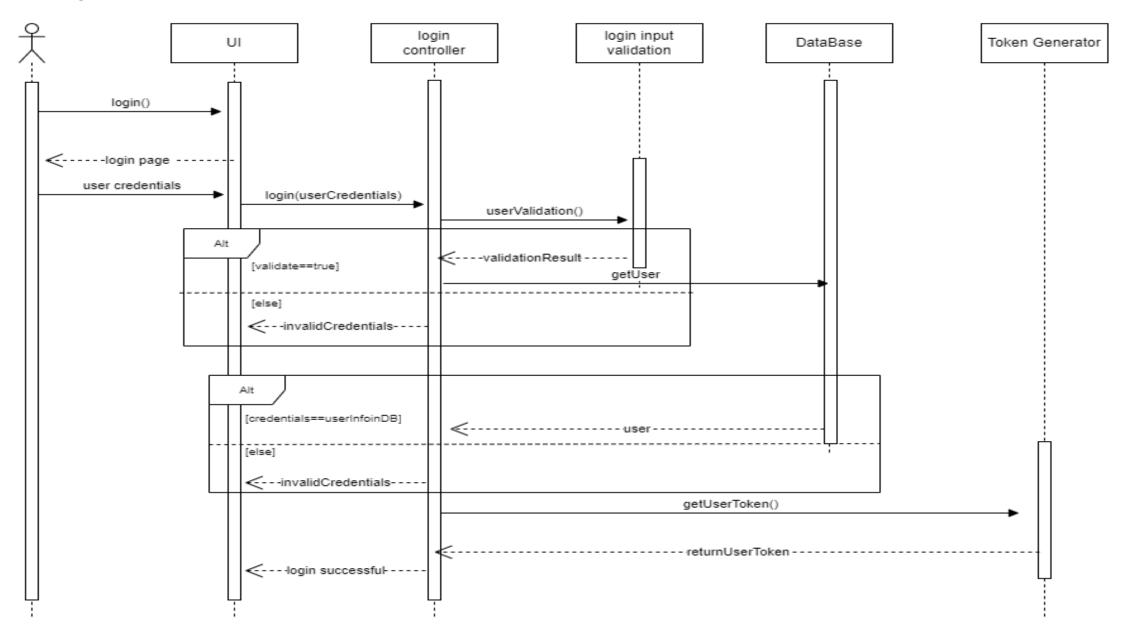
### **Design Patterns & SOLID Principles**

- Strategy Pattern
  - Match Controller
- Singleton
  - Controllers
- Abstract Factory
  - Match with Controller

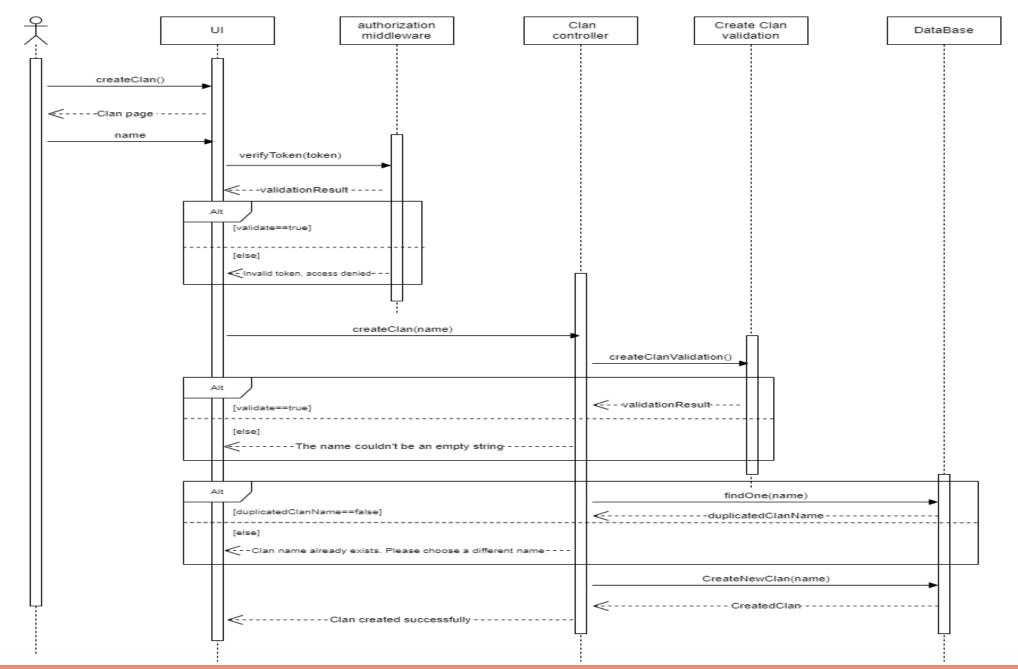




### **Login Sequence**

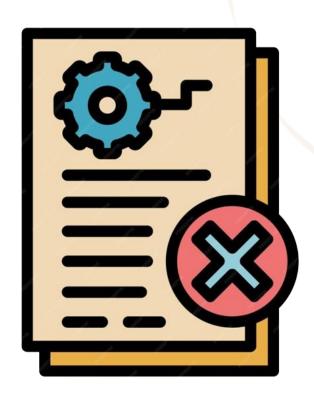


### **Clan Sequence**



### **Non-Functional Requirements**

- Scalability
  - Stable Server
  - Event-Driven & Non-Blocking I/O Backend
- Useability
  - Friendly User Interface
- Portability
  - Media Queries
- Performance
  - Single Page Application
  - Caching



# Traditional VS Machine Learning

### Why Machine Learning?

- The Slow Improvement Problem
- Quantity vs Quality
- Reason for Slow Improvement
- Finding Suitable Problems for Individual Abilities
- Leveraging Machine Learning
- Matchmaking Problem



### **Our Model**

- Problem Nature
- Recommendation System Type
- Similarity Scores Metrics and Implementation
- Solo Practicing Considerations
- Data Collection Methodology
- Feature and Target Variables
- Model Selection



### **Technologies and Libraries Used**

**Backend** 











**Frontend** 













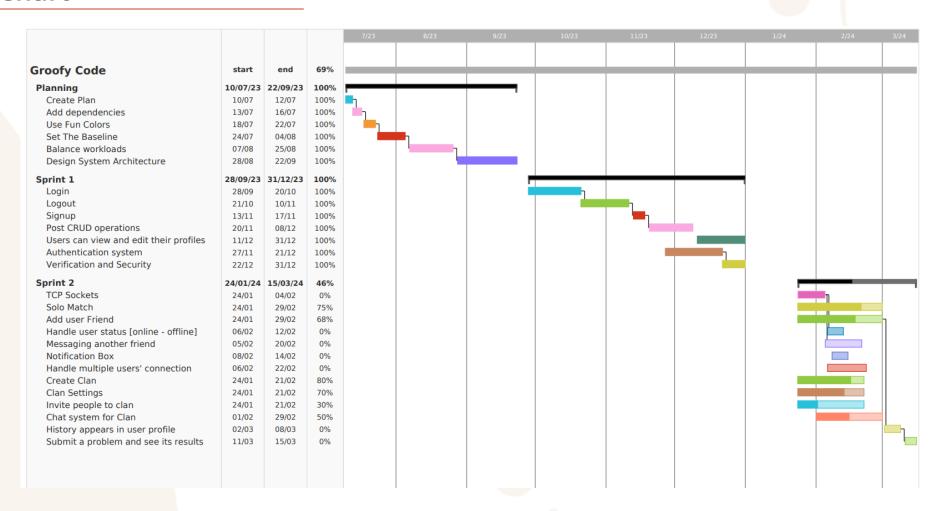
### **Challenges**

- Lack of hands-on experience with used technologies.
- Integration with already existing website such as Codeforces,
   Codemirror and judge0
- Time & Collaboration constraints due to studies and work commitments
- Nodejs VS Java Spring boot



### Time Plan

#### **Gantt Chart**



## Conclusion

### Conclusion

 Groofy Code aims to be a feature-rich and interactive online coding challenge platform.

 Encouraging users to improve their coding skills, compete in challenges, and foster a sense of community through clans and social features. With a dedicated and skilled development team, we are confident in delivering a high-quality platform that will be a valuable resource for coding enthusiasts.

### **Questions?**



hank you!