Relevel
by Unacademy

Installation Instructions

In order to build the feature please follow the below-mentioned instructions:

Ensure that java, postman and intellij/eclipse are already installed on your system before starting the development. Install spring-boot-suite from https://spring.io/projects/spring-boot.

The tech stack required is Java and Spring Boot. The preferred IDE is Intellij/Eclipse to import the project directly. Postman tool to test the REST APIs.
Ensure that maven and .m2 etc are configured on local. While accessing the code, ignore the _MACOSX folder.

Once the code is downloaded, they should import the project in intellij and start development. Run the main class of the application as a Java Application. The default port is set to **8080** for this application, and there is a sample endpoint to test the setup is complete. Open the sample URL **localhost:8080/ping** in the browser to see a message “Ping is Successful” . This ensures the setup is complete.

For the persistence of data, H2 database should be used which is an in-memory database and dependency for the same is already added in the POM. If you are comfortable with any other in-memory database like SQLite, feel free to add the dependency and use that.

H2-Database

The application is configured with an in-memory H2 Database. Dependency for the database is already added in the pom.xml file. You can access the console of the H2 database using the following link.

URL for H2 Database: localhost:8080/h2-console

Username: sa

Password: password

Note: You can create tables for your problem statements using this database.

Console link - http://localhost:8080/h2-console
Default JDBC URL: jdbc:h2:mem:testdb
How to connect to JDBC:
http://www.h2database.com/html/tutorial.html#connecting_using_jdbc

Submission Instructions

Code Submission:

1. Compress the code on the local system in the form of a *.zip file.
2. Upload the code on your personal google drive in a folder titled - “Name_BD_<Round Name> App”
3. Don’t forget to change the permissions of the folder to ‘Anyone with the link can edit’.

Loom video submission:

1. Create an account on Loom.
2. Go through the quick tutorial on how to record loom videos.
3. Create a Loom video (while screensharing) covering the following points:
    a. Show the functionality of the app you have created i.e demo of the working APIs through a command line. (1 min)
    b. Run through the key parts of your code explaining the core logic and how you organized the code. (2 min)
    c. Explain your problem-solving approach (what logic you have used and why). (2 min)
4. Please keep your explanation to under 5 mins only.
5. Avoid too much jargon and explain your app in a simple and clear manner.