

Proiect MDS

~ The best recruitment platform ... we hope ^_^ ~

Membri echipa

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Cuprins

Descriere

Recruitment online

Principalele functionalitati vor fi:

- Login/Register (utilizator/companie)
- Editare Profil Companie si Utilizator(CV)
- Categori Joburi
- Adaugare/Editare/Stergere Job
- Aplicare la un Job
- Acceptare/Respingere Cerere

-

User_Stories

<https://trello.com/b/nUVquytN/proiectmds>

UserStory#1 :Register Page

Ca utilizator al platformei, îmi doresc sa fiu înregistrat în mod diferit pt a-mi selecta postul pe care îl ocup acum - Angajator sau Viitor Angajat.

UserStory#2 :Login Page

Ca utilizator al platformei, dupa logare voi fi redirectionat catre profilul aferent contului pt a-mi face o imagine de ansamblu asupra datelor personale introduse pana in prezent. Platforma va verifica in baza de date tipul utilizatorului si va oferi raspuns corespunzator.

UserStory#3 :Profile Page Creation for Company

Fiind companie, se va crea un profil dupa un șablon coresp. tipului companie pt a-mi usura introducerea datelor.

```
{  
  - #id_comp      -nume      -lista de joburi  
}
```

UserStory#4 :Profile Page Creation for User

Fiind viitor angajat, se va crea un profil dupa un șablon coresp. tipului angajat pt a-mi usura introducerea datelor personale si pt a eficientiza timpul petrecut pe platforma.

```
{  
  - #id  
  -nume  
  -prenume  
  -adresa  
  -nr_telefon  
  -e-mail  
  +-poza  
  +-lista de joburi favorite/la care am aplicat  
}
```

UserStory#5 :Profile Page Edit

Ca utilizator al platformei (companie sau viitor angajat), doresc sa imi pot actualiza

datele pt a-mi mentine profilul la curent cu toate eventualele schimbari ce pot aparea .

UserStory#6 :Profile Page Look for Company

Fiind companie, doresc sa vizualizez intregul profil personal creat dupa şablonul stabilit pt a-mi crea o impresie depre cat de bine prezint firma candidatilor.

UserStory#7 :Profile Page Look for User

Fiind viitor angajat, doresc sa vizualizez intregul profil personal creat dupa şablonul stabilit pt a-mi verifica imaginea persoanaa creata pana in prezent.

UserStory#8 :Create Job

Fiind companie, doresc sa creez oferta unui job disponibil ,completand un formular potrivit, dupa care sa îl adaug in lista mea de joburi disponibile pt a-mi fi mai usor pe viitor sa manageriez candidatii in functie de criteriile proprii.

Job

```
{
  -#id_job
  -nume
  -locatie
  -domeniu
  -descriere ("Ce vei lucra?")
  -cerinte ("Ce trebuie sa stii?")
  -tip (full-time / part-time / practica neplatita / internship / etc.)
  +-(Caz Internship) ("Cat dureaza?")
  +-lista de joburi similare (acelasi domeniu / aceeasi companie)
}
```

UserStory#9 :Edit/Delete Job

Fiind companie, doresc sa editez/sterg elemente din lista de joburi disponibile pt a tine intreaga platforma la curent cu modificarile ce au loc in cadrul firmei..

UserStory#10 :Display Similar Jobs

Ca viitor angajat, doresc, dupa ce am parcurs un profil al unui job, sa vad o lista cu joburi similare celui curent pt a naviga mai usor pe platforma.

UserStory#11 :Application at a Job

Ca viitor angajat, doresc, dupa ce am parcurs un profil al unui job si am decis ca vreau sa aplic la acesta, sa si realizez acest lucru pentru a instiinta compania de intentia mea

de a aplica. In momentul aplicarii, candidatului i se preiau datele personale din profil si pe langa acestea un document ce va reprezenta CV-ul lui.

UserStory#12 :E-mail Notification

Fiind companie, doresc, dupa ce am consultat lista de candidati, sa anunt pe fiecare ales printr-un mail pt a folosi in mod eficient timpul candidatilor.

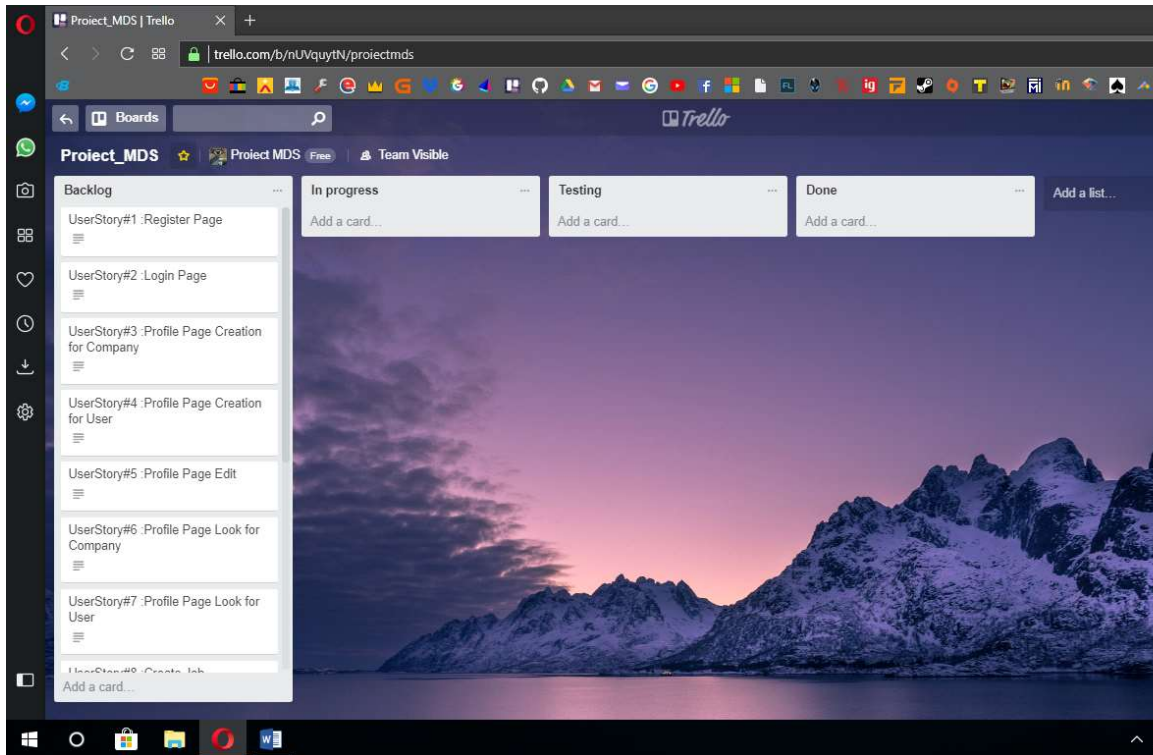
UserStory#13 :Search Bar

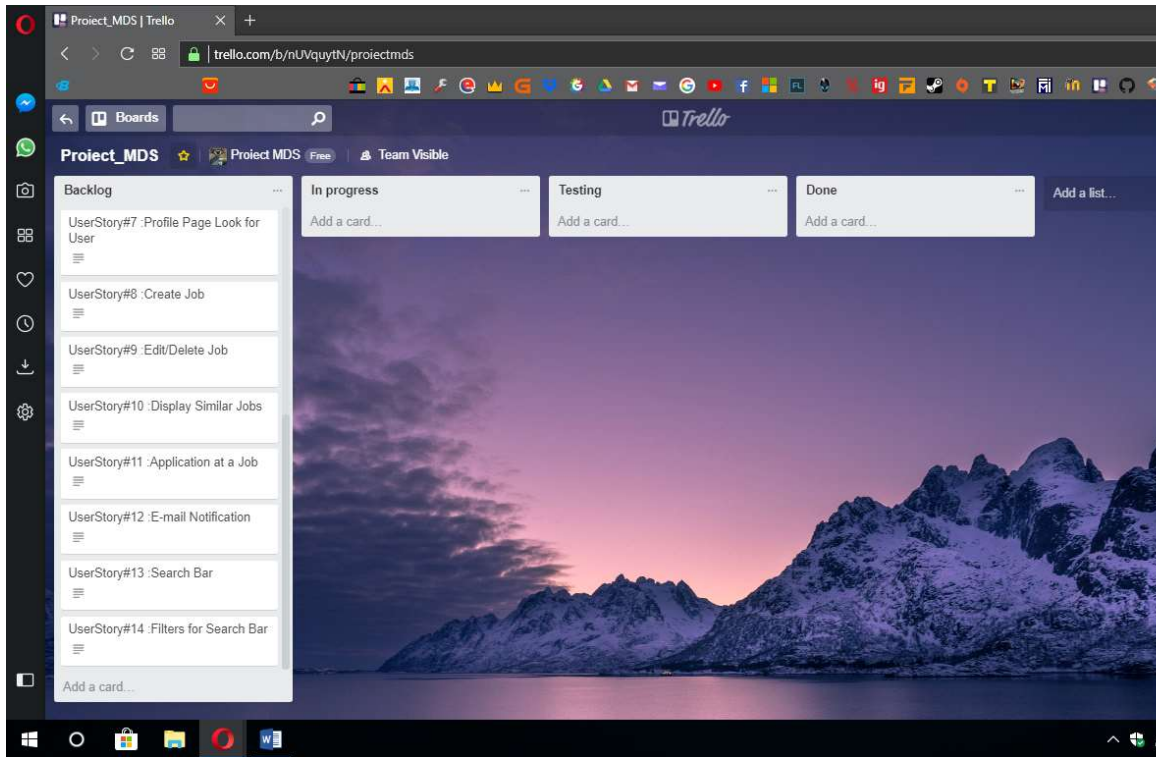
Ca utilizator al platformei, doresc sa gasesc un anume job dupa un cuvant cheie pt scurta timpul de cautare in intreaga lista de joburi disponibile.

UserStory#14 :Filters for Search Bar

Ca utilizator al platformei, doresc sa pot filtra rezultatele dupa anume categorii (domeniu, locatie, etc.) pt a-mi restrange cautarea joburilor in spatiul ales de mine.

PrintScreens





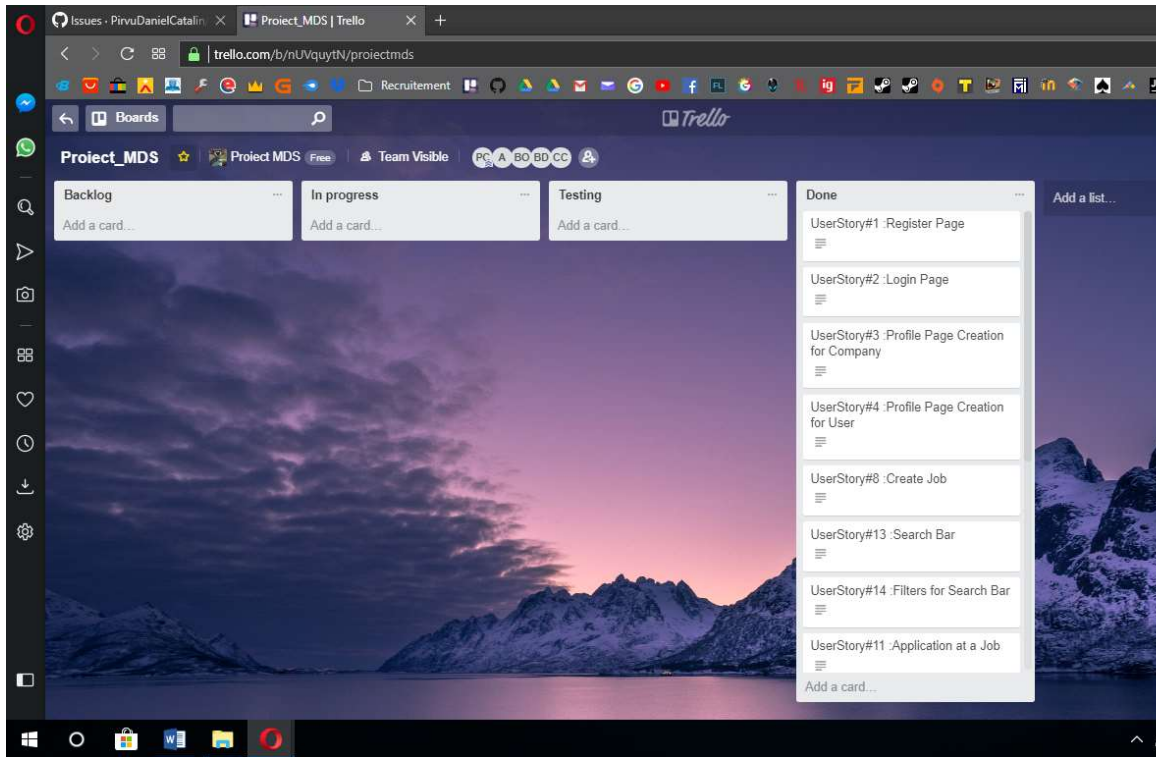


Diagramme UML

Diagramme Classe

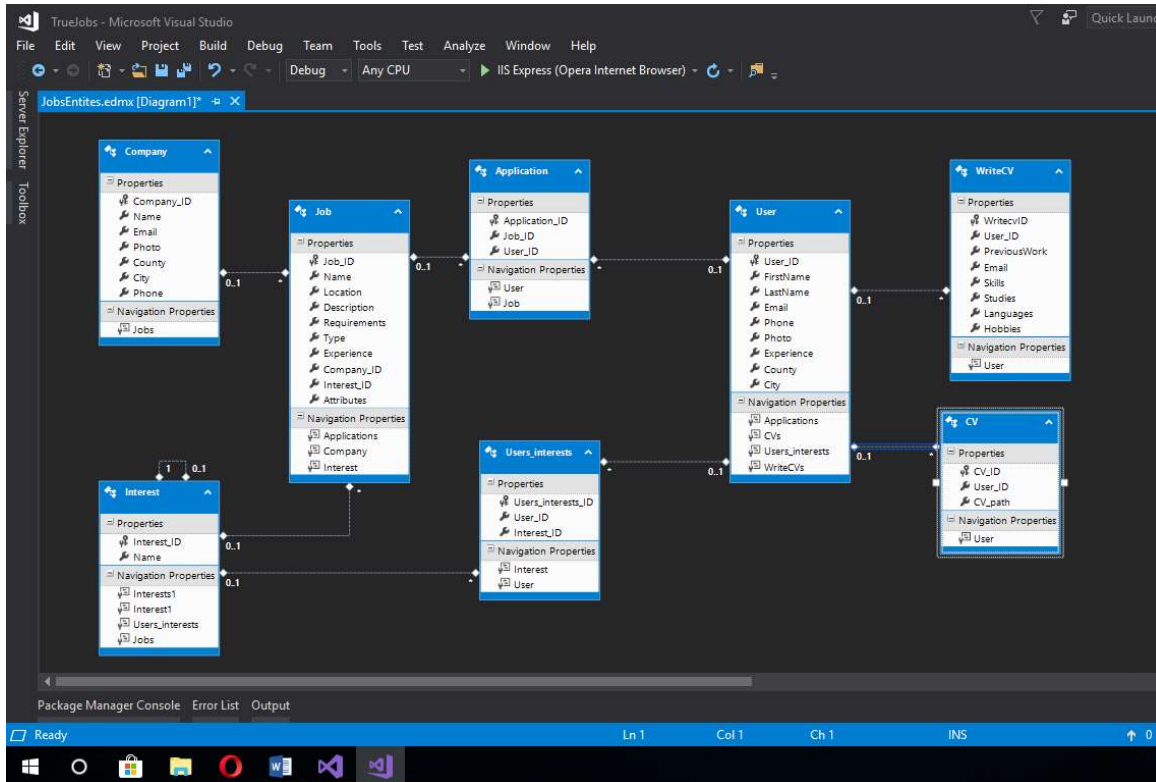


Diagramme Stari

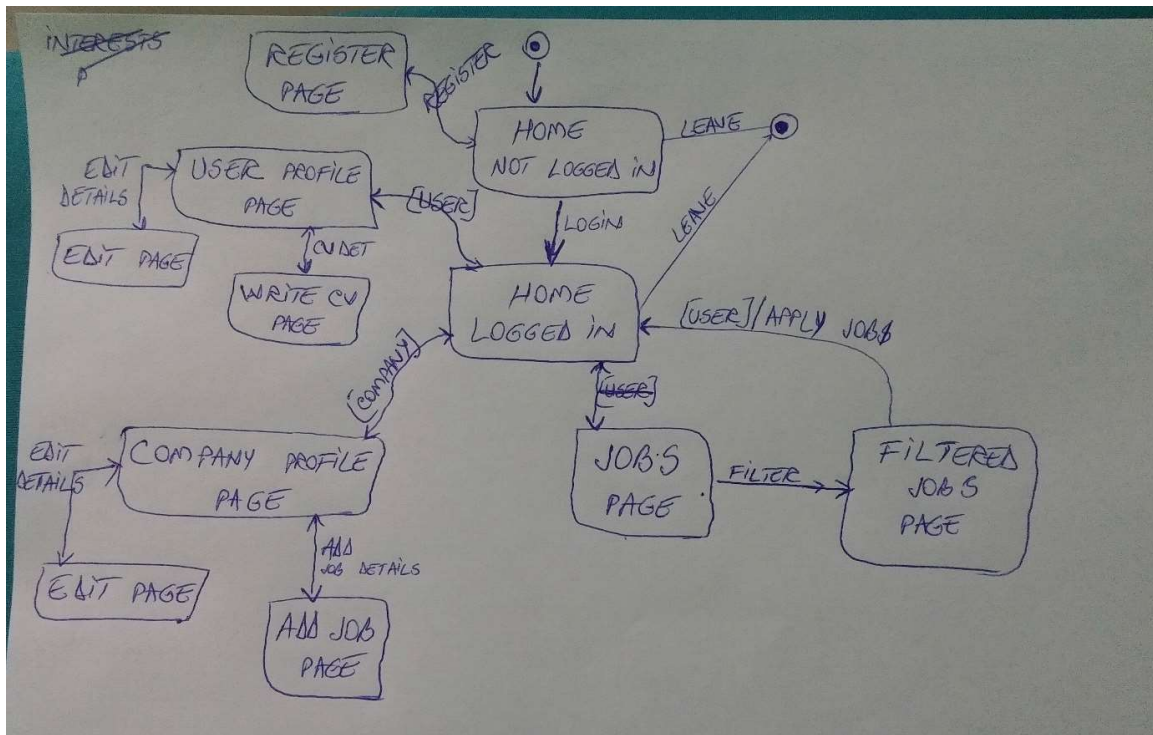
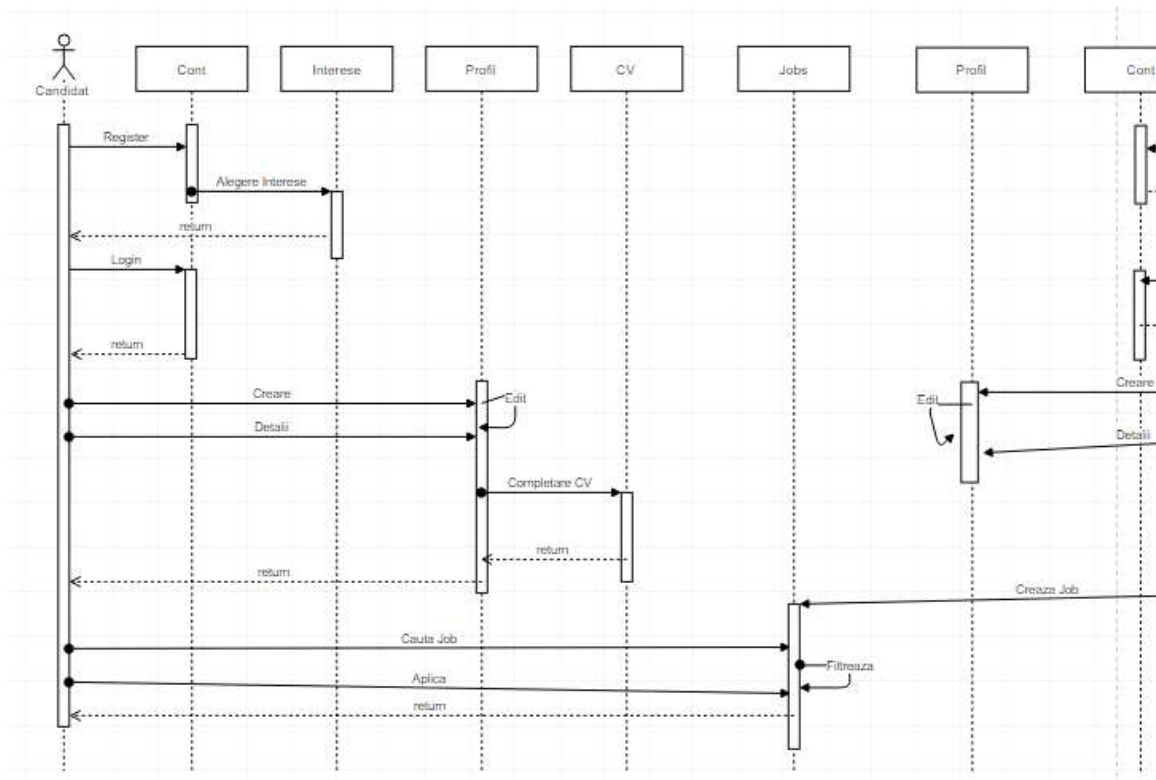
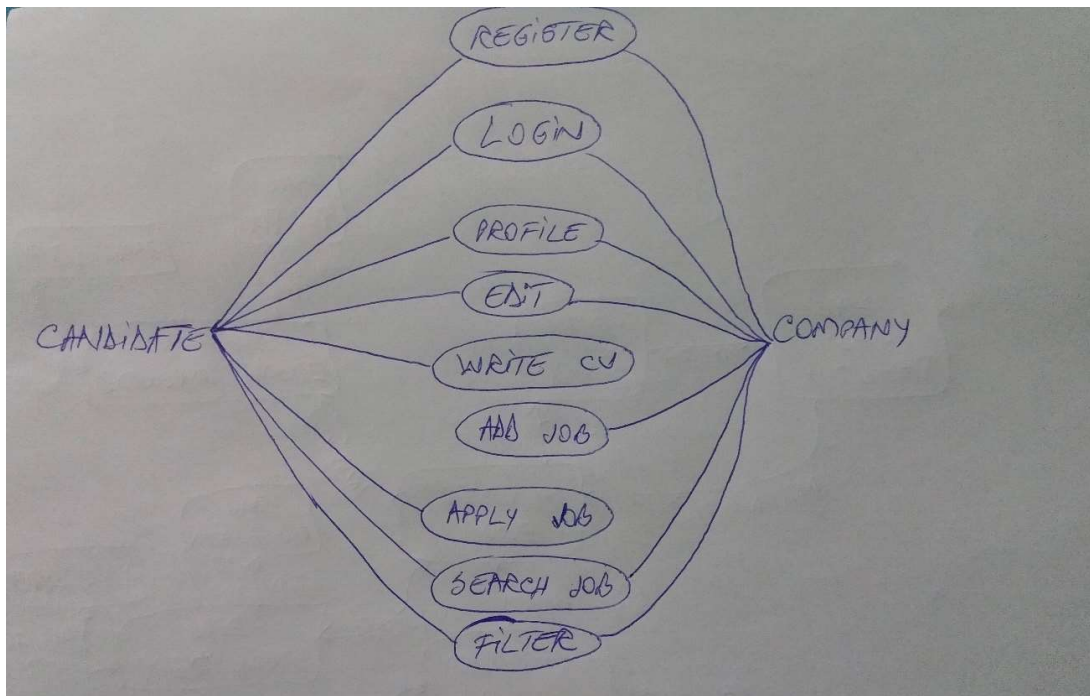


Diagramme Secvente



Diagrame Cazuri de utilizare



Source Control

GitHub: <https://github.com/PirvuDanielCatalin/MDS>

The screenshot displays the GitHub interface for the repository 'PirvuDanielCatalin / MDS'. The 'branches' tab is selected, showing a list of branches. The 'master' branch is the default, updated 3 hours ago by andrey2397. Other branches include 'test' (updated a month ago by PirvuDanielCatalin) and 'work' (updated 2 months ago by andrey2397). The 'Active branches' section shows 'locatii-companie' (updated 27 days ago by AlexandraBarbu96) and 'test' (updated a month ago by PirvuDanielCatalin). The 'work' branch is also listed. The interface includes a search bar for branches, a 'Change default branch' button, and a 'New pull request' button. The bottom of the screen shows the Windows taskbar with various application icons.

Branch	Updated	By	Commits	Files	Actions
master	Updated 3 hours ago	andrey2397	30	0	Default
test	Updated a month ago	PirvuDanielCatalin	30	0	#2 Merged
work	Updated 2 months ago	andrey2397	40	2	#1 Closed
locatii-companie	Updated 27 days ago	AlexandraBarbu96	23	1	New pull request
test	Updated a month ago	PirvuDanielCatalin	30	0	#2 Merged
work	Updated 2 months ago	andrey2397	40	2	#1 Closed

Teste automate

```
namespace TrueJobsTests
{
    [TestClass]
    public class ControllerTest
    {
        //private JobsEntities2 db = new JobsEntities2();

        [TestMethod]
        public void Index()
        {
            /*
            //Arrange
            WriteCVsController controller = new WriteCVsController();

            //Act
            ViewResult res = controller.Index() as ViewResult;

            //Assert
            Assert.IsNotNull(res);
            */

            HomeController controller = new HomeController();
            ViewResult result = controller.Index() as ViewResult;
            Assert.IsNotNull(result);
        }

        [TestMethod]
        public void Create()
        {
            //Arrange
            /*WriteCVsController controller = new WriteCVsController();

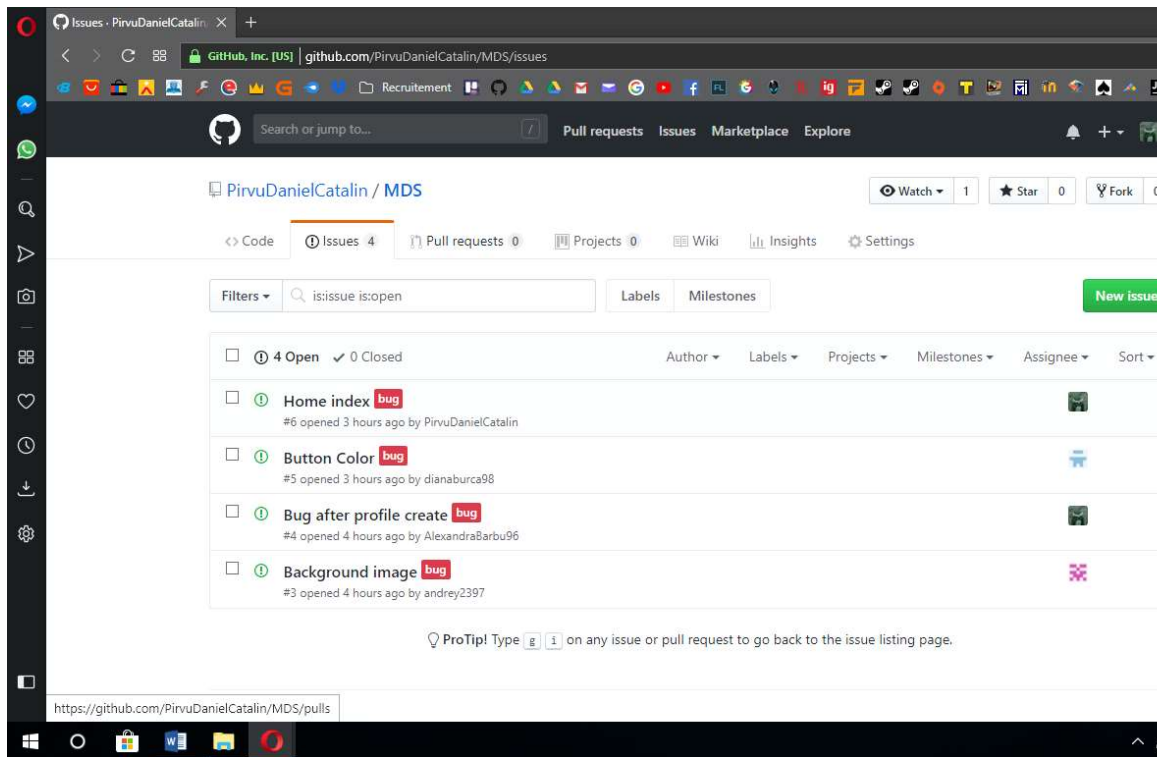
            //Act
            ViewResult res = controller.Index() as ViewResult;

            //Assert
            Assert.IsNotNull(res);
            */

            UsersController controller = new UsersController();
            ViewResult result = controller.Create() as ViewResult;
            Assert.IsNotNull(result);
        }
    }
}
```

```
    }  
  }  
}
```


Bug report



Build Tool

MSBuild

MSBuild TrueJobs.sln /p:Platform="Any CPU"

```
x64_x86 Cross Tools Command Prompt for VS 2017

Building the projects in this solution one at a time. To enable parallel build, please add the "/m" switch.
Build started 26-May-18 9:42:19 AM.
Project "E:\Git\MDS\TrueJobs\TrueJobs.sln" on node 1 (default targets).
ValidateSolutionConfiguration:
  Building solution configuration "Debug|Any CPU".
Project "E:\Git\MDS\TrueJobs\TrueJobs.sln" (1) is building "E:\Git\MDS\TrueJobs\TrueJobs\TrueJobs.csproj" (2) on node 1 (default targets).
EntityDeployNonEmbeddedResources:
  Skipping target "EntityDeployNonEmbeddedResources" because it has no outputs.
EntityDeployEmbeddedResources:
  Skipping target "EntityDeployEmbeddedResources" because all output files are up-to-date with respect to the input files.
GenerateTargetFrameworkMonikerAttribute:
  Skipping target "GenerateTargetFrameworkMonikerAttribute" because all output files are up-to-date with respect to the input files.
CoreCompile:
  Skipping target "CoreCompile" because all output files are up-to-date with respect to the input files.
  _CopyFilesMarkedCopyLocal:
    Touching "E:\Git\MDS\TrueJobs\TrueJobs\obj\Debug\TrueJobs.csproj.CopyComplete".
  _CopyOutOfDateSourceItemsToOutputDirectory:
  Skipping target "_CopyOutOfDateSourceItemsToOutputDirectory" because all output files are up-to-date with respect to the input files.
  _CopyAppConfigFile:
  Skipping target "_CopyAppConfigFile" because all output files are up-to-date with respect to the input files.
CopyFilesToOutputDirectory:
  TrueJobs -> E:\Git\MDS\TrueJobs\TrueJobs\bin\TrueJobs.dll
Done Building Project "E:\Git\MDS\TrueJobs\TrueJobs\TrueJobs.csproj" (default targets).

Project "E:\Git\MDS\TrueJobs\TrueJobs.sln" (1) is building "E:\Git\MDS\TrueJobs\TrueJobsTests\TrueJobsTests.csproj" (3) on node 1 (default targets).
GenerateTargetFrameworkMonikerAttribute:
  Skipping target "GenerateTargetFrameworkMonikerAttribute" because all output files are up-to-date with respect to the input files.
CoreCompile:
  Skipping target "CoreCompile" because all output files are up-to-date with respect to the input files.
  _CopyFilesMarkedCopyLocal:
    Touching "E:\Git\MDS\TrueJobs\TrueJobsTests\obj\Debug\TrueJobsTests.csproj.CopyComplete".
  _CopyOutOfDateSourceItemsToOutputDirectory:
  Skipping target "_CopyOutOfDateSourceItemsToOutputDirectory" because all output files are up-to-date with respect to the input files.
  _CopyAppConfigFile:
  Skipping target "_CopyAppConfigFile" because all output files are up-to-date with respect to the input files.
CopyFilesToOutputDirectory:
  TrueJobsTests -> E:\Git\MDS\TrueJobs\TrueJobsTests\bin\Debug\TrueJobsTests.dll
Done Building Project "E:\Git\MDS\TrueJobs\TrueJobsTests\TrueJobsTests.csproj" (default targets).

Done Building Project "E:\Git\MDS\TrueJobs\TrueJobs.sln" (default targets).

Build succeeded.
```

Refactoring

Inainte de refactorizare:

```
@foreach (var item in Model)
{
    <div class="col-lg-2 col-md-3 col-sm-5 col-xs-11">
        <div class="hovereffect">
            <div class="img-responsive" style="height:200px"></div>
            <div class="overlay"
                onclick="location.href=@Url.Action("Details", "Jobs", new { id =
                    item.Job_ID })">

                <h4>@item.Name</h4>
                <p>
                    <a href=@Url.Action("Details", "Jobs", new { id =
                        item.Job_ID })">Detalii</a>
                </p>

            </div>
        </div>
    </div>
}
```

Dupa refactorizare:

```
@Html.Partial("JobList");
```

Necesitate:

Sa nu fie view-urile foarte incarcate, am creat un Partial view pentru a afisa fiecare job.

Design patterns

Arhitectura MVC

Template

Orice controller este de fapt o clasa derivata dintr-o clasa model.

<nume pattern 2>

<copy/paste cod>