During my final project, the challenges, and difficulties I faced for creating design pattern for Employee Hiring process application. Faced difficulties while adding the first round and second score to the candidate details, faced difficulties in setting the final score based on the coding standard score, test case completed score, completion time score.

Used Builder pattern to populate the candidate details, used Factory pattern to create an instance to apply job, attend first round, attend second round, and attend HR discussion.

Faced difficulties in setting the salary according to the marks as well as the candidate’s expected salary, implemented Observer pattern to send the onboarding invite to the selected candidates and implemented junit to test the major functionalities.

My learnings from this project are tested that observer pattern is the right way to implement the call back feature to invoke a function based on event of interest. Use the builder pattern to add the initial data and update it based on the data to make it immutable. Tested Junit to test the major functionalities.