#### Java MVC Frameworks

# **Individual Project Assignment**

This is the Individual Project Assignment for the Spring MVC Frameworks Course @ SoftUni.

### **General Requirements**

Your Web application should use the following technologies, frameworks and development techniques:

- The application must be implemented using **Spring Framework**.
  - The application must have at least **12 web pages** (views).
  - o The application must have at least 5 independent entity models.
  - The application must have at least 5 controllers.
  - The application must have at least 5 services.
  - The application must have at least 5 repositories.
  - Optionally, you may use Spring Data REST.
- Use IntelliJ or Eclipse.
  - Use Thymeleaf template engine for generating the UI.
    - Use fragments.
  - You could also make the Front-End using JavaScript, consuming REST services from a Web API.
- Use MySQL / Oracle / PostgreSQL as a database.
- Use **Spring Data** to access your database.
  - User Hibernate / EclipseLink or any other provider as a JPA implementation.
- Implement Responsive Web Page Design based on Bootstrap / Google Material Design.
- Use the standard **Spring Security** for managing **users** and **roles**.
  - Your registered users should have at least these roles: user and administrator.
  - User roles should be managable from the application.
  - Make sure the role management is secured and error-safe.
- Use AJAX to asynchronously load and display data somewhere in your application.
- Write Unit Tests for your logic, services, repository query methods, helpers, etc.
  - You should have at least 80% coverage on your business logic.
- Implement Error Handling and Data Validation to avoid crashes when invalid data is entered (both clientside and server-side).
- Handle correctly the special HTML characters and tags like <br/> and <script> (escape special characters).
- Use at least 2 Interceptors.
- Run asynchronous tasks for jobs that do not need to run sequential or for jobs in the background.
- **Schedule jobs** that impact the whole application running e.g. once/twice a day.
- Use **ModelMapper** or other mapping library.

## **Additional Requirements**

- Follow the best practices for OO design and high-quality code for the Web application:
  - Use data encapsulation.
  - Use exception handling properly.
  - Use **inheritance**, **abstraction** and **polymorphism** properly.



















- Follow the principles of strong cohesion and loose coupling.
- Correctly format and structure your code, name your identifiers and make the code readable.
- o Follow the concept of thin controllers.
- Well looking user interface (UI).
- Good usability (easy to use UI).
- Supporting of all modern Web browsers.
- Use **caching** where appropriate.
- Use a **source control system** by choice, e.g. **GitHub**, **BitBucket**.
  - Submit a link to your public source code repository.

### **Public Project Defense**

Each student will have to deliver a public defense of its work in front of a trainer jury. Students will have only 15 minutes for the following:

- **Demonstrate** how the application works (very shortly).
- Show the **source code** and explain how it works.

Please be strict in timing! On the 15<sup>th</sup> minute you will be interrupted! It is good idea to leave the last 4-5 minutes **for questions** from the jury.

Be well prepared for presenting maximum of your work for minimum time:

- Bring your own laptop!
- Open the project assets beforehand to save time!

#### **Bonuses**

- Use Spring Social to connect with Software-as-a-Service (SaaS) API providers.
- Host the application in a **cloud environment**, e.g. in **Amazon Web Services**.
- Use a file storage cloud API, e.g. Dropbox, Google Drive or other for storing the files.
- Use of features of HTML5 like Geolocation, Local Storage, SVG, Canvas, etc.
- Implement Microservice architecture in your application.
- Anything that is not described in the assignment is a bonus if it has some practical use.

#### **Assessment Criteria**

- Functionality 0...20
- Implementing controllers correctly (controllers should do only their work) 0...5
- Implementing views correctly (using display and editor templates) 0...5
- Testing (unit test and integration tests for some of the controllers using mocking) 0...10
- Security (prevent SQL injection, XSS, CSRF, parameter tampering, etc.) 0...5
- Data validation (validation in the models and input models) 0...10
- Using model mapper and inversion of control 0...5
- Using layers with multiple layouts 0...10
- **Code quality** (well-structured code, following the MVC pattern, following SOLID principles, etc.) -0...10



















Bonus (bonus points are given for exceptional project) – 0...25

















