|  |  |  |
| --- | --- | --- |
| Point | Front-end | Backend |
| Architectural behavior | A simple functional component  Placed the state handling, hooks inside that. | A Monolithic - Two layered architectures with a separate class library for UnitTests |
| Technologies used | React, TypeScript | ASP .Net core, C# |
| Key Components | BattleShipGameBoard as a component  Two async methods to get Game board status and to handle shooting | API Controller, Service and Helper class.  Separate Asynchronous methods placed inside APIs. |
| Additional Components | In built CSS classes for grid component | Exceptions middleware  Authentication middleware  Extension class to register services. |
| Error Handling | Try, Catch blocks inside typescript | Added an exception middleware rather than adding try, catch blocks inside every function.  Customized ApiException for handle messages and give a meaningful message to the client. |