# Phase 5: Apex Programming (Developer)

#### 5.1 Overview

This phase concentrated on developing and integrating **Apex programming logic** within the Salesforce environment. While previous phases (Org Setup, Data Modeling, and Declarative Automation) established the system's foundation, this phase ensured that the CRM could handle **complex business requirements** which are not achievable through declarative features alone.

Apex, being Salesforce's proprietary, strongly typed, object-oriented language, was leveraged to implement:

- Custom automation beyond workflow rules and Process Builder.
- Robust data processing using governor-limit friendly patterns.
- Scalable asynchronous operations for long-running tasks.
- Test-driven development ensuring deployment readiness.

This phase transformed the PlayStation Gaming CRM into a customizable, efficient, and enterprise-ready platform.

# **5.2 Key Apex Components Implemented**

#### 1. Apex Classes & Objects

- Apex Classes were developed to encapsulate business logic into reusable components.
- Core functionalities like subscription validation, repair request handling, and game-to-gamer mappings were written inside **classes** for modularity.
- Salesforce **sObject types** (standard and custom objects) were used directly in Apex for **CRUD operations** (Create, Read, Update, Delete).
- Example: A SubscriptionHandler class was created to auto-calculate subscription expiry and send notifications.

## 2. Apex Triggers

- **Before Triggers**: Used for data validation (e.g., ensuring subscription start date < end date).
- After Triggers: Used for post-save actions (e.g., logging support case history or sending alerts).
- Implemented using the **Trigger Handler Pattern** (one trigger per object, delegating logic to a handler class).

• Benefits: Cleaner structure, easier maintenance, scalable when new requirements arise.

## 3. SOQL (Salesforce Object Query Language) & Collections

- **SOQL queries** were optimized to fetch only necessary fields to avoid governor limit exceptions.
- Collections (List, Set, Map) were used for bulk processing of records in loops.
- Examples:
  - Lists to store multiple subscriptions.
  - Sets to check for unique game IDs.
  - Maps to quickly link gamer IDs with their active subscriptions.
- Bulkification ensured that triggers/processes handled hundreds of records at once without failing.

#### 4. Asynchronous Processing

Certain tasks needed to run **outside normal transaction limits** or on schedules. These were implemented as:

- Future Methods: For lightweight asynchronous tasks like sending email/SMS alerts.
- Queueable Apex: For chaining complex background jobs (e.g., recalculating subscription usage stats).
- **Scheduled Apex**: To automatically run jobs like subscription expiry checks or monthly data cleanup.
- **Batch Apex**: For handling **large datasets** such as recalculating thousands of repair requests or gamer activity logs.

This ensured the system could scale for **enterprise-level data volumes**.

# 5. Control Statements & Exception Handling

- Used control statements (IF-ELSE, SWITCH, loops) to build dynamic business logic.
- Implemented try-catch blocks to handle unexpected errors gracefully.
- Exception handling ensured system reliability errors were logged in custom error objects or sent as admin notifications instead of breaking transactions.
- Example: If a Repair record failed due to missing gamer info, an error log was generated instead of halting the entire batch.

### 6. Test Classes & Deployment Readiness

- Created **Apex Test Classes** to validate triggers, classes, and asynchronous logic.
- Achieved >75% code coverage (Salesforce minimum requirement for deployment).
- Tests covered:
  - o Positive scenarios (valid subscription creation).
  - Negative scenarios (invalid dates, missing fields).
  - o Bulk scenarios (inserting/updating hundreds of records).
- Benefits: Reliable deployments, easier debugging, long-term maintainability.

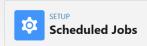
## 5.3 Integration with Previous Phases

- From Phase 2 & 3 (Setup & Data Modeling): Apex logic extended the objects and relationships by adding dynamic automation that complements Page Layouts and Relationships.
- From Phase 4 (Testing): Test classes verified that the Apex logic works correctly across all modules and remains governor-limit compliant.
- Apex ensured that the system's functionality aligned with **business requirements**, moving it beyond simple configurations into a **robust enterprise application**.

## 5.4 Conclusion

Phase 5 demonstrated the power of **Apex programming** in making the PlayStation Gaming CRM a scalable, intelligent, and production-ready solution. By combining classes, triggers, SOQL, and asynchronous processes, the system gained:

- **Efficiency** (bulkified operations, optimized queries).
- **Automation** (custom business logic beyond declarative tools).
- Reliability (exception handling, test coverage).
- **Scalability** (batch jobs, scheduled jobs for large data sets).



All Scheduled Jobs

Help for this Page 🕜

The All Scheduled Jobs page lists all of the jobs scheduled by your users. Multiple job types may display on this page. You can delete scheduled jobs if you have the permission

Percentage of Scheduled Jobs Used: 1%

You have currently used 1 scheduled Apex jobs out of an allowed organization limit of 100 active or scheduled jobs. To learn about how this limit is calculated and what contributes to it see the Lightning Platform Apex Limits topic.

View: All Scheduled Jobs ✓ Create New View

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			Schedule Apex				
Action	Job Name ↑	Submitted By	Submitted	Started	Next Scheduled Run	Туре	Cron Trigger ID
Del	Metalytics Data Loader Job for Org : 00DgK000007bzID	User, Integration	7/17/2025, 8:10 PM	9/24/2025, 10:30 PM	9/25/2025, 10:30 PM	Autonomous Data Loader Job	08egK000007dnmT
	Program Milestone Computation Cron Job	Process, Automated	7/17/2025, 8:10 PM	9/24/2025, 4:59 PM	9/24/2025, 11:59 PM	Program Milestone Computation Cron Job	08egK000007dnmR
	Program Status Update Cron Job	Process, Automated	7/17/2025, 8:10 PM	9/24/2025, 8:00 PM	9/25/2025, 5:00 AM	Program Status Update Cron Job	08egK000007dnmS
Manage   Del   Pause Job	Repair_Batch_Scheduler_Daily	<u>Kumar,</u> <u>Himanshu</u>	9/24/2025, 11:40 PM		9/25/2025, 2:00 AM	Scheduled Apex	08egK00000C5W1y



Click here to go to the new batch jobs page

Help for this F Apex Jobs

Monitor the status of all Apex jobs, and optionally, abort jobs that are in progress.

Percent of Asynchronous Apex Used: 0%
You have currently used 0 asynchronous Apex operations out of an allowed 24-hour organization limit of 250,000. To learn about how this limit is calculated and what contributes to it, s the Lightning Platform Apex Limits topic.

View: All ✓ Create New View

Action	Submitted Date ↓	Job Type	Status	Status Detail	Total Batches	Batches Processed	Failures	Submitted By	Completion Date	Apex Class	Apex Method	Apex Job ID
	9/24/2025, 11:40 PM	Scheduled Apex	Queued		0	0	0	Kumar, Himanshu		RepairBatchScheduler		707gK00000

**Apex Classes** 

Apex Code is an object oriented programming language that allows developers to develop on-demand business applications on the Lightning Platform.

Percent of Apex Used: 0.08%
You are currently using 5,076 characters of Apex Code (excluding comments and @isTest annotated classes) in your organization, out of an allowed limit of 6,000,000 characters. Note that the amount in use includes both Apex Classes and Triggers defined in your organization.

Estimate your organization's code coverage i

Compile all classes i View: All ✓ Create New View

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	Developer Console							
Action	Name ↑	Namespace Prefix	Api Version	Status	Size Without Comments	Last Modified By	Has Trace Flags	
Edit   Del   Security	<u>ApexErrorLogger</u>		64.0	Active	448	Himanshu Kumar, 9/24/2025, 11:30 PM		
Edit   Del   Security	RepairBatchScheduler		64.0	Active	206	Himanshu Kumar, 9/24/2025, 11:33 PM		
Edit   Del   Security	RepairCostBatch		64.0	Active	1,005	Himanshu Kumar, 9/24/2025, 11:32 PM		
Edit   Del   Security	SubscriptionNotifierQueueable		64.0	Active	1,453	Himanshu Kumar, 9/24/2025, 11:30 PM		
Edit   Del   Security	SubscriptionTriggerHandler		64.0	Active	1,410	Himanshu Kumar, 9/24/2025, 11:30 PM		

```
25 orgfarm-ba15bf8906-dev-ed.develop.my.salesforce.com/_ui/common/apex/debug/ApexCSIPage?action=selectExtent&extent=apextrigger
  Code Coverage: None • API Version: 64 •
                                                                                                                                                                                                                                            Run Test | Go To
  1 @isTest
  2 * private class SubscriptionTriggerHandlerTest {
            @isTest static void testValidInsertAndQueueable() {
   Contact c = new Contact(FirstName='T', LastName='User', Email='test+1@example.com');
                   Test.startTest();
                   lest.startlest();
Subscriptions_c s = new Subscriptions_c(
Contact_c = c.Id,
Start_Date_c = Date.today(),
End_Date_c = Date.today().addDays(30),
Status_c = 'Active'
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                 Test.stopTest();
                  Subscriptions_c s2 = [SELECT Id, Contact_c FROM Subscriptions_c WHERE Id = :s.Id];
System.assertEquals(c.Id, s2.Contact_c);
             @isTest static void testInvalidDatesProducesError() {
    Contact c = new Contact(FirstName='Bad', LastName='Date', Email='bad@example.com');
  23
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                   insert c;
Subscriptions_c s = new Subscriptions_c(

Contact c - c Td

Logs Tests Checkpoints Query Editor View State Progress Problems

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                                                Code Coverage: None • API Version: 64 •
   1 v global class RepairBatchScheduler implements Schedulable {
             global void execute(SchedulableContext sc) {
   RepairCostBatch b = new RepairCostBatch();
                    Database.executeBatch(b, 200);
             }
File • Edit • Debug • Test • Workspace • Help • < >
                                                                                  eable.apxc * 
ApexErrorLogger.apxc 
Saving: Repair
Code Coverage: None - API Version: 64 - 
3 return Database.getQueryLocator(
                          'SELECT Id, Repair_Cost__c, Status__c FROM Repairs__c WHERE Repair_Cost__c != null'
           );
             public void execute(Database.BatchableContext bc, List<Repairs_c> scope) {
   List<Repairs_c> updates = new List<Repairs_c>();
   for (Repairs_c r : scope) {
        if (r.Repair_Cost_c != null && r.Repair_Cost_c > 500) {
            r.Status_c = 'Needs Approval';
        }
}
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                               updates.add(r);
                       }
                }
if (!updates.isEmpty()) {
                         try {
    update updates;
    'Exception e
                        ApexErrorLogger.logException('RepairCostBatch.execute', ex);
}
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            }
             public void finish(Database.BatchableContext bc) {
                   System.debug('RepairCostBatch finished');
Logs Tests Checkpoints Query Editor View State Progress Problems
```

```
orgfarm-ba15bf8906-dev-ed.develop.my.salesforce.com/_ui/common/apex/debug/ApexCSIPage?action=selectExtent&extent=apextrigger
    SubscriptionTrigger.apxt * | 8 | 
          1 * public class ApexErrorLogger {
                                      public static void logException(String context, Exception ex) {
                                                   static void logException(String context, Excep
try {
    Apex_Error_c e = new Apex_Error_c();
    e.Message_c = ex.getMessage();
    e.Stack_Trace_c = ex.getStackTraceString();
    e.Context_c = context;
    insert e;
                                                  } catch (Exception loggingEx) {
   System.debug('Failed to log exception: ' + loggingEx);
        10
11
12
13 }
                                 }
    Logs Tests Checkpoints Query Editor View State Progress Problems
  File • Edit • Debug • Test • Workspace • Help • <
        1 * public class SubscriptionNotifierQueueable implements Queueable {
2     private List<Id> subscriptionIds;
3
                               public SubscriptionMotifierQueueable(List<Id> ids){
    this.subscriptionIds = ids;
}
3 4 • 5 6 7 8 • • 9 • 10 • 11 12 13 14 15 16 17 • 18 • 19 20 21 22 23 24 25 26 27 28 29 30 • 1 31
                                ];
                                                            List<Messaging.SingleEmailMessage> mails = new List<Messaging.SingleEmailMessage>();
                                                           }
                                               }
if (!mails.isEmpty()) Messaging.sendEmail(mails);
} catch (Exception ex) {
ApexErrorLogger.logException('SubscriptionMotifierQueueable.execute', ex);
```

