



REPORT CHAPTER 6

FULL-STACK WEB DEVELOPMENT CLASS

This report is belong to student with name :

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Who passed Chapter 6 in Full-stack Web Development Class with the following result :

General Aspect (Scale 0 - 100)	
Effective Class, Method, and Variable Names <i>Names chosen for classes, methods, and variables should effectively convey the purpose and meaning of the named entity.</i>	80
Effective Top-down Decomposition of Algorithms <i>Code duplication should be avoided by factoring out common code into separate routines.</i> <i>Routines should be highly cohesive. Each routine should perform a single task or a small number of highly related tasks. Routines that perform multiple tasks should call different subroutines to perform each subtask. Routines should be relatively short in most cases. [Rule of Thumb: Many routines will be less than 20 lines. Almost all routines will be less than 50 lines. Routines longer than 100 lines should be rare].</i>	80
Code Layout Should Be Readable and Consistent <i>The layout of your code should be readable and consistent. This means things like placement of curly braces, code indentation, wrapping of long lines, layout of parameter lists, etc.</i>	80
Effective source tree directory structure <i>The source code for your project should be effectively organized into subdirectories. Something along the lines of that discussed in class would be appropriate.</i>	80
Effective file organization <i>Your source code should be effectively organized into multiple files. Each class should be placed in a separate file (or two separate files, .h and .cpp). Lumping all of your code in one or two files is not acceptable.</i>	80
Correct exception handling <i>Your program should handle exceptions properly as described in the project specification.</i>	80

**Specific Acceptance Criteria****Menggunakan Database Management System**

Mengetahui apa itu DBMS dan pemakaiannya	✓
Mengerti apa itu Query Language, dan apa perbedaan SQL dan Non-SQL	✓
Dapat melakukan operasi Query baik DDL, maupun DML	✓
Mengetahui apa itu adapter di dalam suatu bahasa pemrograman	✓
Memahami bagaimana Object Relational Mapping bekerja di dalam suatu bahasa pemrograman	✓
Mengetahui apa itu Model, dan apa kegunaannya	✓
Memahami konsep view engine, dan dapat membuat CRUD ke menggunakan tampilan website	✓

General Acceptance Criteria

Push ke gitlab untuk direview	✓
Completed Tasks	✗

Chapter 6 Overall Score (Scale 0 - 100)**81****Notes From Facil**

Next dibikin lebih simple saja ya Valdryan. Saya agak kesulitan buat running di local saya. Next lebih ditingkatkan lagi ya utk chapter selanjutnya.



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*Sincerely,
Binar Academy*