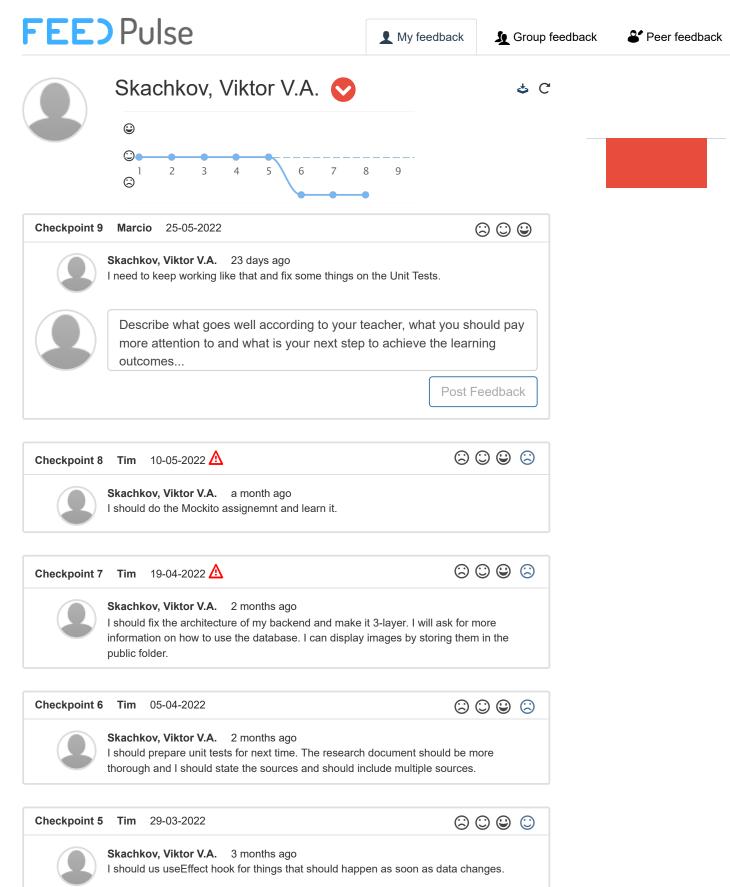
6/17/22, 10:45 PM FeedPulse



In Javascript, I can access the values of a class sent from the backend by simply typing

the exact name of the value.

I should also write some unit tests.

6/17/22, 10:45 PM FeedPulse

#### Checkpoint 4 Marcio 21-03-2022









## Skachkov, Viktor V.A. 3 months ago

I should use a list of classes and not several different lists of variable when I connect the frontend and backend. To ensure that I reach the variables of thec classes, I should use lombok.

I should create more appropriate names for my addresses.

There should be only 3 layers in the C4 Components - Repository, Controller and Business.

In Containers and tech choices the Application and Web Application should have inverse names and should be named Front End and Back End.

Important design decisions should be written down in the C4 document and I don't need to do the Persistence per component and API documentation yet.

Research document includes important questions and research methods should be used.

#### Checkpoint 3 25-02-2022 Marcio











### Skachkov, Viktor V.A. 4 months ago

Whenever I have trouble with the assignments, I should ask for help. Also, I found out where I can download Spring boot initializer from and that I can use if for a new project on IntelliJ if i use the Open option from File. This way, I can solve my problems with Gradle.

# Checkpoint 2 Tim 24-02-2022









## Skachkov, Viktor V.A. 4 months ago

The prioritization on the User Stories should indicate which ones should be started first. The user stories should also contain reasons for why the user wants to perform a specific action and the acceptance criteria should be more specific. I should fix my Gradle issues and prepare GIT for continuous integration.

## Checkpoint 1 Tim 15-02-2022









### Skachkov, Viktor V.A. 4 months ago

The feeback was good and it clearled out a few things for me. We discussed about controllers and how they connect data to the user, about anemic models and how it is not necessary to make a complete UML diagram because a lot of things would change when you start the actual coding and about dependency inversion and how you can implement it with interfaces.

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