**Introduction**

As a developer (*dev*) you are sometimes required to prove your knowledge to prospective clients and employers.

A common way clients assess this for a specific project is to release a *Request for Quotation* (**RfQ**). A RfQ can take many forms, but in general it is a questionnaire covering technical and commercial topics. This **Workbook** emulates the technical section of a RfQ.

**Brief**

The *ACME* Corporation is interested in building a *marketplace* web application (*app*) using *Rails* for one of it’s product lines. To help it choose the vendor who will undertake the project they have released a **RfQ**. As an aspiring junior *dev* at an up and coming Sydney software startup (*CAx-Dev*) your manager has assigned you to assist with preparation of the RfQ response.

You are assigned (required) to complete all the questions from the *technical* section of the RfQ - which are presented below.

Being a highly valued junior *dev* you are expected to continue working on your other ongoing projects and schedule time for this project accordingly.

*ACME* Corporation is looking for *devs* with an understanding of *Rails*. The following set of questions relate to this RfQ-requirement

Q1 **Describe** the architecture of a typical *Rails* application

REF: <https://adrianmejia.com/ruby-on-rails-architectural-design/>

Rails is framework used to develop web applications and is written in the Ruby programming language. The Rails philosophy of ‘Convention over Configuration’, enables Rails to make the development process faster. These conventions are the strong opinions of Rails that strongly encourage the best way to do many things in web application building, known as “The Rails Way. This not only saves the developer time, but also the need to configure large amounts of code which in turn increases productivity.

The basis architecture of Rails is MVC: Model, View, Controller. These are the ‘separation of concerns’, where each part has its own responsibility that it handles.

**Model**

The model handles the responsibility of interacting with the database and the rules and logic that enable modification of the data. In Ruby on Rails, the models interact with associated elements in the database, representing the corresponding data.

**View**

The view is the presenting of the data via a rendered webpage, it depicts the user interface of the application. In Ruby on Rails, the view are the HTML files are constructed using embedded Ruby code, and this code is simple with primarily loops and conditionals.

**Controller**

The controller is the binder that brings together the model and the view. The browser requests are handled by the controller, it gathers the data from the model for processing and sends it to the view for presentation to the user.

Q2 **Identify** a database commonly used in web applications (including *Rails*) and discuss the pros and cons of this database

REF: <https://www.postgresql.org/about/>

REF: <https://www.postgresql.org/docs/current/history.html>

REF: <https://en.wikipedia.org/wiki/ACID>

REF <https://www.guru99.com/introduction-postgresql.html>

REF <https://www.digitalocean.com/community/tutorials/sqlite-vs-mysql-vs-postgresql-a-comparison-of-relational-database-management-systems>

**PostgreSQL**

PostgreSQL was born out of the POSTGRES project in 1986, led by Professor Michael Stonebreaker at the University of California at Berkeley, currently though it is continually developed and maintained by the PostgreSQL Global Development Group, which is a group of dedicated developers.

Although one of the oldest open source database management system, PostgreSQL is one of the most advanced and runs on all major operating systems. This robust database has more than 30 years of active development, which has resulted in PostgreSQL earning a reputation of reliability, integrity and stability. PostgreSQL has many features which are designed to help application building by developers and to help the building of fault-tolerant environments by administrators which enables data integrity.

Key Advantages:

* Open Source- PostgreSQL is a true open source. Offering enterprise grade performance and features for free, allowing the freedom to use, modify and implement it as needed.
* Documentation and support- Due to the vastness of this database and its many years of experience and operation, coming with that is a large amount of documentation. Its dedicated community of supporters regularly contribute by finding bugs, providing fixes and updating. This ensures this DBMS keeps its reputation of robustness and security.
* Extensibility – highly customizable. For example, personal data types can be defined, customer functions created, and alternative programming languages can be used.
* ACID compliant- i.e. Atomicity, Consistency, Isolation, Durability. This is a set of properties that guarantee validity and reliable processing even in the event of failure. An ACID compliant database management system protects the data despite any failures.
* SQL Compliance- PostgreSQL conforms to 160 out of the 179 features required for full core SQL:2016 standards, which is more than any other DBMS.
* Diversity- PostgreSQL is diverse in many features including its extended functions such as DBlink which can enable database linking and PostGIS for geographic data storage. It also supports a diverse amount of index types which can enable faster data retrieval.
* Geographic objects- PostgreSQL supports geographic objects allowing for location queries in SQL.

Key Disadvantages:

* Memory- PostgreSQL can be described as power hungry. When a new client connection is made, PostgreSQL forks a process, which allocates about 10MB of memory for each new process. This can add up very fast especially in larger databases.
* Speed- It is not as fast as other DBMS’s such as MySQL, so whilst is excels in optimization it lacks in speed.

*ACME* Corporation is very big on project management, documentation and process. This will be a key metric in their decision to award the project. The following set of questions relate to this RfQ-requirement.

Q3 **Discuss** the implementation of *Agile* project management methodology

REF <https://www.atlassian.com/agile>   
REF <https://en.wikipedia.org/wiki/Agile_software_development#Overview>

REF <https://monday.com/blog/project-management/introduction-to-agile/?marketing_source=adwordssearch&marketing_campaign=au-s-dsa-e-desk-monday&aw_keyword=&aw_match_type=b&gclid=EAIaIQobChMI7rXa_-WP6gIVlX4rCh0-6QZFEAAYASAAEgKK_vD_BwE>

REF <https://www.guru99.com/agile-scrum-extreme-testing.html#3>

REF <https://www.atlassian.com/agile/scrum>

REF <https://www.atlassian.com/agile/scrum/roles>

REF <https://en.wikipedia.org/wiki/Scrum_(software_development)>

REF <http://agilemanifesto.org/>

**Agile Manifesto**

*‘Individuals and interactions over processes and tools  
Working software over comprehensive documentation  
Customer collaboration over contract negotiation  
Responding to change over following a plan*

*That is, while there is value in the items on  
the right, we value the items on the left more.’*

**What is Agile Methodology?**

Described as an iterative approach, Agile project management methodology is the breaking down of larger projects into smaller more manageable increments. These iterations, also called sprints, are consistent time intervals whereby at the end of each something of value is produced for the project. Then whatever is produced is presented forth to stakeholders or users for direct feedback. This means development and testing are parallel.

An example of the most popular Agile framework is Scrum. Described below is a summary of this framework and how it operates.

**Scrum**

A scrum is described as an iterative framework whereby teams can work together in product development. Usually applied in software development, but it has been used in other team avenues. A Scrum fundamental is the Empirical Process, which highlights that a task cannot be fully understood immediately, rather beginning the work and learning throughout the process is more beneficial. The members that create the basic Scrum team are the Product Owner, the Development Team and the Scrum Master.

***Product Owner***

The role of the Product Owner is to represent the business and other stakeholders and is in a sense the be ‘voice of the customer’. This involves having a clear understanding of the customer and create the vision of what the team is delivering to the customer. The product owner takes responsibility for the prioritization of the work and adds them to the Product Backlog and keeping management of it. This role involves excellent communication skills and also negotiation and collaboration skills. It focuses on the business side of product development whereby they control the risks and achieve maximum value of the project.

***The Development Team***

The development team are the works who carry out the tasks in the sprints. This team does not solely consist of just engineers but can include all sorts of people that play a part in the development process such as designers and writers. This team needs to be able to be self-organizing and self-manage the workload to deliver the work in the sprint. To ensure the team is on track they meet during a sprint at a daily scrum or standup. This meeting provides an opportunity for members to convey any obstacles or blockers they might need help with whilst also highlighting any successes.

***The Scrum Master***

The role of the Scrum Master is a facilitator of the team. Ensure the scrum framework is followed, and also can also be described as a servant-leader. They help or serve the product owner by helping maintain the backlog which ensures the work is properly communicated and understood. They help the development team by assisting with the self-organization in the team, assist with the determination of a “done” increment, help remove or avoid blockers and also overall coaching.

***Overview of Workflow***

* **Sprint**- An iteration of a scrum is a sprint, the length is agreed and decided in advance
* **Spring Planning-** This is held at the beginning of a sprint to examine the scope of work intended for the sprint, select the corresponding product backlog items to put into a prepared sprint backlog and agree on the sprint goal.
* **Daily Scrum**- This meeting checks the daily work and allows the team to check for any blockers.
* **Sprint Review**- Held at the end of the spring, this reviews all complete and incomplete work and presents the completed work to the stakeholders.
* **Sprint Retrospective**- This is for past sprint reflection and allows to identify any needed process improvements.

Q4 Provide an **overview** and **description** of a standard source control workflow

**REF** <https://en.wikipedia.org/wiki/Version_control>

**REF** <https://www.atlassian.com/git/tutorials/what-is-version-control>

**REF** <https://www.atlassian.com/git/tutorials/comparing-workflows/feature-branch-workflow>

**Version Control**

Version control is a system that help the management files and any changes made. It keeps a track of any modifications made and allows to revert back to any previous versions in the event of mistakes. An excellent example of this is Git

**Git**

Git is a free and open source version control system, it is designed for source code management, however it does have the ability to management other sets of files.

**Git Feature Branch Workflow**

The principle of this workflow is that also feature development takes place on dedicated feature branches instead of solely on the master branch. This system enables developers to work on different features without the core codebase being touched. This idea of encapsulating features in dedicated branches permits pull requests, which are a way to alert others of changes to a branch. This is helpful for team collaboration on each feature branch.

***Overview of this workflow:***

* A central repository houses the Master.
* When a new feature is started, a new branch is created for this feature.
* Each branch should have a clear descriptive name with a clear purpose.
* Each feature branch should also be pushed to the central repository, this means the code can be shared without it interfering with the Master.

***Example Process:***

* Begin on the Master Branch.
* Create a new branch for the new feature.
* Checkout to that branch so you are on it locally.
* Create, edit, stage and commit and changes.
* Push your local changes of the branch to the remote central repository.
* Members of the team can now review your pull request of any changes of this new branch and check the work.
* Finally merge the completed feature into the Master.

Q5 Provide an **overview** and **description** of a standard software testing process (e.g. manual testing)

**REF** <https://www.guru99.com/automation-testing.html#1>

**REF** <https://browsee.io/blog/automation-testing-explained/>

**Automatic Testing**

Automatic testing is a testing process whereby an automatic comparison is done of the actual outcome versus the expected outcome. This way of testing is effective for repetitive, difficult and/or time-consuming test cases. Automated testing tool is proficient to replay the pre-programmed test cases and compare the outcomes and generate reports. Some examples of testing tools are TestComplete and SilkTest. Some of the essential benefits of automated testing are that is can save time and money for the developer and company, it can significantly increase the coverage of the tests and it can increase test reusability and sharing.

**Process**

* Define Scope of Automation
* Test Tool Selection
* Planning, Design and Development
* Test Execution
* Maintenance

*Having suffered several cyber attacks in the past and resultant remedial audits ACME Corporation takes compliance, security and privacy very seriously. The following set of questions relate to this RfQ-requirement.*

Q6 **Discuss** and **analyse** requirements related to information system security and how they relate to the **project**

**REF   
REF  
REF**

**Information Systems Security (INFOSEC)**

INFOSEC is exclusively the processes related to data security

**Requirements**

**Requirements for a Marketplace Project**

**(eg. User authentication and protection and sensitive information)**

unauthorized access, use, disclosure, disruption, modification, inspection, recording or destruction of information

defending against DDoS

protecting user X's data from user Y

sign in to access the whole website?

Only sign in for transactions?

**Alternative Options for information security**

**(benefits and trade-offs)**

**Summary of Best Security Option**

Q7 **Discuss** common methods of protecting information and data and how you would apply them to the **project**

**Methods of Data Protection**

**Design for Implementing basic user login authentication for this project**

**Alternative Options for protecting information and data**

**(benefits and trade-offs)**

**Specific Methods for a Marketplace Project**

***What Methods***

***Why Chosen***

Q8 **Research** what your legal obligations are in relation to handling user data and how they can be met for the **project**

*ACME Corporation has specifically requested the app to be based on a relational database. The next set of questions relate to this RfQ-requirement.*

Q9 **Describe** the structural aspects of the relational database model. Your description should include information about the structure in which data is stored and how relations are represented in that structure.

Q10 **Describe** the integrity aspects of the relational database model. Your description should include information about the types of data integrity and how they can be enforced in a relational database.

Q11 **Describe** the manipulative aspects of the relational database model. Your description should include information about the ways in which data is manipulated (added, removed, changed, and retrieved) in a relational database.

*The efficiency of an app (i.e. site) and the algorithms used are of the utmost importance. The next set of questions relate to this RfQ-requirement.*

Q12 **Identify** and **explain** the workings of TWO **sorting** algorithms and **discuss** and **compare** their performance/efficiency (i.e. Big O)

Q13 **Identify** and **explain** the workings of TWO **search** algorithms and **discuss** and **compare** their performance/efficiency (i.e. Big O)

*Companies (including ACME Corporation) value previous project experience and case studies. The following set of questions relate to this RfQ-requirement.*

Q14 Conduct **research** into a marketplace website (*app*) and answer the following parts:**a. List and describe the software used by the *app*.  
  b. Describe the hardware used to host the *app*.  
  c. Describe the interaction of technologies within the *app*  
  d. Describe the way data is structured within the *app*  
  e. Identify entities which must be tracked by the *app*  
  f. Identify the relationships and associations between the entities you have identified in part (e)  
  g. Design a schema using an Entity Relationship Diagram (ERD) appropriate for the database of this website (assuming a relational database model)**