To do: Receive a grade

You have learned how to integrate your code with relational databases using an application data, and you have learned how to build a Full Stack Spring Boot web application. With this in mind, we would like you to try your hand at building an Spring Boot web application on top of the Superhero Sightings Data Layer.

## Requirements

The Hero Education and Relationship Organization (HERO) is so impressed with the work we did on the Superhero Sightings Data Layer project that they have awarded us a contract to build a Spring Boot web application.

The system has the following requirements:

- 1. It must have a screen(s) to create, view, edit, and delete superheroes/supervillains in the system.
- 2. It must have a screen(s) to create, view, edit, and delete superpowers in the system.
- 3. It must have a screen(s) to create, view, edit, and delete locations in the system.
- 4. It must have a screen(s) to create, view, edit, and delete superhero/supervillain organizations in the system.
- 5. It must have a screen(s) to create, view, edit, and delete superhero/supervillain sighting (superhero/supervillain, location, and time) in the system.
- 6. It must have a home page that displays general information about the application, navigation to all the other pages, and a newsfeed of the latest 10 sightings in the database.
- 7. CHALLENGE 1: Allow users to upload a picture for each superhero/supervillain and then display the picture when the sighting(s) of that superhero/supervillain is displayed.

8. CHALLENGE 2: Incorporate Google Maps into the home/landing page and show the location of each of the sightings in the sightings news feed (this is a stretch goal - completely on your own. We have no material about incorporating Google maps into your application).

#### **Deliverables**

To complete this assignment, you must deliver the following items:

- 1. Wireframes for all pages in the web app:
  - 1. You may use tools such as Balsamiq, Pencil, Draw.IO, or LucidChart.
  - 2. Include notes on endpoints, path variables / query string / form parameters as appropriate.
- 2. Spring Boot Web App Implementation:
  - 1. Web application must be built following the MVC patterns presented in the course.
  - 2. Implementation must make proper use of dependency injection.
  - 3. Web application must fully integrate the Superhero Sighting Data Layer.

#### **Slack and Forum Rules**

You are free to discuss at a high level design assumptions with your cohort in Slack.

## **Submitting Your Assessment**

When you are satisfied that your project meets all requirements take the following actions:

- 1. Submit your files following instructions provided in the course.
- 2. If you are attending the Guild online, schedule a time with a staff member to review your code. If you are attending the Guild in person, your code will be reviewed during the weekly code review.
- 3. Be prepared to answer questions about your code and thought processes.



## **Submission status**

Submission status	No submissions have been made yet
Grading status	Not graded

### **Grading criteria**

UI Layer - Universal Navigation: All pages provide navigation links to the list views for Supers, Powers, Locations, Organizations, and Sightings.	Meets Expect ations 5 point s	Needs Improv ement 3 point s	Credit
UI Layer: - List/Add Views for all Entities: A page listing all entities (with details, edit, and delete links for each entity) exists for the Supers, Powers, Locations, Organizations, and Sightings entities. Additionally, a section exists for adding a new entity. The delete links lead to a confirmation page.	Meets Expect ations 5 point s	Needs Improv ement 3 point s	Credit
UI Layer - Details Pages for all Entities: The Supers, Powers, Locations, Organizations, and Sightings entities each have a details page with links to edit and delete. The delete links lead to a confirmation page.	Meets Expect ations 5 point s	Needs Improv ement 3 point s	Credit
UI Layer - Edit Pages for all Entities: The Supers, Powers, Locations, Organizations, and Sightings entities each have an edit page with an OK and Cancel button. The OK button leads back to the details view. The cancel button leads back to the list view. All many-to-many relationships are editable on these pages.	Meets Expect ations 5 point s	Needs Improv ement 3 point s	Credit

UI Layer - Delete Confirmation Pages for all Entities: The Supers, Powers, Locations, Organizations, and Sightings entities each have a delete confirmation page with Ok and Cancel buttons. Both buttons lead back to the List view.	Needs Improv ement 3 point s	
UI Layer - List Pages for all Entities: A page listing all entities with edit and delete links exists for the Supers, Powers, Locations, Organizations, and Sightings entities. The delete links lead to a confirmation page.	Needs Improv ement 3 point s	
UI Layer - Home Page: The landing page for the site lists the ten most recent Sightings with links to each of the details pages for those Sightings.	Needs Improv ement 3 point s	
UI Layer - Validation: Each page displays validation errors upon invalid data submissions.	Needs Improv ement 3 point s	

Integration - Data Layer: The project was submitted along with the accompanying data layer. All operations work correctly given valid inputs and fail gracefully otherwise.	Meets Expect ations 30 point s	Needs Improv ement 18 point s	Credit
Deliverable - Wireframes: All pages are documented with wireframe drawings that include appropriate notation about what endpoints return that page and where links lead.	Meets Expect ations 10 point s	Needs Improv ement 6 point s	Credit
Code Review - Thymeleaf: Student can explain the overall purpose of Thymeleaf and when Thymeleaf pages are evaluated in the request/response process.	Meets Expect ations 10 point s	Needs Improv ement 6 point s	Credit
Code Style: All code is written in a readable, conventions-compliant manner.	Meets Expect ations 10 point s	Needs Improv ement 6 point s	Credit

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