

## Work Tracking - GitHub Issues with GitKraken

- Will use branching to avoid merge conflicts

## Database Design/ Schema - MySQL Workbench

### Create schema trivia\_night

- Create table category
  - category\_id primary key auto\_increment
- Create table trivia\_question
  - trivia\_id primary key auto\_increment
  - question varchar(300) not null
  - category\_id foreign key not null
- Create table answer
  - answer\_id primary key auto\_increment
  - question\_id int foreign key not null
  - answer varchar(100) not null
  - isCorrect int not null
  - Category\_id foreign key
- Create table user
  - user\_id primary key auto\_increment
  - username varchar(30) not null
  - password varchar(45) not null
  - questions\_answered int
  - questions\_correct int

### Create script to populate trivia\_night - VS Code

- Use API from <https://opentdb.com/>
- Call API to receive questions and answers in JSON format
- Add questions to database using addQuestion
- Add answers to database using addAnswer with matching questionId as foreign key

### Create schema trivia\_night\_test

- Create table category
  - category\_id primary key auto\_increment
- Create table question
  - trivia\_id primary key auto\_increment
  - question varchar(300) not null
  - category\_id foreign key not null
- Create table answer
  - answer\_id primary key auto\_increment
  - question\_id int foreign key not null
  - answer varchar(100) not null
  - isCorrect int not null
  - Category\_id foreign key

- Create table user
  - user\_id primary key auto\_increment
  - username varchar(30) not null
  - password varchar(45) not null
  - questions\_answered int
  - questions\_correct int
- Create known good state
  - Delete from category
  - Alter table category auto\_increment = 1
  - Delete from question
  - Alter table question auto\_increment = 1
  - Delete from answer
  - Alter table answer auto\_increment = 1
  - Delete from user
  - Alter table user auto\_increment = 1
  - Populate with sample data

#### Implement Models - IntelliJ

- Create User Model
  - int userId
  - String username
  - String password
  - int numAnswered
  - int numCorrect
  - Getters and Setters for the above data
- Create Answer Model
  - int answerId
  - boolean isCorrect
  - Getters and Setters for the above data
- Create Question Model
  - int questionId
  - String question
  - List <Answer> answers
  - String category
  - Getters and Setters for the above data

#### Data Layer - IntelliJ

- Create QuestionJdbcTemplateRepository
  - Create QuestionMapper
    - mapRow method

- findByCategory (questionId : int) : List<Question>
- selectQuestions ( questions : List<Question>) : List<Question>
  - will randomizes questions list order
- Create KnownGoodState class in test
- Create QuestionJdbcTemplateRepositoryTest
  - @Autowired QuestionJdbcTemplateRepository repository
  - @Autowired KnownGoodState knownGoodState
  - @BeforeEach setup()
  - Test shouldFindByCategory
- Create UserJdbcTemplateRepository
  - Create UserMapper
    - mapRow method
  - findById( userId : int ) : User
  - findAll() : List<User>
  - create (user : User) : User
  - update (user : User) : boolean
  - delete (userId : int) : boolean
- Create UserJdbcTemplateRepositoryTest
  - @Autowired UserJdbcTemplateRepository repository
  - @Autowired KnownGoodState knownGoodState
  - @BeforeEach setup()
  - Test CRUD should scenarios
- Create AnswerJdbcTemplateRepository
  - CreateAnswerMapper
    - mapRow method
  - findByQuestionId (questionId : int) : List <Answer>
  - findByAnswerId (answerId : int) : Answer
  - addAnswer (answer : Answer) : Answer
- Create AnswerJdbcTemplateRepositoryTest
  - @Autowired AnswerJdbcTemplateRepository repository
  - @Autowired KnownGoodState knownGoodState
  - @BeforeEach setup()
  - Test shouldFindByQuestion
  - Test shouldFindByAnswerId

#### Domain Layer - IntelliJ

- Create UserService
  - repository UserJdbcTemplateRepository
  - findById ( int userId)
    - Returns User
  - findAll ()
    - Returns List <User>
  - create (User user)

- Returns User
- update (User user)
  - Returns boolean
- delete (int userId)
  - Returns boolean
- private validateUser (User user)
  - Returns Result
- Create AnswerService
  - Repository AnswerJdbcTemplateRepository
  - findByQuestion (int questionId)
    - Returns List <Answer>
  - findById (int answerId)
    - Returns Answer
- Create QuestionService
  - QuestionJdbcTemplateRepository repository
  - findByCategory (int categoryId)
    - Returns List <Question>
- Create Result
  - List <String> messages
  - User payload
  - Getters and setters for above data
  - isSuccess ()
    - Returns boolean

#### UI Layer - IntelliJ

- Create ApiController
  - QuestionService questionService
  - AnswerService answerService
  - UserService userService
  - findUserById (int userId )
    - Returns User
    - Mapping: GET '/user/{userId}'
  - findAllUsers ()
    - Returns List <User>
    - Mapping: GET '/user'
  - createUser (User user)
    - Returns ResponseEntity <Object>
    - Mapping: POST '/user'
  - updateUser (User user)
    - Returns ResponseEntity <Object>
    - Mapping: PUT '/user/{userId}'
  - deleteUser (int userId)
    - Returns ResponseEntity <void>

- Mapping: DELETE '/user/{userId}'
- findAnswerByQuestion (int questionId)
  - Returns List<Answer>
  - Mapping: GET '/answer/question/{questionId}'
- findAnswerById (int answerId)
  - Returns Answer
  - Mapping: GET '/answer/{answerId}'
- findQuestionsByCategory (int categoryId)
  - Returns List <Question>
  - Mapping: GET '/question/{categoryId}'
- Create ErrorResponse
  - String message
  - getMessage ()
    - Returns String
  - Build ( Result<User> result)
    - Returns ResponseEntity<Object>
- Create GlobalExceptionHandler
  - handleException (DataAccessException ex)
    - Returns ResponseEntity<ErrorResponse>
  - handleException (Exception ex)
    - Returns ResponseEntity<ErrorResponse>

#### Implement React Components - VS Code

- Create User page
  - Simple form to capture new user information
- Create New Game page
  - Populated by list of categories for user to select
- Create Question page
  - Single page but the content will be rendered based on the question ID
- Create Leaderboard page
  - Populated with top 5 players and their number of correct answers
- Create Home page
  - Logo in the center screen with navbar on top to drive the rest of the application
- Create Login page
  - Simple form to capture user information
- Create Summary page
  - Use state to tell when all of the questions are answered, which will trigger this display