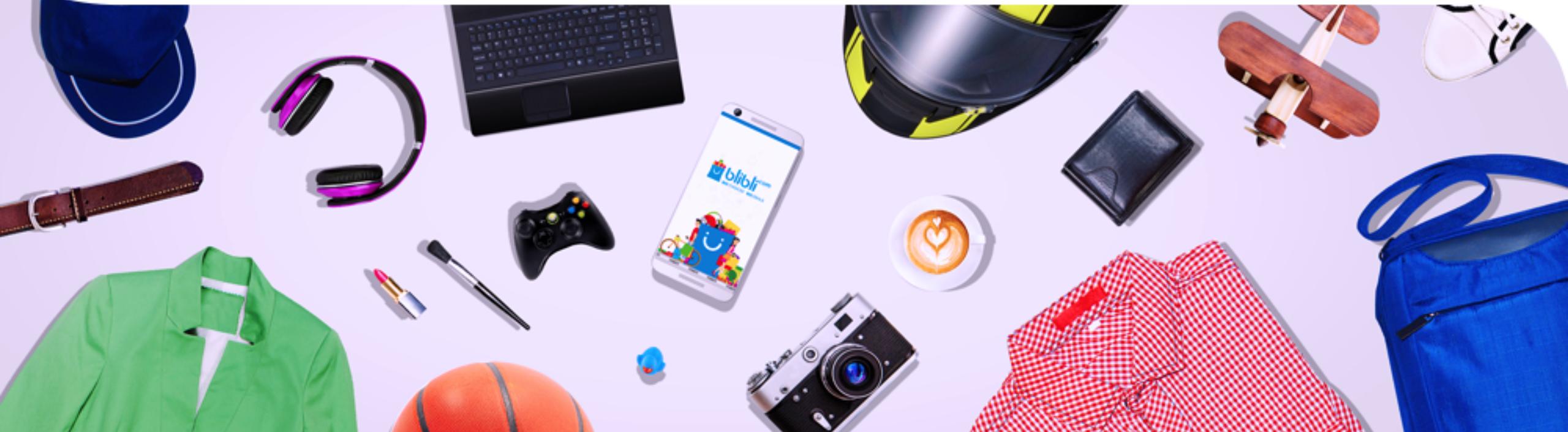




# Project Batch 3 – Phase 1

August/2018



# Contents

- Introduction
- What We've Learn
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# Who am I?

Hidayat Febiansyah (Febi)

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+62 877 6160 2163

Senior Principal R&D Engineer @ Blibli.com  
R&D Division

Curriculum manager in Future Program

IT enthusiast, problem solver

Experiences:

- Full Stack Developer – Mostly Frontend
- Surya University Lecturer (2016)
- MSc & PhD from Sun Moon University (2010 & 2014)
- S.Kom from Universitas Indonesia (2003)

Student project is used as practice material for Future Students.

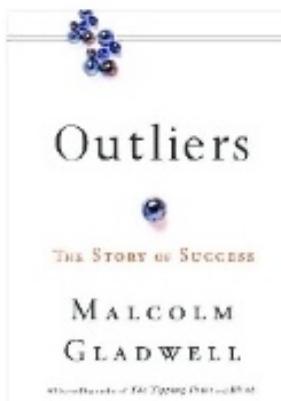
Implementing all knowledge shared by our Lecturers from Blibli

Personnaly, I believe in 10,000 hour rule

You'll be an expert in any field if you spend enough time on it.. Either productive or not, but you'll get to the point of being an "expert" (that's if you learn anything)

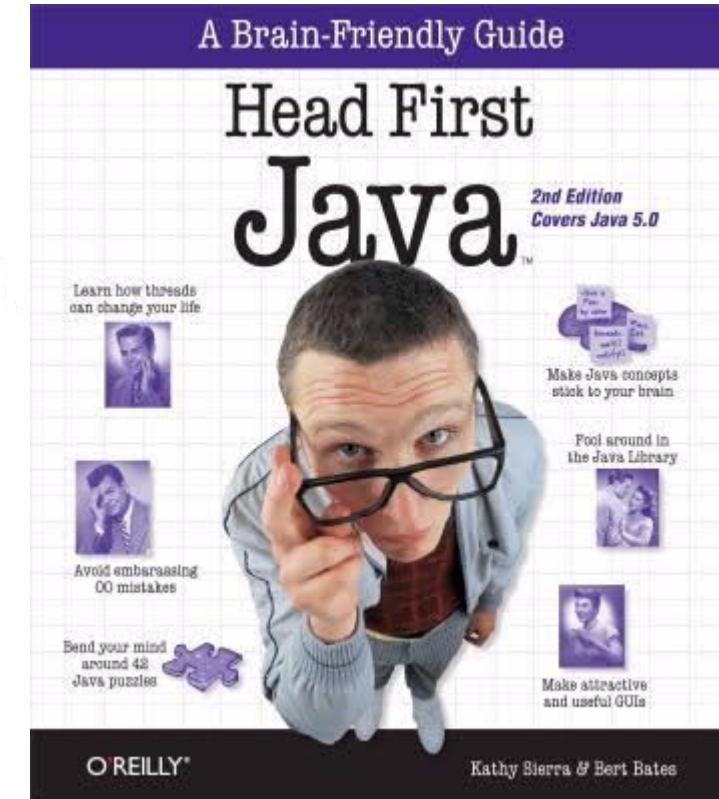
## 10,000 hour rule

"The key to success in any field is, to a large extent, a matter of practicing a specific task for a total of around 10,000 hours.



# Resources

- <https://www.w3schools.com>
- Head first books
- <https://projects.spring.io/spring-boot/>
- Join Communities
  - <https://t.me/JVMUserGroup>
  - <https://www.meetup.com/JakartaJS/>
- Use your mentors
  - They are best people from Blibli
  - Again.. Use them



- Distributed Source Control System (**Git**, Stash) and shell scripting intro
- **Java** programming (OOP Concept, Java Syntax, Java Fundamental)
- **Web Development** (Web Development Framework, HTML, CSS, JavaScript) -- client side
- **Relational Database** (Introduction and SQL), Access and Implementation
- **Java DB** implementation and strategy
- **Unit Testing**

Any Comments?

Too many Materials?

Too Easy?

Could be Better  
Topics?

Comments?

Suggestions?

I learn something new every day.

And forget five other  
things forever.



your ecards  
[someecards.com](http://someecards.com)

**All subjects in phase 1 are covered in the project**

**Students get suggestions from mentors about programming best practices**

**Student can practice and experiments to accomplish their task**

**Get to know Blibli culture and programming habits**

**Implement Unit Testing**

## Create Office Inventory Management System

**Simple**

**Usable**

**Robust**

**Fast**



# Our expectation

1. **Entry Item data** (detail, price, image and quantity)
2. **Entry employee** and select superior
3. **Assign inventory item to employee** (support bulk assignment)
4. Support superior **approval** and **hand-over** steps
5. **AJAX-based** data load
6. Print Item detail

Extra:

1. **backup and restore**
2. Support **procurement** steps (buying with invoice)
3. Print Invoice
4. Upload Bulk data
5. **SPA**



## Example

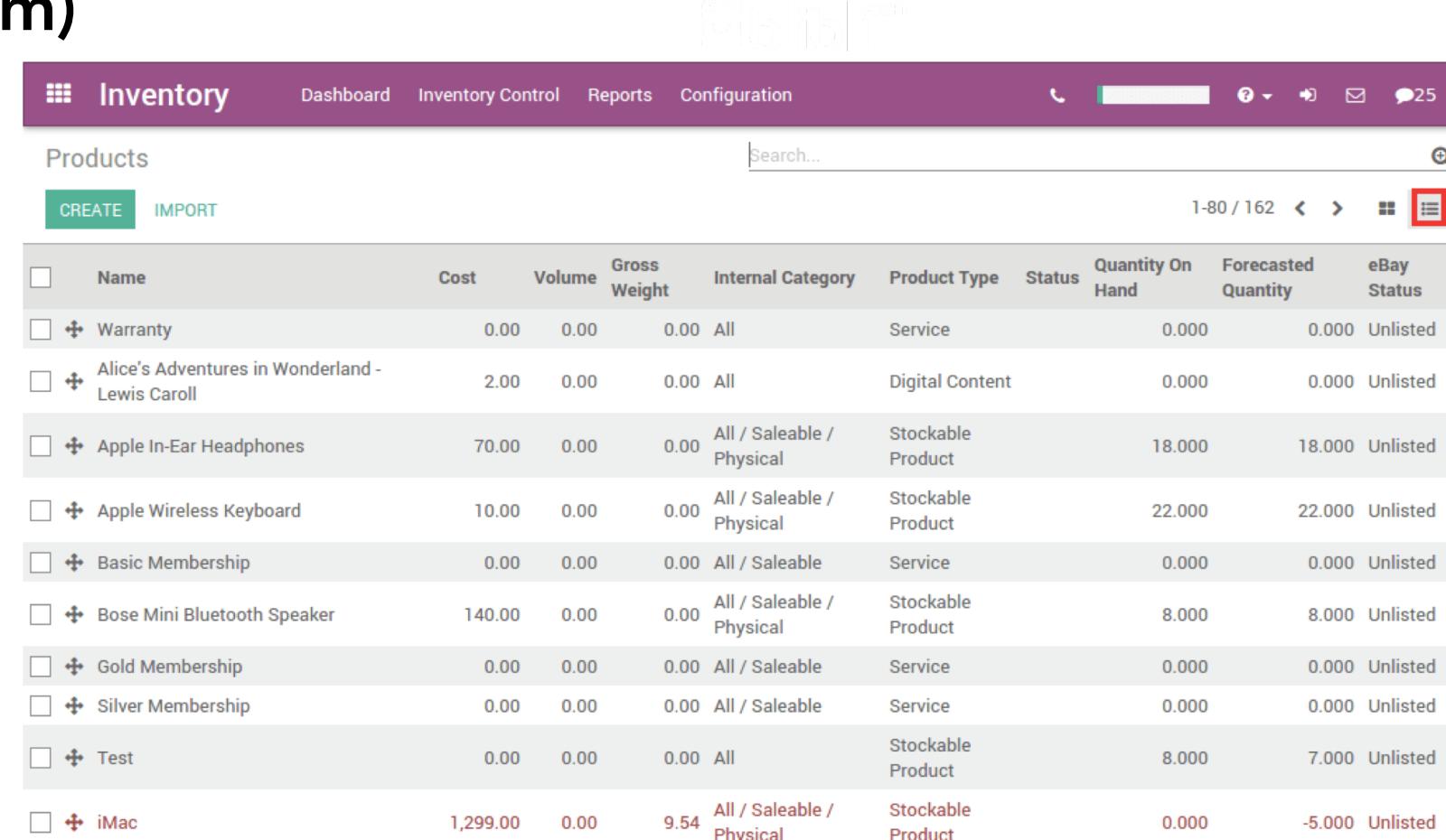
Oodoo (prev. OpenERP)

ABC Inventory

([http://almyta.com/abc inventory software.asp](http://almyta.com/abc_inventory_software.asp))

DelivrD ([www.delivrd.com](http://www.delivrd.com))

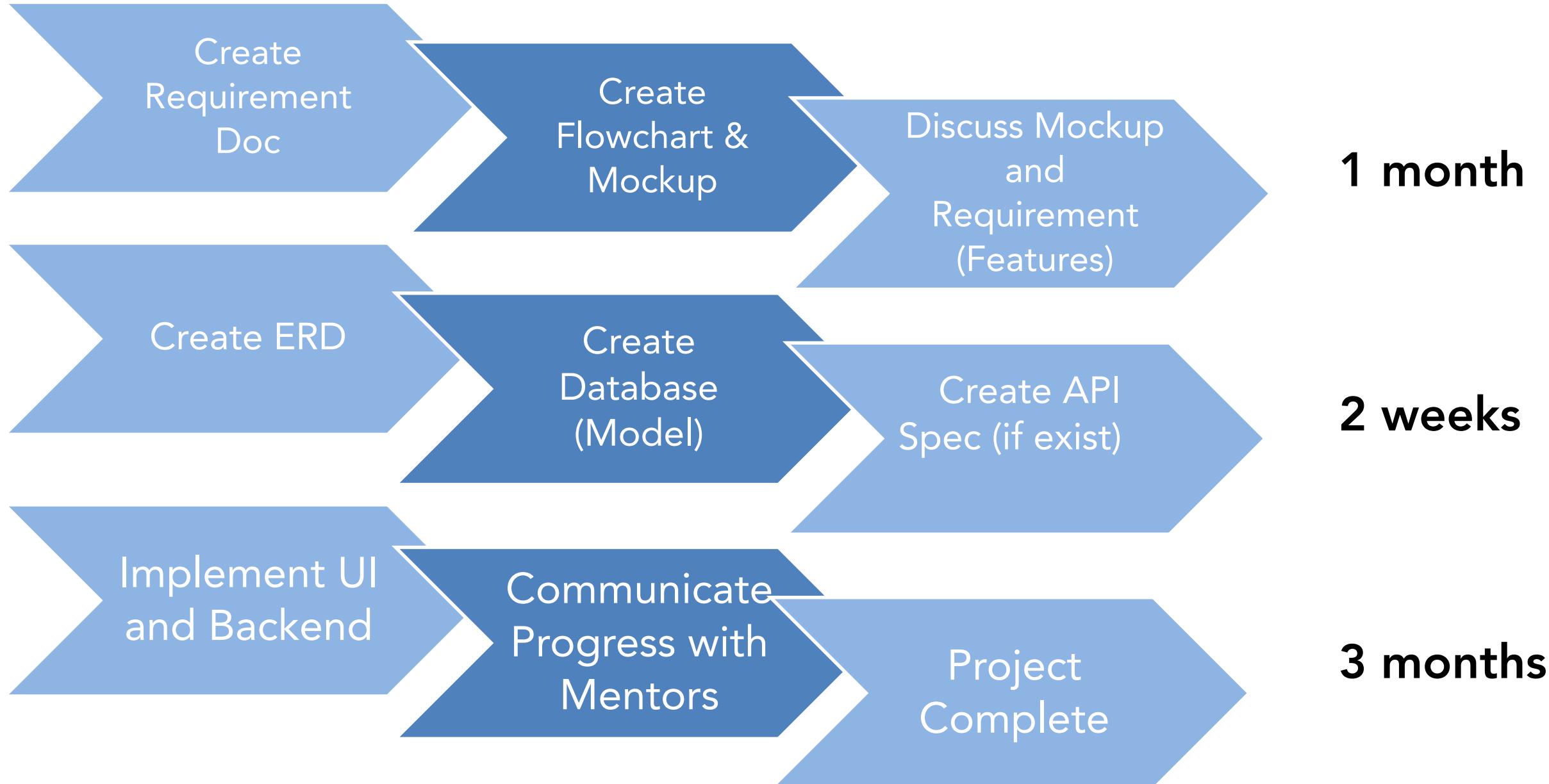
Learn from existing projects, but create your own UI and flows covering required features



The screenshot shows the DelivrD inventory management interface. The top navigation bar includes links for Inventory, Dashboard, Inventory Control, Reports, and Configuration, along with standard browser controls. Below the navigation is a search bar labeled "Search...". The main content area is titled "Products" and displays a list of items with columns for Name, Cost, Volume, Gross Weight, Internal Category, Product Type, Status, Quantity On Hand, Forecasted Quantity, and eBay Status. The data table lists various products such as Warranty, Alice's Adventures in Wonderland, Apple In-Ear Headphones, Apple Wireless Keyboard, Basic Membership, Bose Mini Bluetooth Speaker, Gold Membership, Silver Membership, Test, and iMac.

	Name	Cost	Volume	Gross Weight	Internal Category	Product Type	Status	Quantity On Hand	Forecasted Quantity	eBay Status
<input type="checkbox"/>	Warranty	0.00	0.00	0.00	All	Service		0.000	0.000	Unlisted
<input type="checkbox"/>	Alice's Adventures in Wonderland - Lewis Caroll	2.00	0.00	0.00	All	Digital Content		0.000	0.000	Unlisted
<input type="checkbox"/>	Apple In-Ear Headphones	70.00	0.00	0.00	All / Saleable / Physical	Stockable Product		18.000	18.000	Unlisted
<input type="checkbox"/>	Apple Wireless Keyboard	10.00	0.00	0.00	All / Saleable / Physical	Stockable Product		22.000	22.000	Unlisted
<input type="checkbox"/>	Basic Membership	0.00	0.00	0.00	All / Saleable	Service		0.000	0.000	Unlisted
<input type="checkbox"/>	Bose Mini Bluetooth Speaker	140.00	0.00	0.00	All / Saleable / Physical	Stockable Product		8.000	8.000	Unlisted
<input type="checkbox"/>	Gold Membership	0.00	0.00	0.00	All / Saleable	Service		0.000	0.000	Unlisted
<input type="checkbox"/>	Silver Membership	0.00	0.00	0.00	All / Saleable	Service		0.000	0.000	Unlisted
<input type="checkbox"/>	Test	0.00	0.00	0.00	All	Stockable Product		8.000	7.000	Unlisted
<input type="checkbox"/>	iMac	1,299.00	0.00	9.54	All / Saleable / Physical	Stockable Product		0.000	-5.000	Unlisted

# Timeline

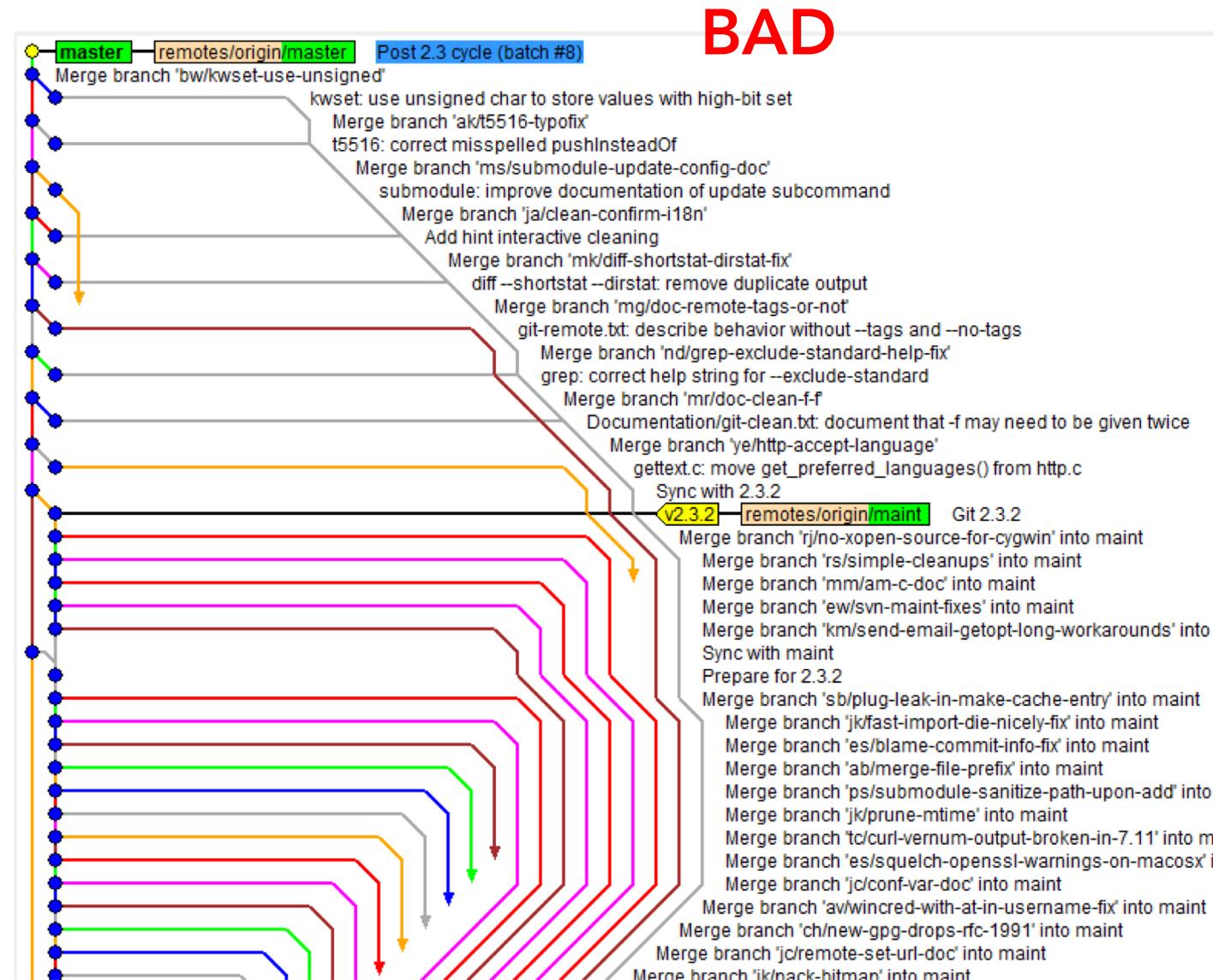


**Commit and Push GIT as frequent as possible (One commit per day)**

**Use GIT Flow**

**Fork only from release branch**

**Do not populate commits and push at once**



# Your Github account

<https://github.com/bliblidotcom-future>

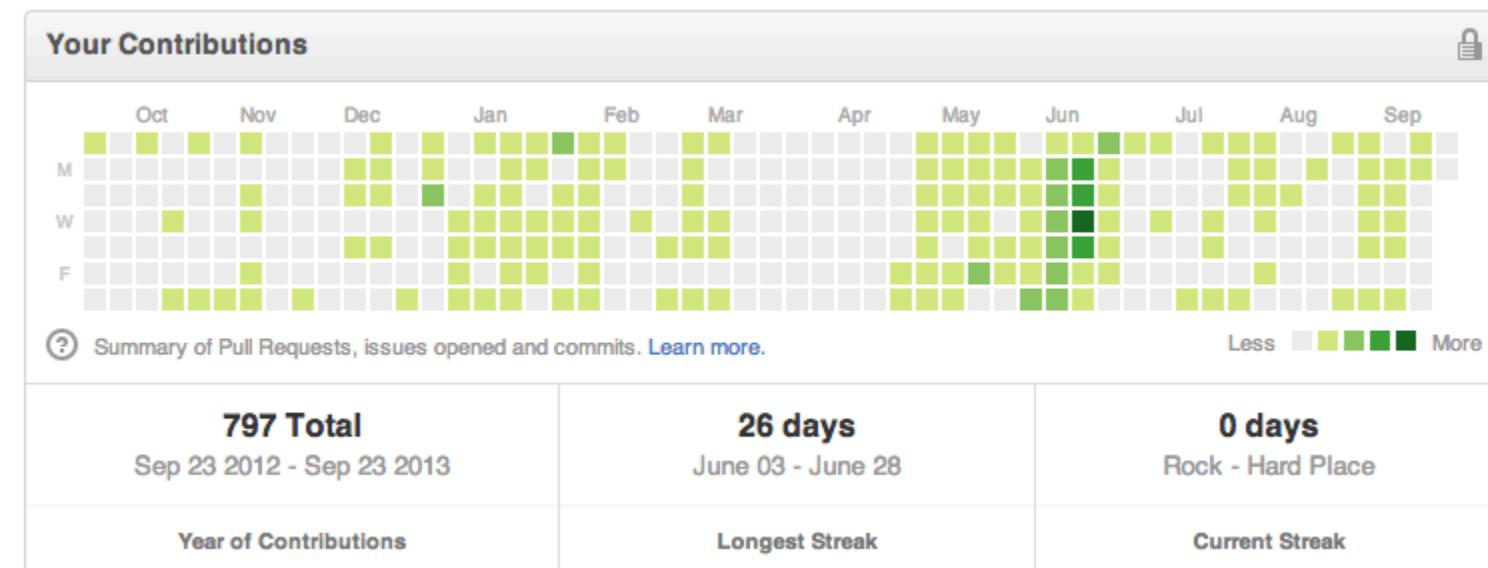
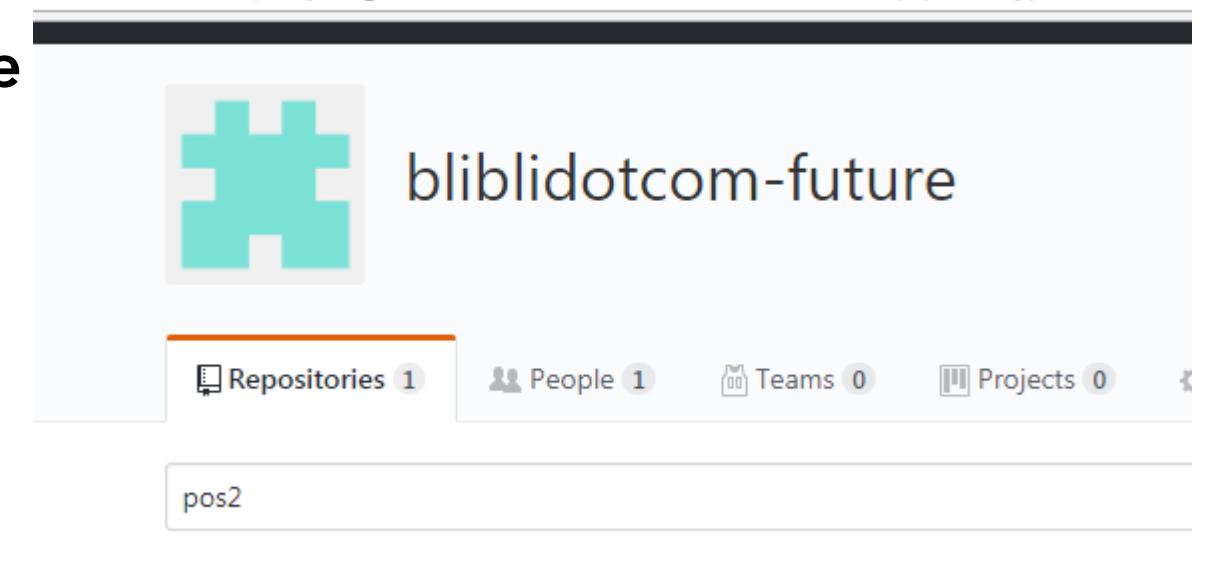
Each team will have one repo, ex:

<https://github.com/bliblidotcom-future/pos1>

Again.. Use GIT Flow

Why Github?

GitHub, Inc. [US] | <https://github.com/bliblidotcom-future?utf8=%E2%9C%93&q=pos2&type=>



# Scoring Parameters

## Judges

1. Ketuntasan - Berapa persen dari hasil akhir?
2. Arsitektur (FE & BE) - Seberapa baik hasil penggerjaannya dari sisi struktur project
3. Dokumentasi (Ada?)
4. Unit Testing
5. Presentasi (apakah dapat mengantarkan hasil project dengan baik)
6. Pemahaman Teknis
7. Git Updates

## Mentors

1. Mengerjakan peran & kolaborasi
2. Kerapihan

## Can I use frameworks?

In UI, you **can only** use at most libraries such as **Jquery**, do not use any web framework

In the backend, you are encourage to use basic java program, **without any framework**, but you may use **SpringBoot** as long as you know what it's doing when asked by the judges

Please confirm with us, if you want to use **additional frameworks / libraries**

## When is the deadline?

Project starts from **today**, ends in **January** next year.

2 people team will work at least min req.

3 people team will work with extra req.

Take good notice on **scalability, race condition, security, code quality metrics**, and other non functional parameters.

Each member Must **Update works on daily bases** (if any) in **Basecamp**.

**Mandatory report** is **every week**, through Basecamp.

If there is no progress, just write it down “doing nothing”, you can write anything, we are really “kepo” with you guys :)

## Feedback

<https://goo.gl/DtxHNg>

blibli.com

## Basecamp project

<https://goo.gl/HiJSjc>

# THANK YOU

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