

E-Asset Management

CodeFury Presentation 2023
Training Room 13

Presented By:

Team

Dev_Octs

Overview

- 1. Team Members
- 2. Project Scope
- 3. Application Features
- 4. UI Snapshots
- 5. Designing
- 6. Challenges
- 7. Learnings
- 8. Acknowledgement



1.Team Dev_Octs Team Structure And Responsibilities

UITEAM

- Rajnandini Singare
- Maturu Thrinadh
- Roohi Sood
- Ishika Murarka
- Manas Singh

Back-End Team

- Anannya Agrawal
- Kanisha Jain
- Souri Yaswanth Krishna

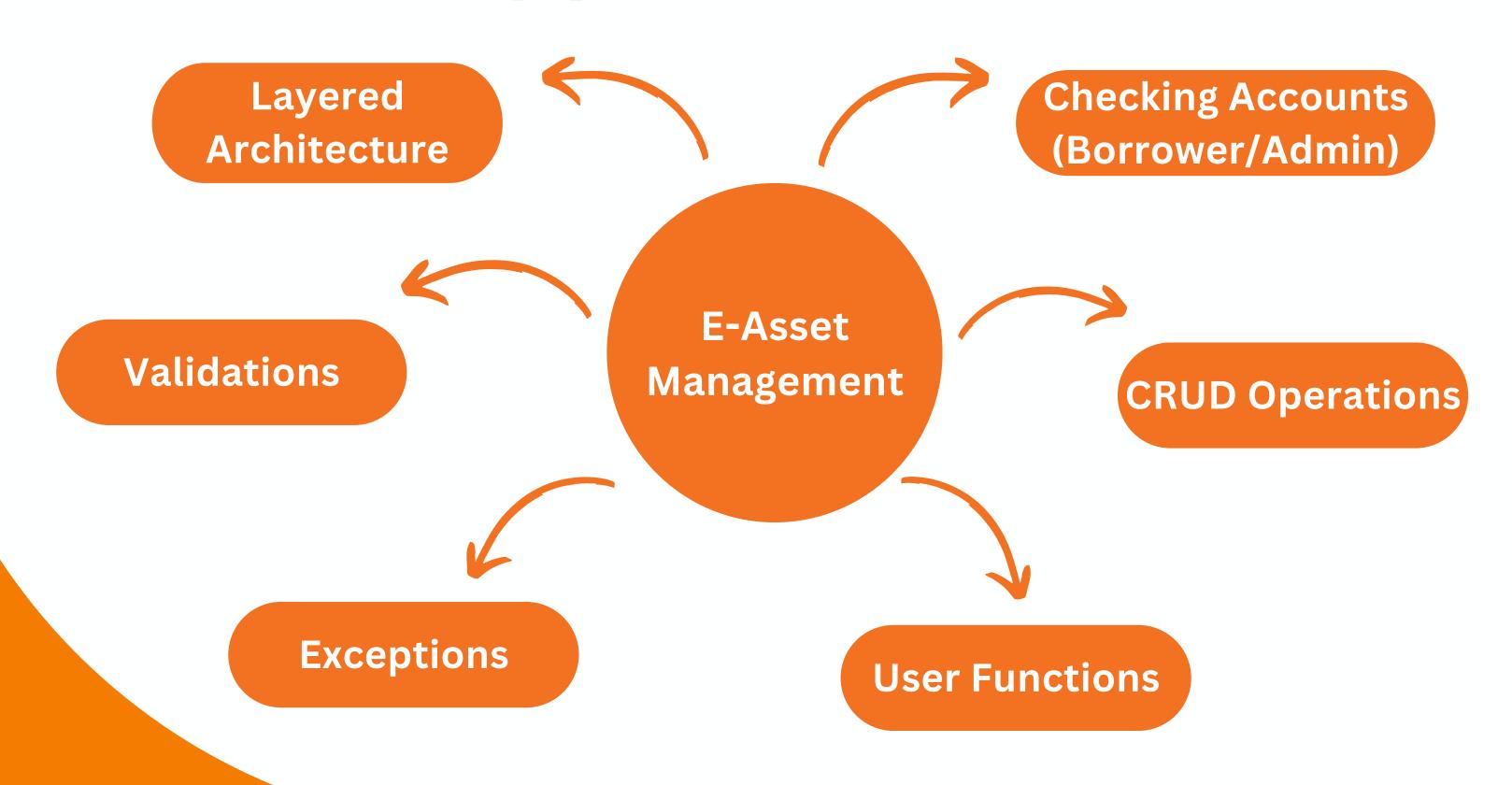
2. Project Scope

The E-Asset Management system is a web - based application to keep track of several assets that can be borrowed, their availability, their current location, the current borrower and the asset history.

Assets include Laptops, Books, Mobiles and Devices.

The system should also be extensible.

3. Application Features



Brief Description and details about Application Features

1.CRUD OPERATIONS

DAO LAYER

• SAVE -

- int save(Asset asset)
- int save(Borrower borrower)

• SHOW -

- Asset findByAssetId(String assetName)
- List<Asset> findAllAssets()
- Borrower findByBorrowerEmail(Borrower b)
- List<Borrower> findAllBorrowers()

• DELETE -

- boolean deleteByAssetId(String assetName)
- boolean deleteByBorrowerEmail(String email)

• UPDATE -

- Asset updateAccount(Asset asset);
- Borrower updateBorrower(Borrower borrower)

2.CUSTOM EXCEPTION

- Exception which will tell that the assets are not present - AssetNotFoundException
- Exception which will tell that the borrower is not eligible to borrow assets -

NotEligibleForAssetBorrowing

DAO EXCEPTION

- Exception which will tell that the datastore is full and now no other element can be inserted -
 - **DataStoreFullException**
- Will tell that the particular record is no present in the datastore **RecordNotFoundException**
- Will be thrown when credentials entered are wrong
 - InvalidCredentialsException
- For Repeatative data DataAlreadyExistsException

3.USER FUNCTIONS

SERVICE LAYER (Borrower) Business methods

- method to search for the availability of asset
 - boolean checksAssetAvailability(Asset asset,Borrower borrower)
- method to check whether the borrower can actually borrow the asset or not public boolean canBorrow(Asset asset)
- public boolean isLoginSuccess(Borrower b)

SERVICE LAYER (ASSET) Business methods

 method used to calculate the total fine amount imposed to the borrower public double fineImposed(Asset asset)

4. Checking Accounts (Borrower/Admin)

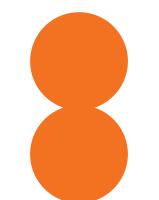
Checking all the accounts of Borrowers and admin

5. Validations

- Validation of frontend Credentials
- Validation of TEXT FIELDS

6.Layered Architecture

- Model
- Controller
- JdbcConnection Class
- Dao Interface
- DaoImpl Class
- Service Interface
- ServiceImpl Class
- Exception Classes
- Enum Class
- Util Class



IMPORTANT NOTE -

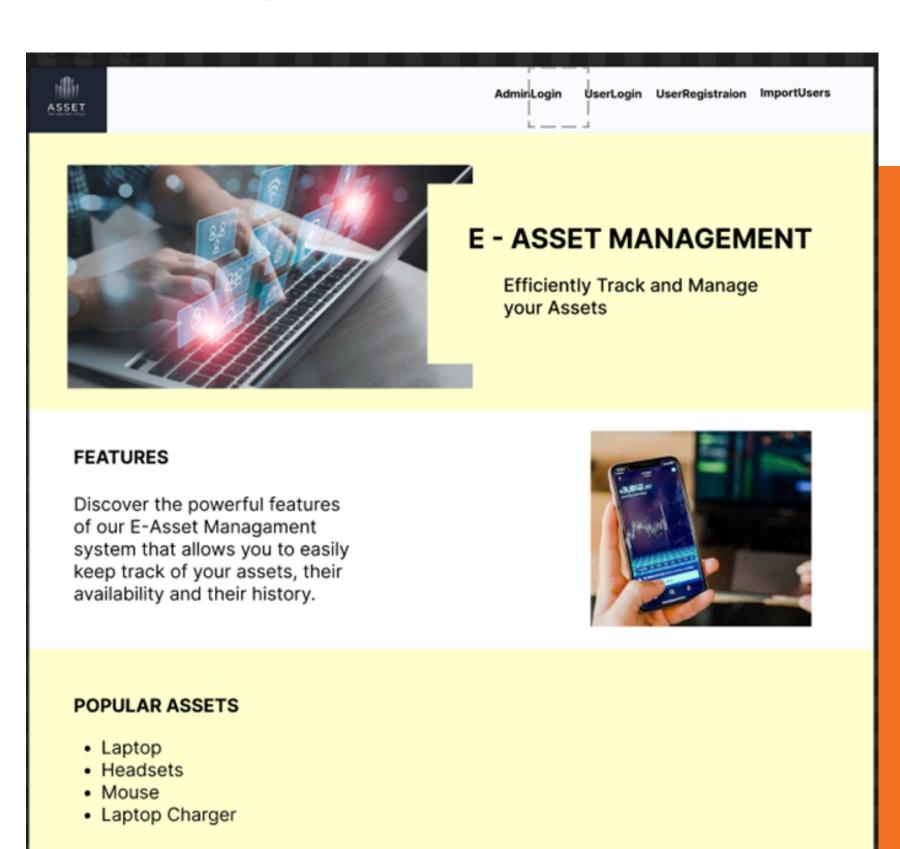
User Accounts and Assets Checks -

User and Asset checks will always be done on the basis of email(user) and asset(name) instead of user and asset ID because these ID's are autogenerated in the application and so they will always be unique. And hence wont be helpful in identifying the duplicates accounts.

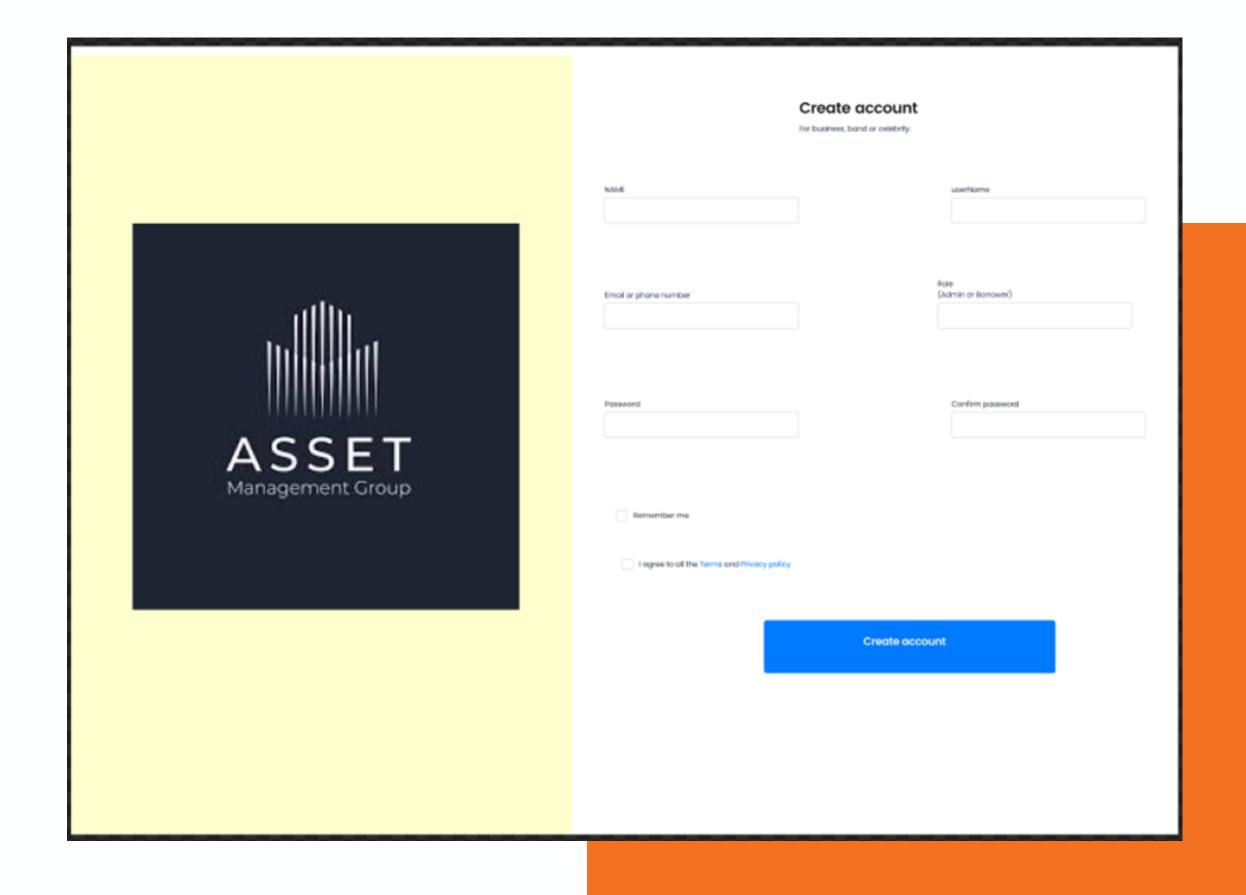


4.UI Snapshots

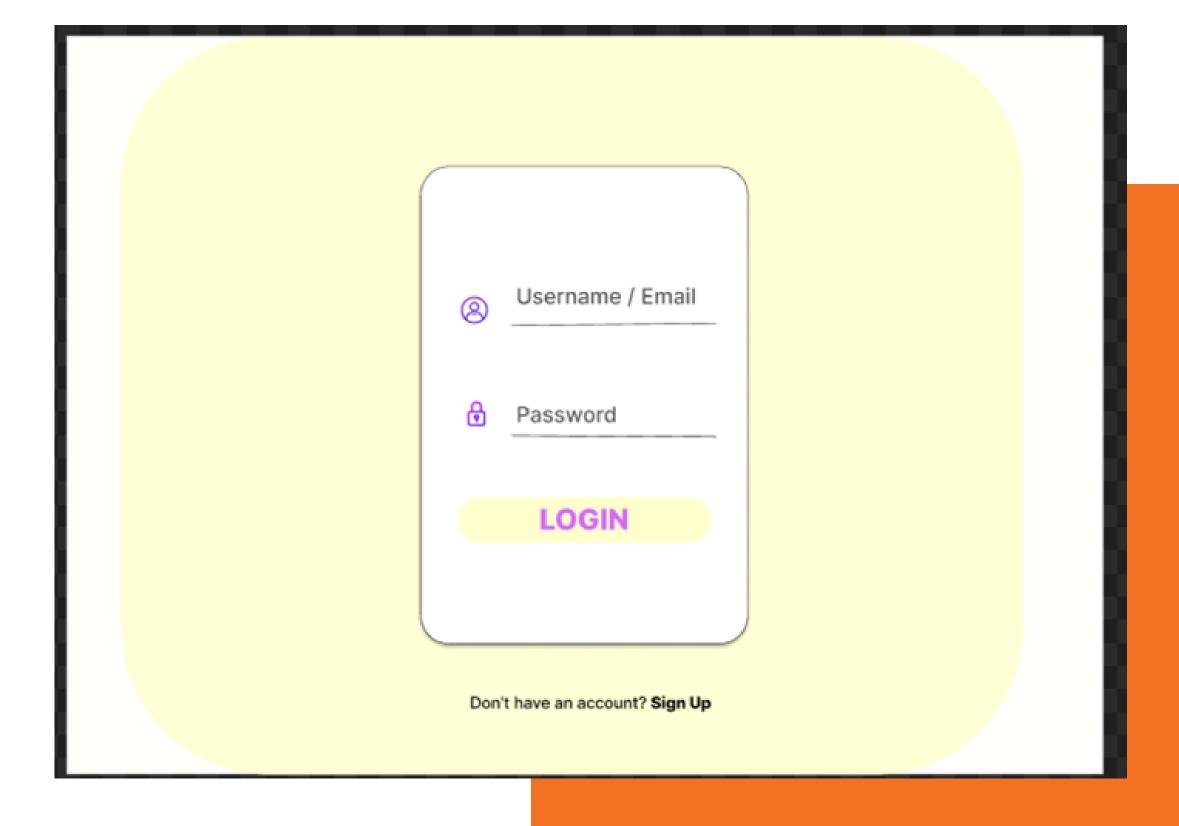
1.Home Page



2.User Registration



3.User Login







USER INFORMATION

Name - Amit Sinha Email - amitsinha09@gmail.com Last loggedon-6th september'23 Time - 13:39 p.m

- ADD ASSET
- OVER-DUE ASSET MANAGEMENT

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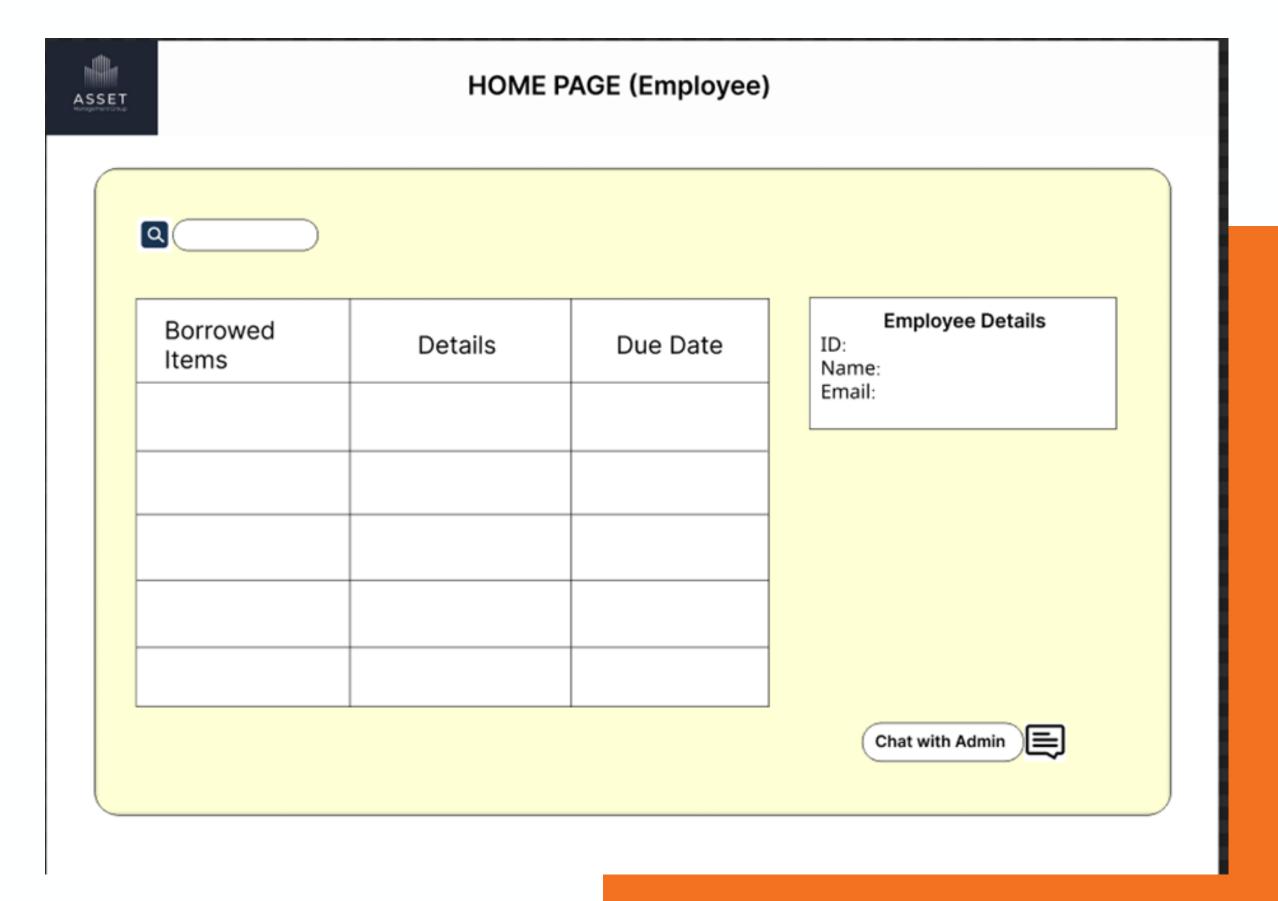
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- ADD ASSET
- OVER-DUE ASSET MANAGEMENT

4.Home Page (Employee)





5. Add Asset

Asset Name

Category

Description

ADD ASSET

6. Admin Login

Username / Email

Password

LOGIN AS ADMIN

Don't have an account? Sign Up

5.Designing

Attachments -

Data Flow Diagram - DFD

Class Diagram - UML

Entity Relationship Diagram - ERD

Use Case Diagram

RDBMS Table Structures

6.Challenges

ILLUSION OF
AGREEMENT - Over
using visual
representation of
work such as
diagrams and
models

AS A TEAM WHEN WE ALL
STRIVED TO COMPLETE THE
PROJECT, WE FACED SOME
CHALLENGES BUT ALSO
MANAGED TO OVERCOME THEM
AND GOT SOME GREAT
EXPERIENCE

TESTING AND
DEBUGGING established a
testing plan,
understand the
system you are
working on

RIGID ARCHITECTURE

overcome by iterative architecture which allowed us for continuous improvement and adaptation



DIFFICULTY
ESTIMATING TIME
AND RESOURCES-

Enhancing features, bug fixing overcome using fragmenting the tasks into small chunks

7.Learnings



Such type of Team Projects provides valuable opportunities to learn and grow in various aspects of tools, concept understanding, and collaboration with teamwork.

TOOLS

- Tool Proficiency
- Version Control
- IDEs and Text Editors
- Testing, Debugging
 Tools
- Documentation Tools

CONCEPTS UNDERSTANDING

- Technical Concepts
- Problem Solving
- Algorithm and Data Structures
- Architecture and Design Patterns
- Domain Knowledge

COLLABORATION

- CommunicationSkills
- Project Planning
- Peer Code Review
- RemoteCollaboration
- Domain Knowledge

8. Acknowledgement

Dear LEADS,

We "DEV_OCTS" wanted to take a moment to express our heartfelt gratitude for the valuable learning experiences you've provided through the CODEFURY CONTEST (team projects) during our training.

These projects have been instrumental in enhancing not only our technical skills but also overall growth as a learner. They have allowed us to put into practice the theoretical knowledge we've gained during these training days, bridging the gap between theory and real-world application.

Your guidance, mentorship, and belief in our abilities have been pivotal in making these projects a success.

The experience of working collaboratively with our Collogues has been both challenging and rewarding, and I believe it will serve as a strong foun dation for our future endeavors.

We really genuinely appreciate the effort and dedication you've put into making our learning journey meaningful and practical.

Warm regards, Team "DEV_OCTS"

THANKYOU

CODEFURY 2023

O Presented By: DEV_OCTS