

Mocking

Team 222

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Background

- A platform to help students improve performance in tech interview
- User can set up mock interviews
- Live coding, user matching, and user ranking

What we have done in Sprint 1

- Document synchronization
 - Two users shares a real-time-update editor
 - Only one can modify -> interviewee
- User authentication
- Server deployment

Plans for Sprint 2

- Add interview **matching** logic using WebSocket
 - ONE interview, TWO user roles: one for interviewer, one for interviewee
 - Interviewee: asking for matching
 - Interviewer: choose problem and asking for matching
 - Match success, redirect to the interview page.
- Add **chat** block in interview for user communication
- Refactor UI design
- Implement the main interview logic
 - Only two users for matching

Problem

- Multi-thread synchronization in match phase
- Lazy deletion in heap
- Manage multiple message types in WebSocket

Work division

- Zhehui Zhou
 - Implements Websocket in both backend and frontend to support code synchronization, chat, match process and time synchronization
 - Database synchronization
- Xiaodu Ding
 - Redesigns database for all models.
 - Implements add-problem features.
 - Implements role choice before matching interview.
- Shuxin Lin
 - Designs user interfaces of Interview, Chat, add-problem-category, etc.
 - Implements Interview page dynamic interaction with backend database.
 - Improves admin database functions by easy frontend interaction.

Future Goal for sprint 3

- Ranking System
- Interview Points