CMPE-273
LAB 1

HANDSHAKE
PROTOTYPE

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HANDSHAKE JOB SEARCH PORTAL

Google Drive Link :
https://drive.google.com/file/d/1L95DO1UOfwkWG2m23_-QXUjAc_DVMhkC/view?usp=sharing

AWS Link :
http://handshake-kapil.s3-website-us-east-1.amazonaws.com/

Github Link:
https://github.com/kapilmulchandani/Handshake_Lab1

System Goals for Handshake Job Portal Application:
The Handshake project is aimed at developing a job search portal for potential students to find potential companies that provide jobs, along with the option to register for events.
The students can apply to the jobs by uploading their resume, RSVP for events, see their applied jobs and events in a separate section.
The companies can post a job, post an event, get the list of students who applied for the job along with students who registered for a specific event.

Purpose of the System:
The system consists of 2 major parts:
1) Student's Part.
2) Company's Part.

The 2 parts of system serve different purposes:
- The Student's part of the system allows students to search for jobs and events and let them filter the job searches based on the full time/

internship/ part-time or on campus. The Search Jobs functionality can be
accessed after student is logged in to the system. Along with this Search Jobs functionality, events can also be searched and registered after the student is logged in.The new students can sign-up to the system using sign-up form. Also, students can view and update their profile in the system.

- The Company's part of the system allows the companies to post jobs and events to the system. The companies can also view the list of students who applied for their job with the option of previewing the resume and have an option of changing the status of the application. Companies can view the profiles of students who have applied for their job. Also, companies can view and update their profile in the system.

System Design:
The system here uses a 3-tier architecture where client side uses ReactJS, HTML5 to manage User Interactions. Backend uses NodeJS for interacting with database. MySQL is the database for this system. The client and servers interaction happens via RESTful API's.
----diagram-----

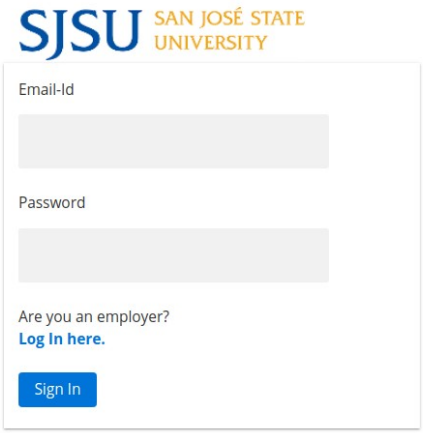
- The website should make use of ReactJS, HTML5 for interactive frontend performance
and PrimeReact/React-Bootstrap for better User Interface.

- The backend server is implemented in NodeJS using express framework as middleware which takes the Rest API calls from the frontend part.
- The MySQL Database also provides inbuilt connection pooling mechanism to serve the optimization in database query calls.
- Authentication is achieved by using session and cookies in the system. Also, the passwords are encrypted for owners and buyers using bcrypt library for safety measures.

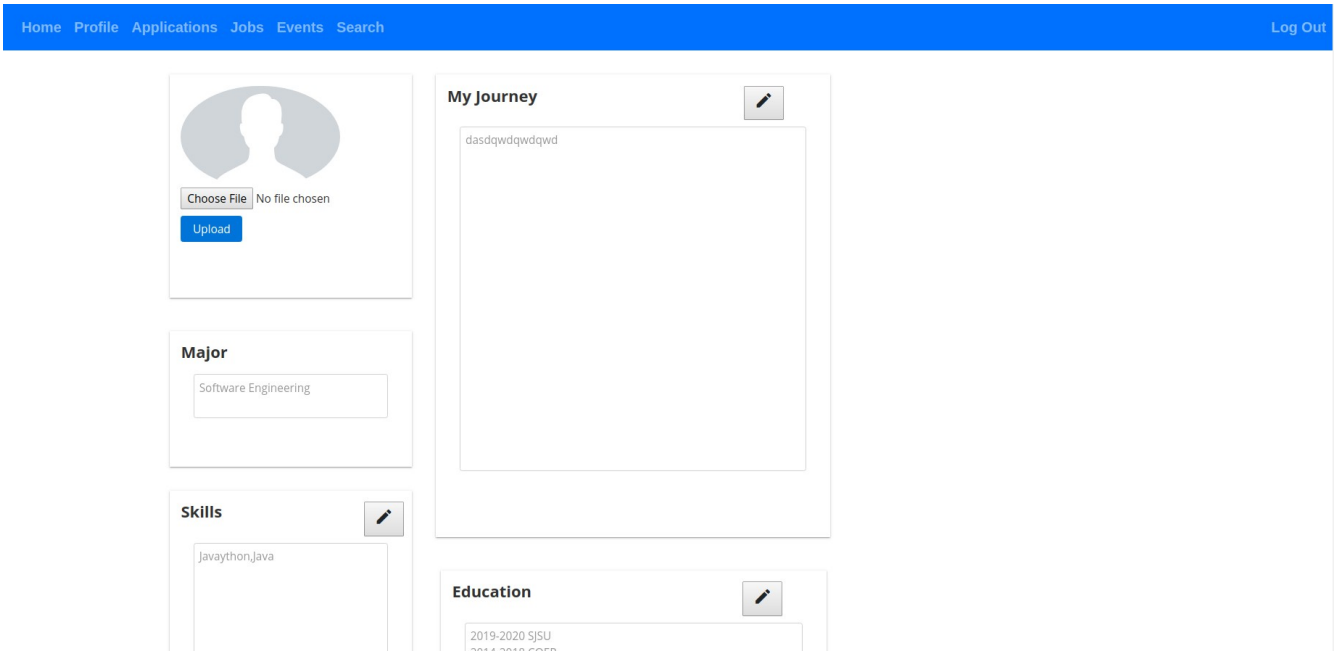
Screenshots the application:

1. Starting page

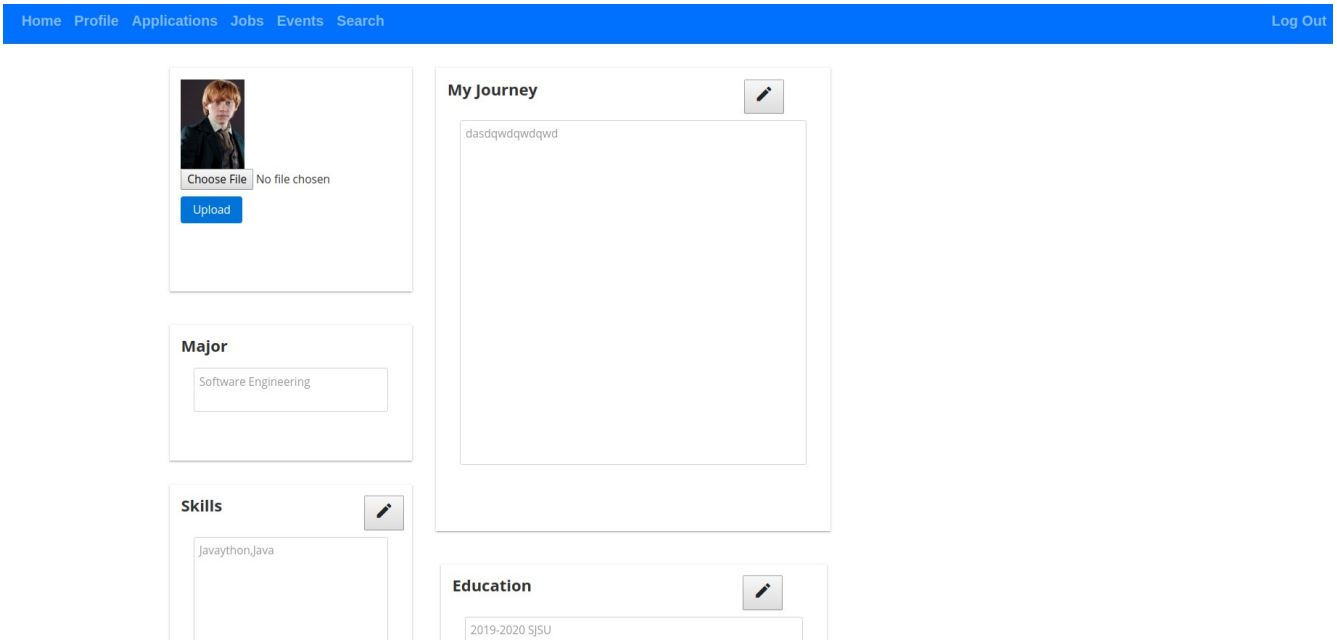
2. Login Page



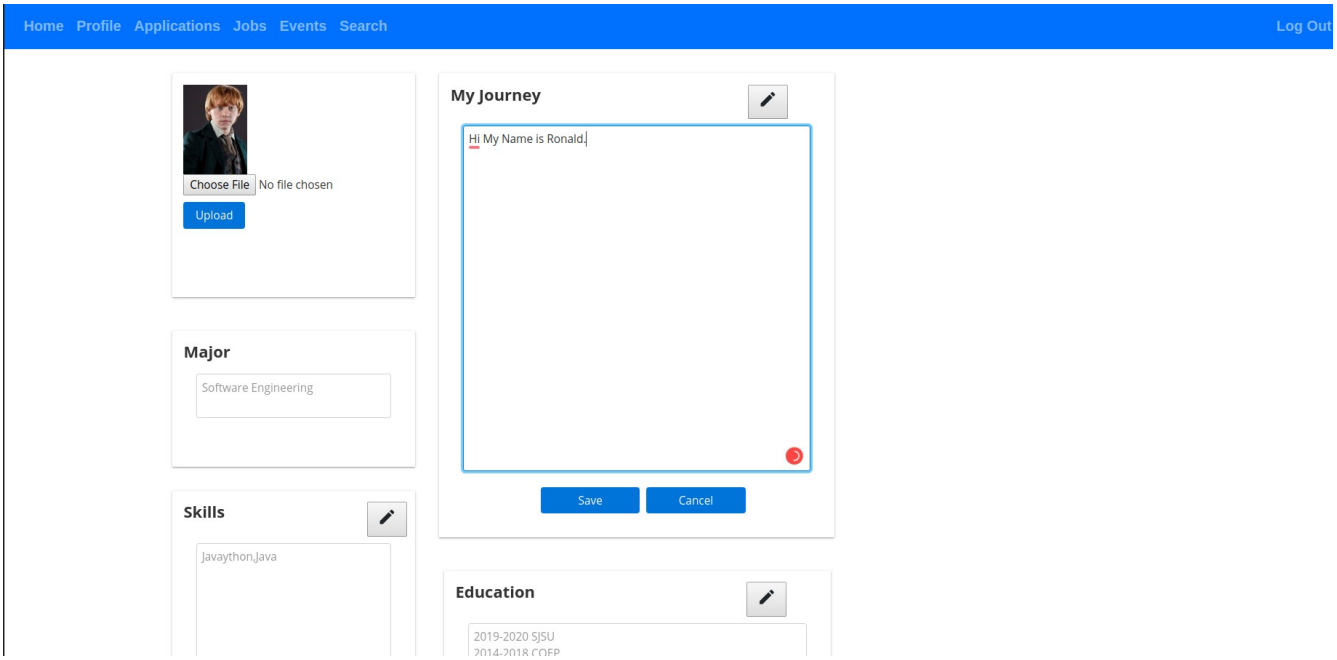
3. Student profile



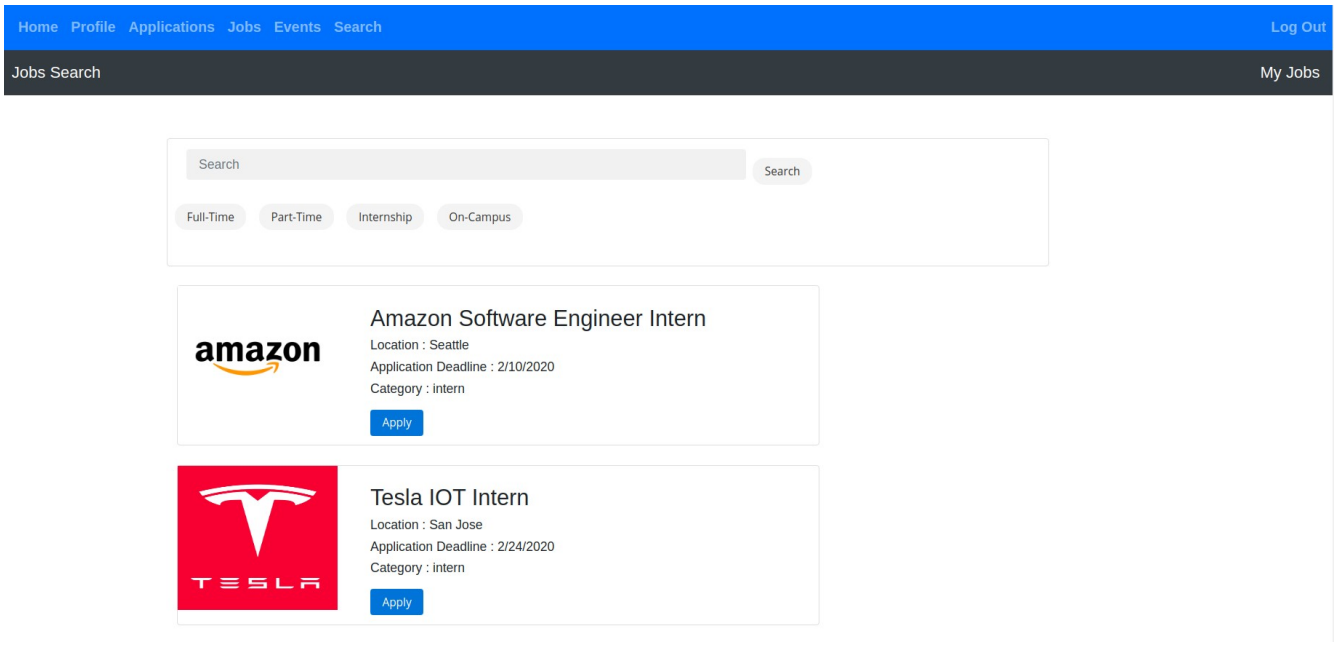
4. Student upload profile picture



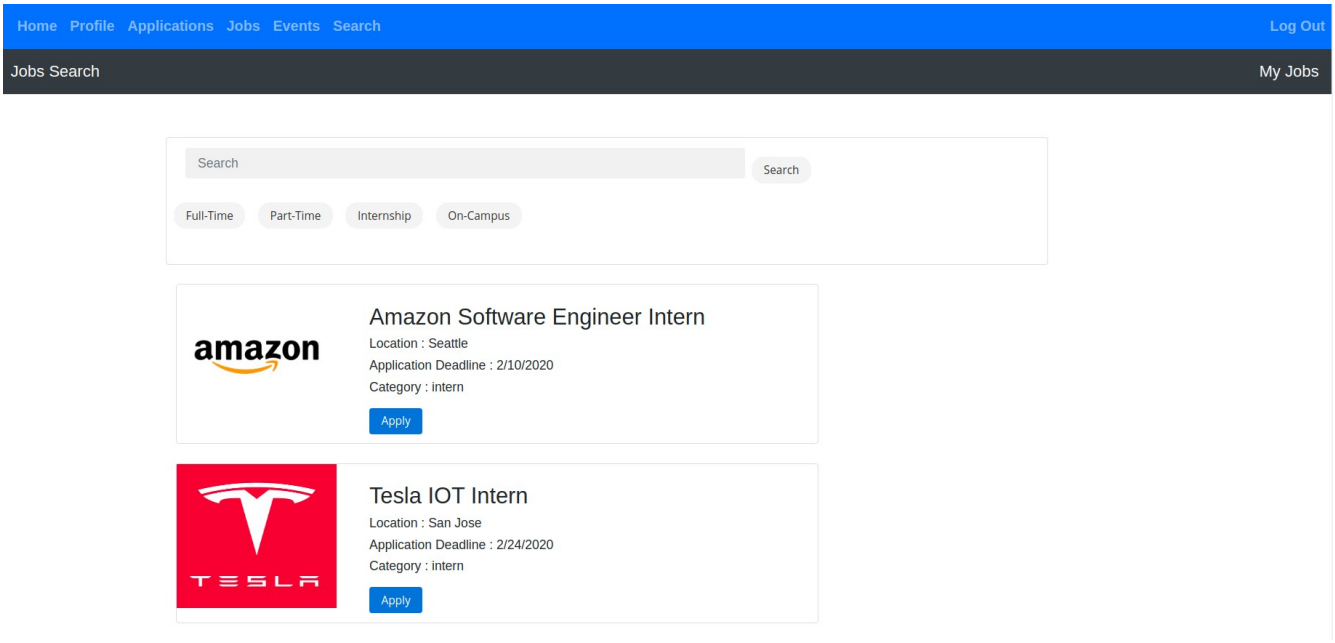
5. Edit profile



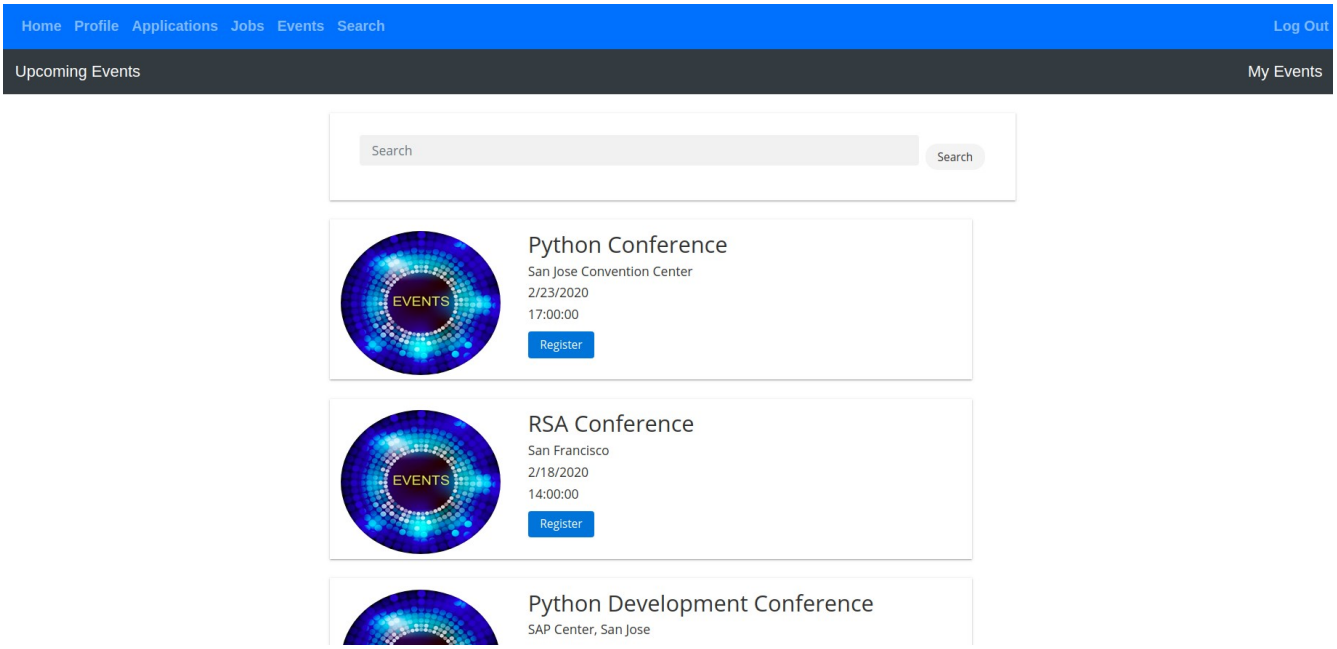
6. Job Search



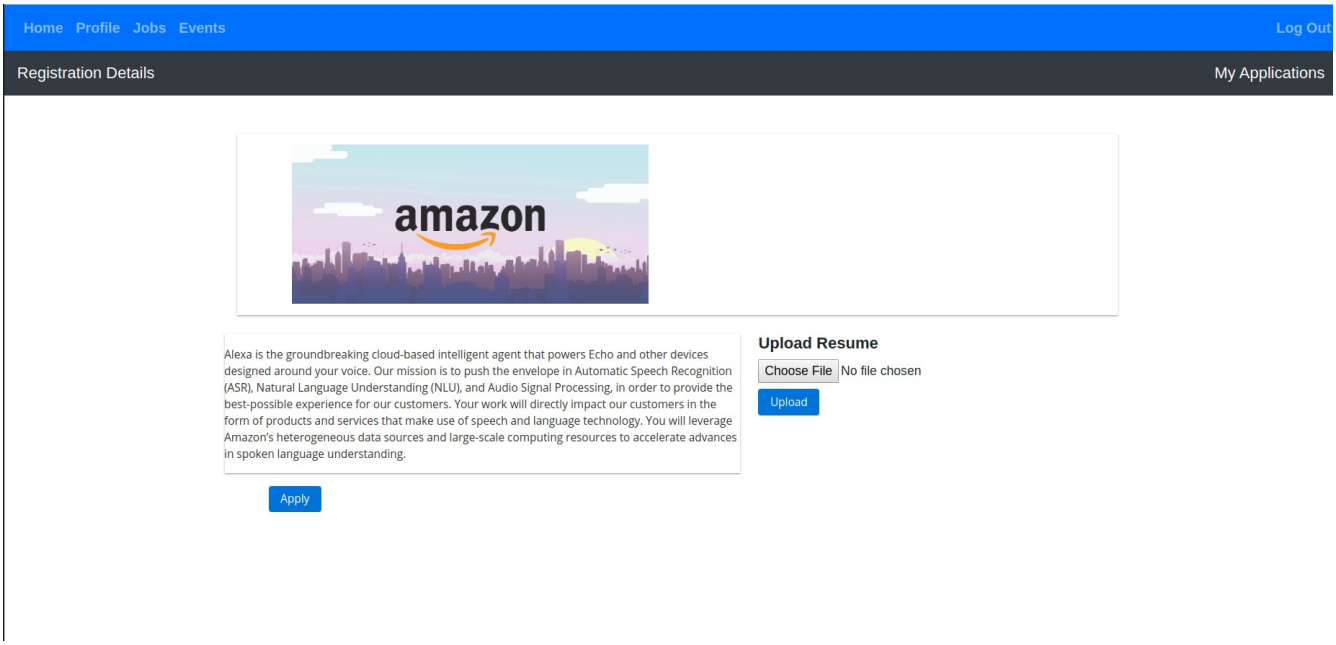
7. Events Registered by students



8. UpComing Events



9. Apply for Job



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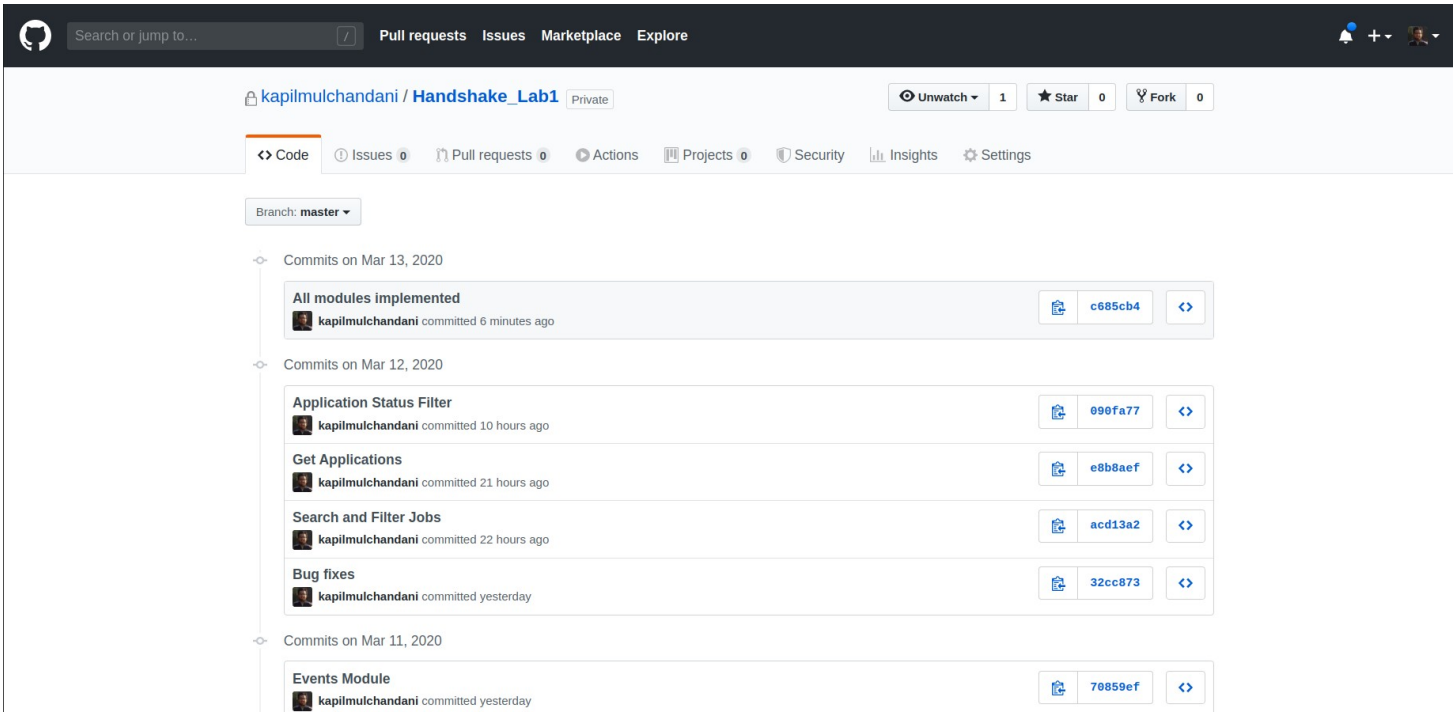
GitHub Commit History:


Search or jump to...
Pull requests
Issues
Marketplace
Explore
kapilmulchandani / Handshake_Lab1
Private
Unwatch 1
Star 0
Fork 0
Code
Issues 0
Pull requests 0
Actions
Projects 0
Security
Insights
Settings
Branch: master
Commits on Mar 13, 2020
All modules implemented
kapilmulchandani committed 6 minutes ago
c685cb4
Commits on Mar 12, 2020
Application Status Filter
kapilmulchandani committed 10 hours ago
090fa77
Get Applications
kapilmulchandani committed 21 hours ago
e8b8aef
Search and Filter Jobs
kapilmulchandani committed 22 hours ago
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Bug fixes
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Commits on Mar 11, 2020
Events Module
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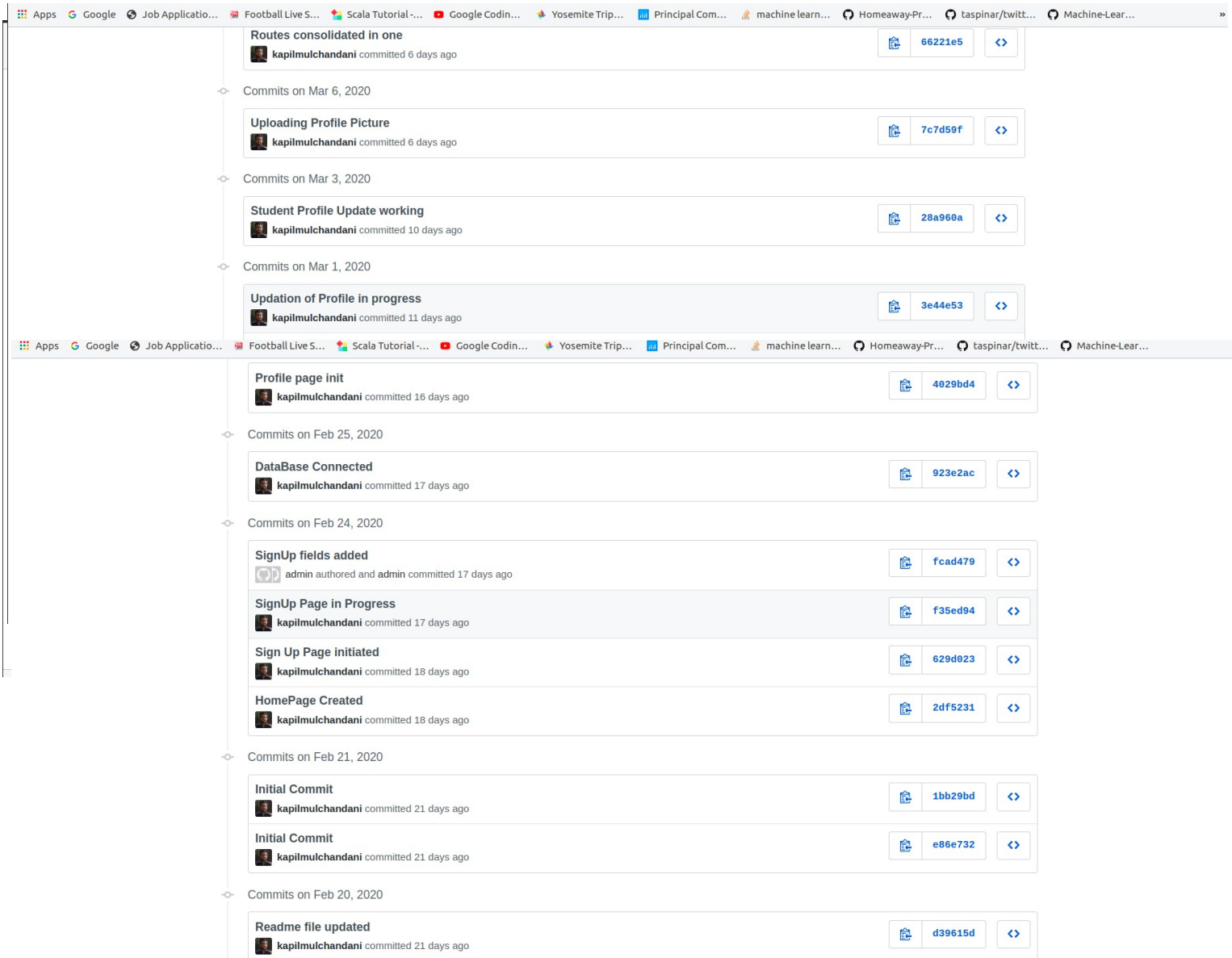
Apps
Google
Job Applicatio...
Football Live S...
Scala Tutorial -...
Google Codin...
Yosemite Trip...
Principal Com...
machine learn...
Homeaway-Pr...
taspinar/twitt...
Machine-Lear...
Routes consolidated in one
kapilmulchandani committed 6 days ago
66221e5
Commits on Mar 6, 2020
Uploading Profile Picture
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7c7d59f
Commits on Mar 3, 2020
Student Profile Update working
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Commits on Mar 1, 2020
Updation of Profile in progress
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Profile page init
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Commits on Feb 24, 2020
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HomePage Created
kapilmulchandani committed 18 days ago
2df5231
Commits on Feb 21, 2020
Initial Commit
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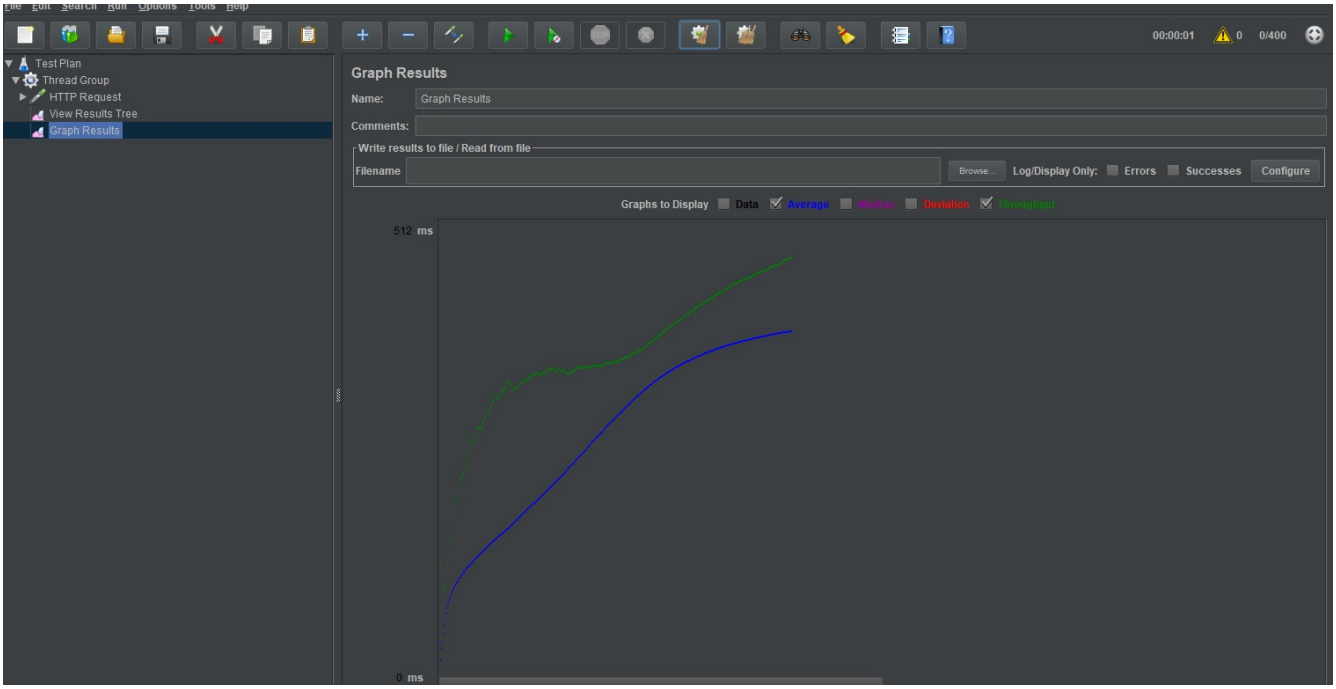
1bb29bd
Initial Commit
kapilmulchandani committed 21 days ago
e86e732
Commits on Feb 20, 2020
Readme file updated
kapilmulchandani committed 21 days ago
d39615d

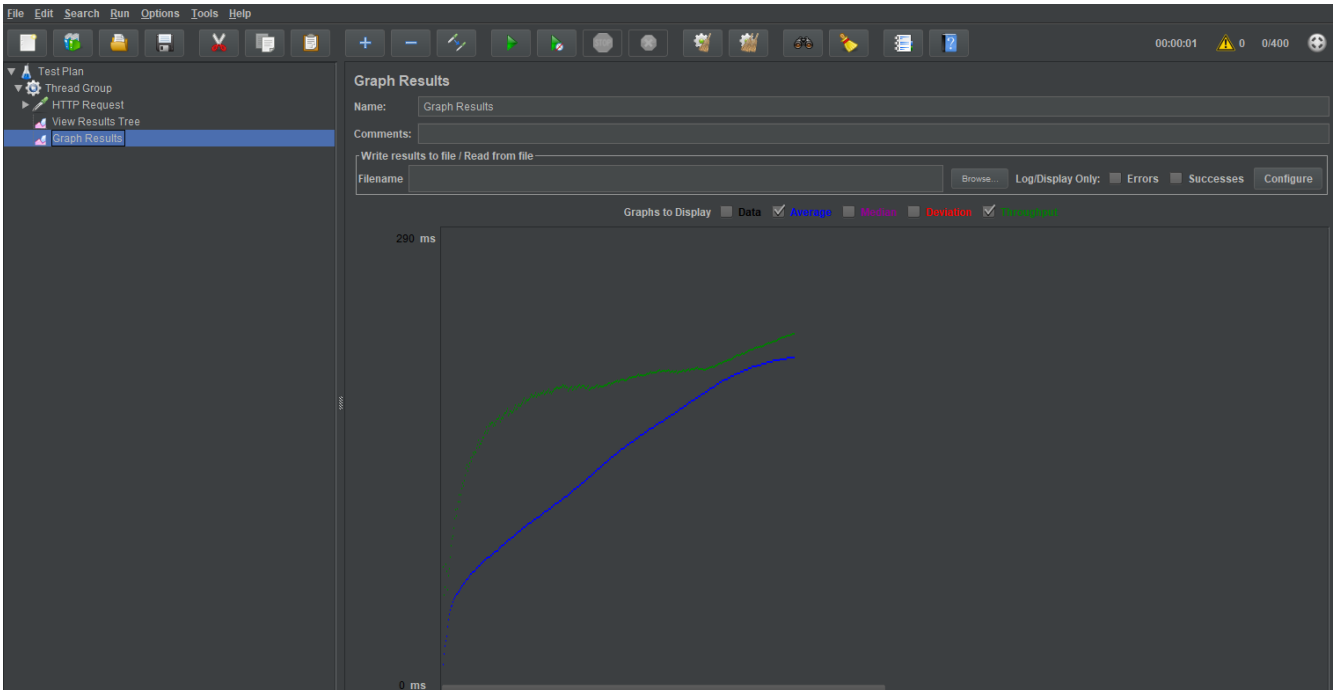
Questions :

Q.1) Result of connection-pooling and algorithm of connection-pooling:

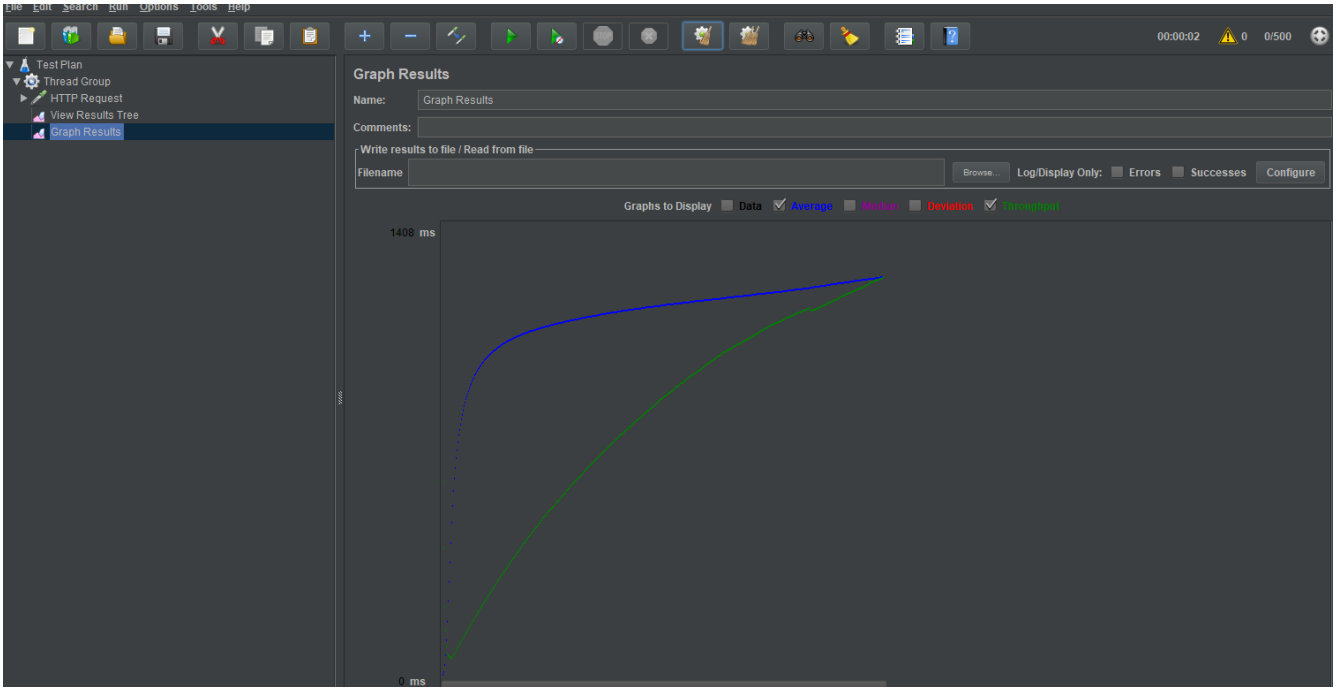
100 Without Pool :



100 With Pool :



200 Without Pool :



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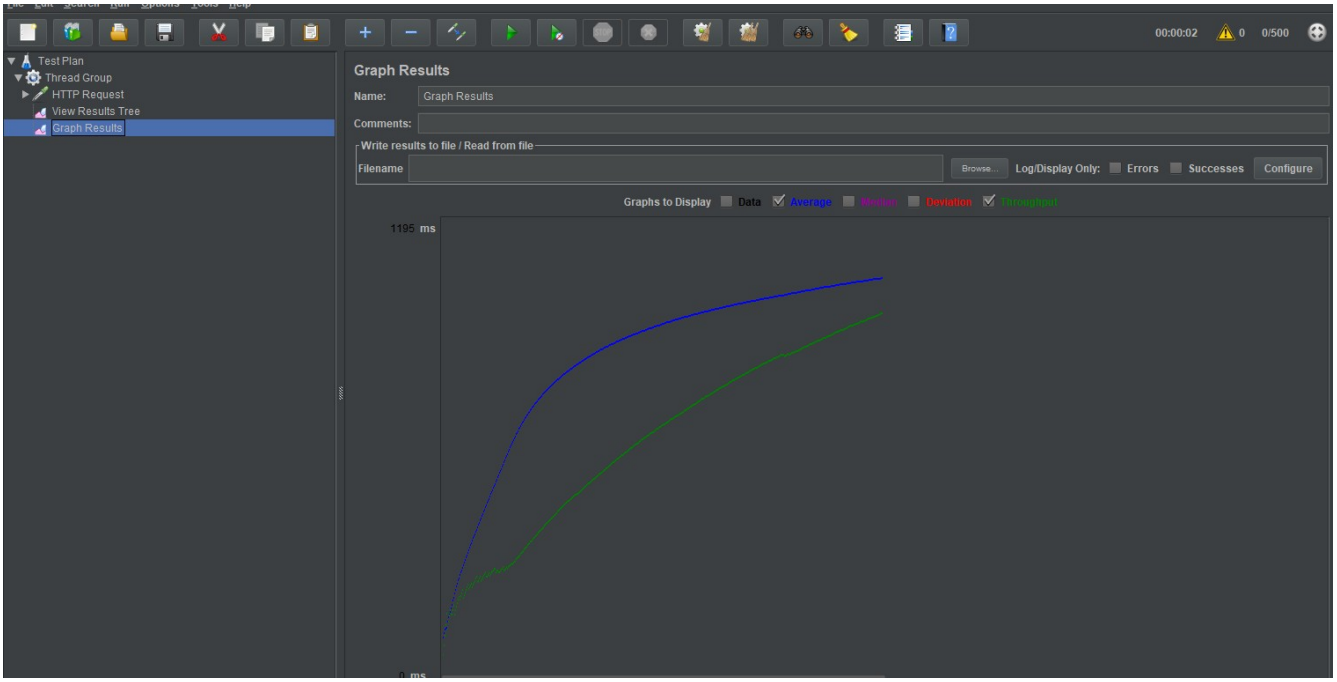
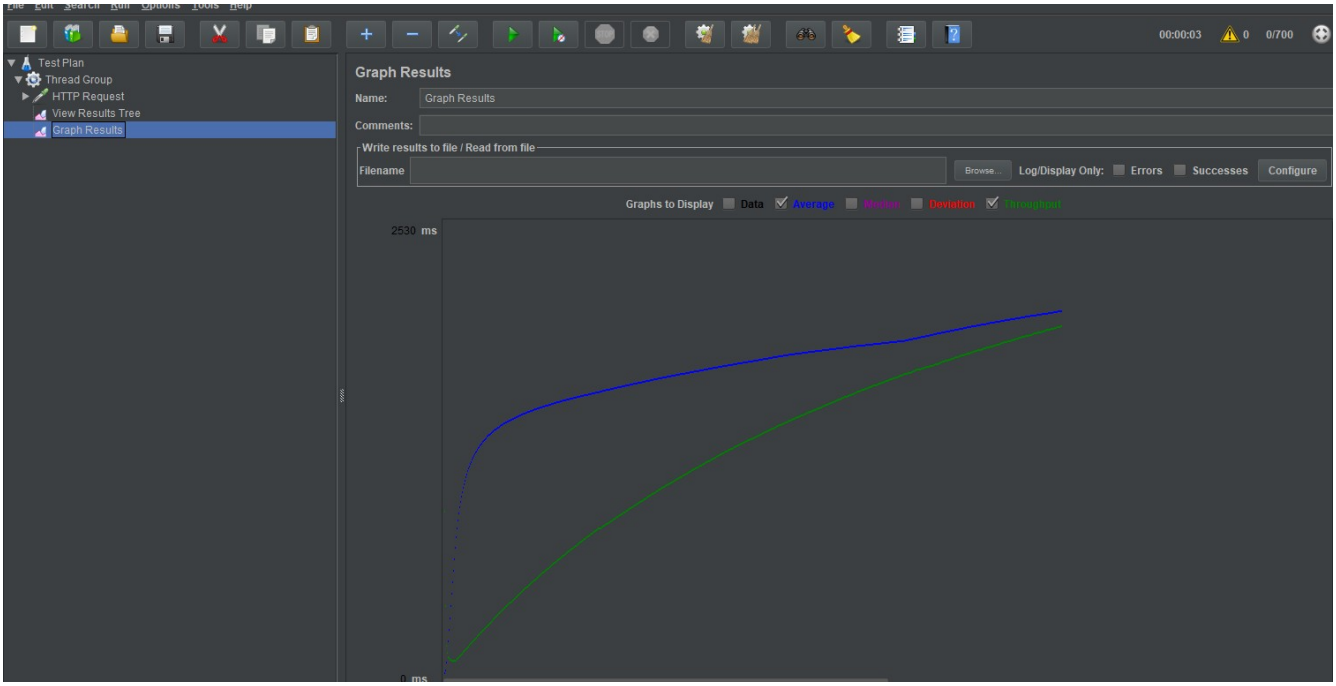


300 Without Pool :



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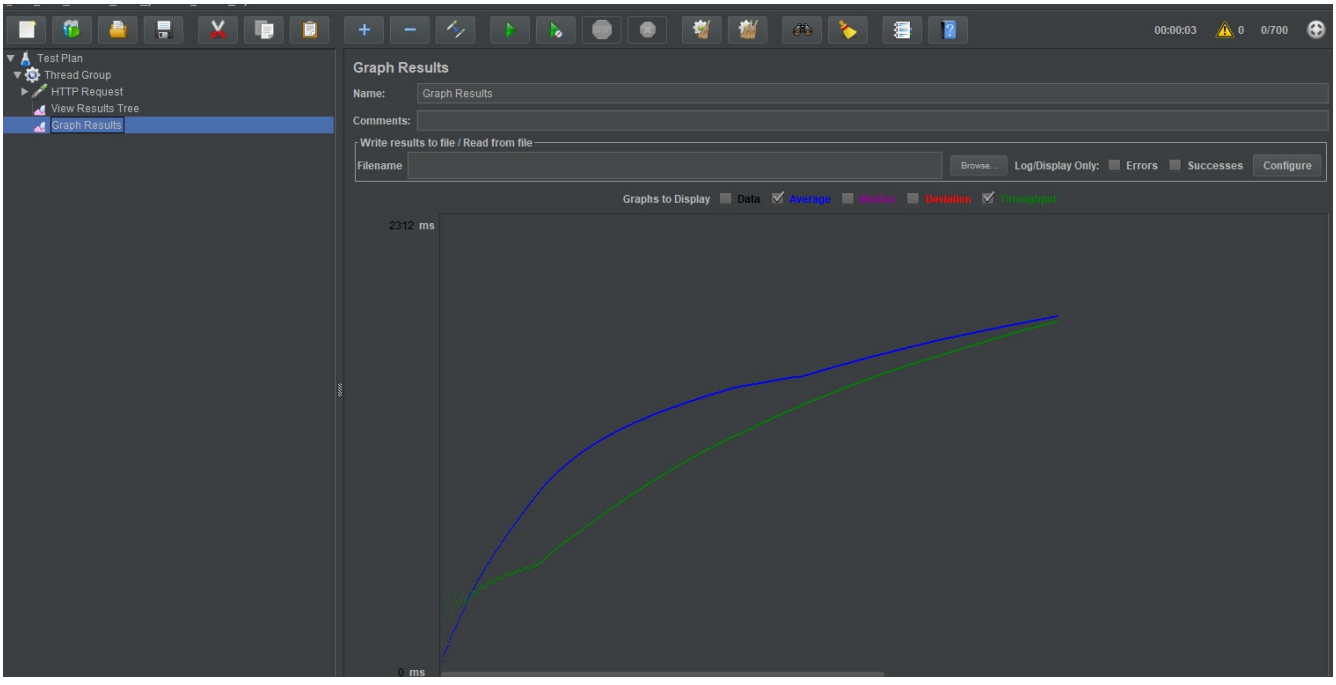

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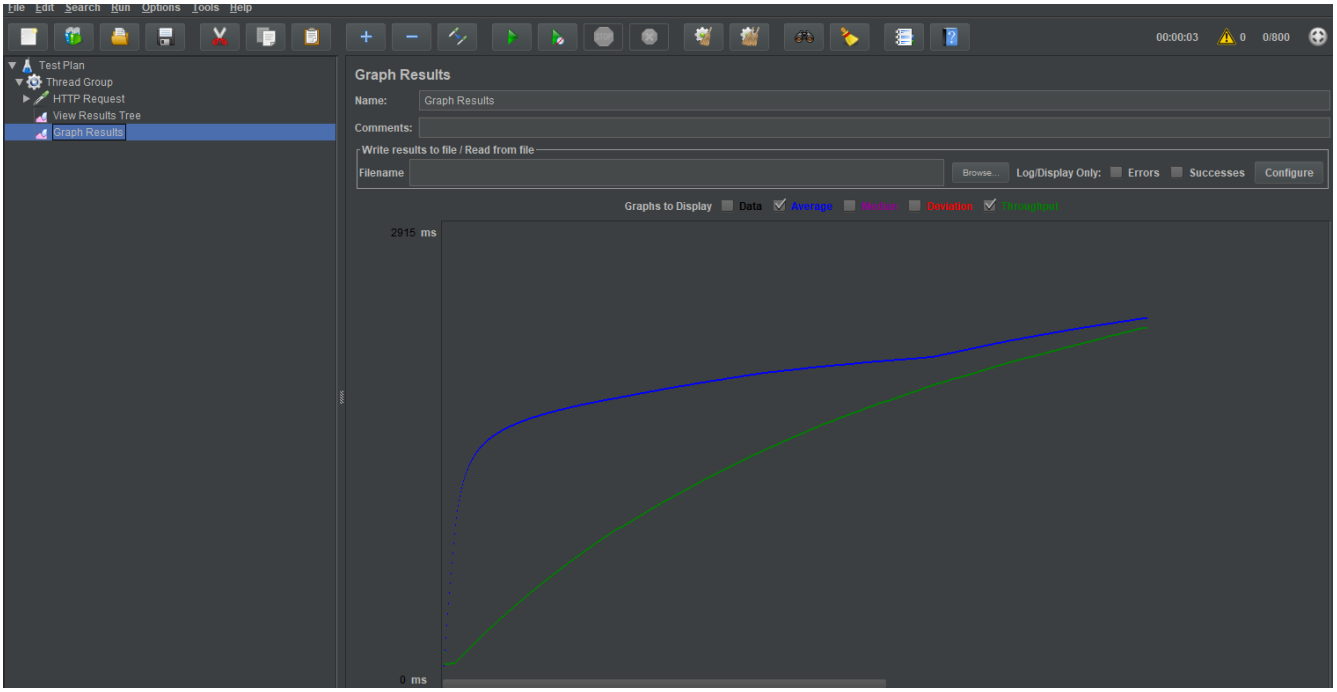
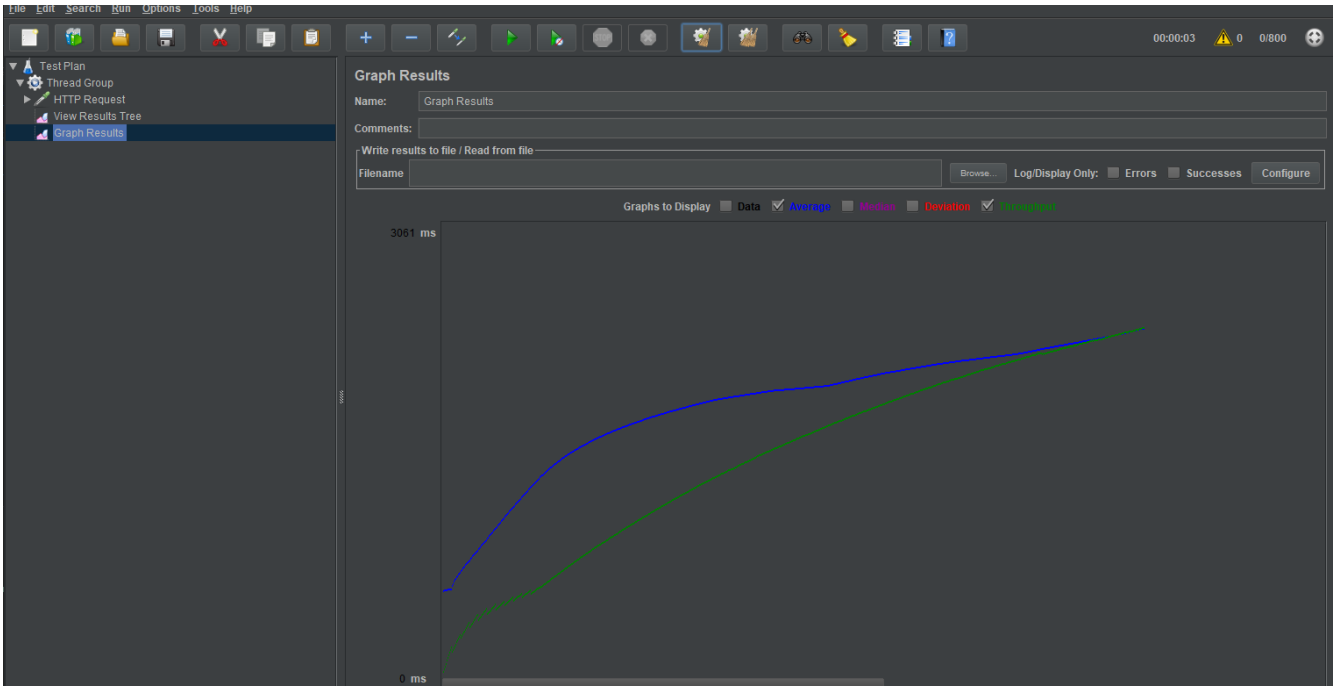
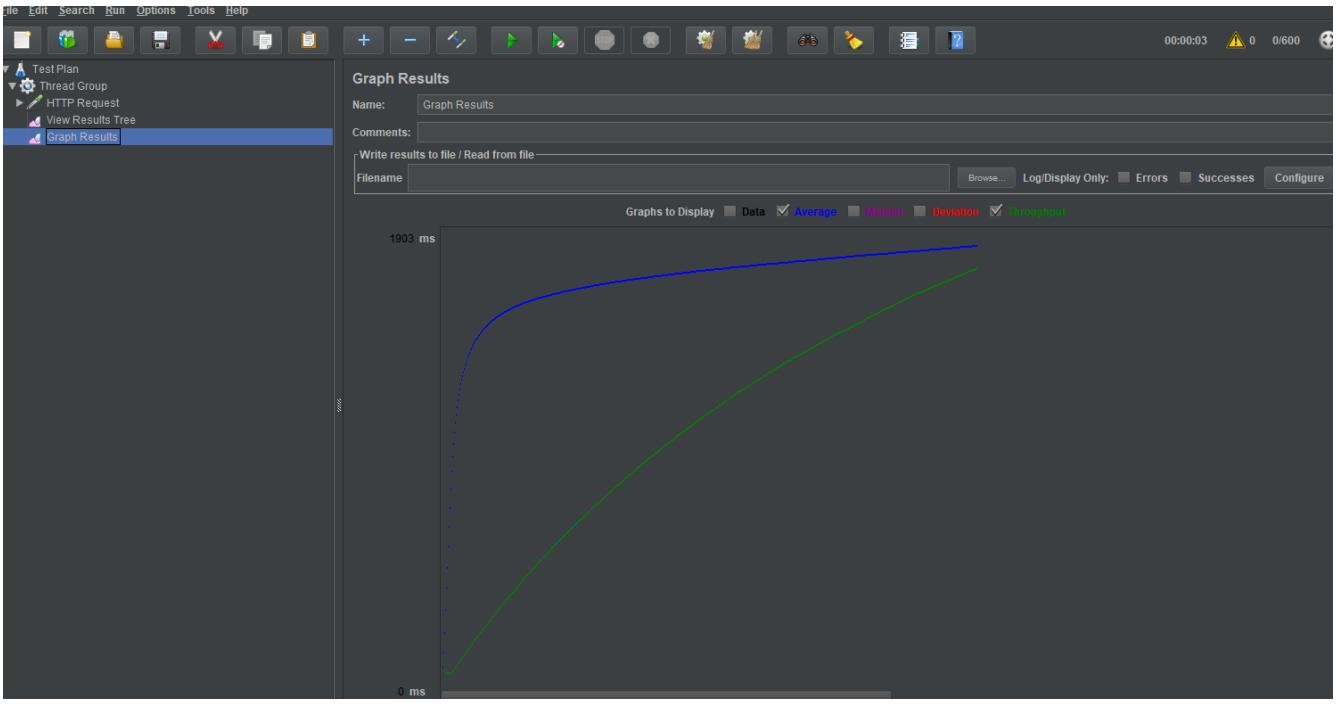


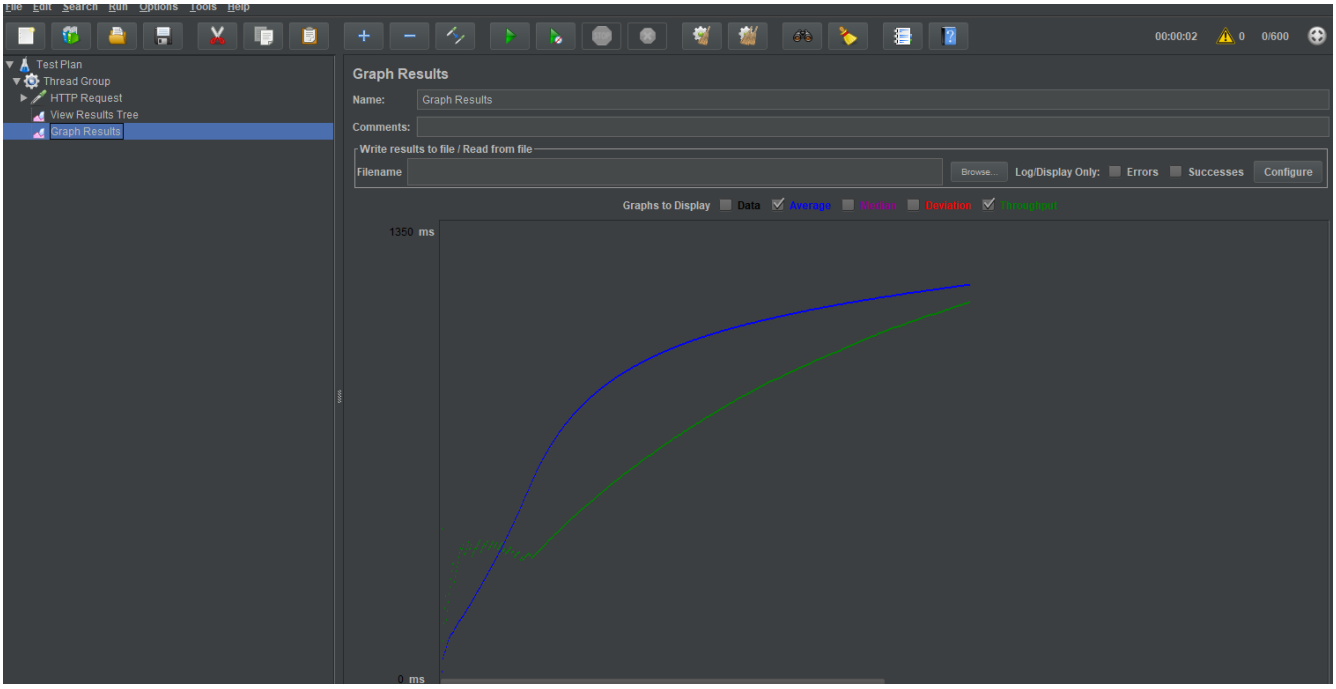
400 With Pool :



500 Without Pool :



500 With Pool:



In Connection pooling, the client has and maintains a pool of connections, so that each thread that needs to use a connection will checkout once and return it to pool when done using.
If not using connection pooling, everytime a new connection is requested a check is made to see if an ‘identical’ connection is already open.
Connection pooling is by default reusing the connection that was already created, instead of making a new connection everytime . This reduces the number of times a new connection has to be opened.

If connection-pool is enabled:
request → database → connection estabilished.
When Connection is disposed, connection goes to the pool and is alive.

Another request → database → New connection is not created but the connection that was created previously is used.

If 2 requests come at a time and the connection pool limit is 1 then 1 connection is reused by one request and for other request, new connection is created.

Q.2) Ways to improve SQL performance :

I) Caching
Query caching can provide a boost to the performance of SQL for a high read environment and can be included without any application overhead. This technique may affect the performance of environments with heavy write to read ratios.

II) Avoid using Select *
One should stop using select * in queries for getting data and instead start using the field names that are needed for the results. Select * retrieves unnecessary data as well as increases the network traffic used for our queries.

III) Locate Problem Queries
There are a lot of queries in any application and about 5-10 queries of these queries are problem queries and these result in upto 80-90% of poor SQL performance. So if performance of SQL is down, be sure to check problem queries in your application.

Q.3) Session Strategy : horizontal scaling.
No, in my case horizontal scaling won't work but it can work if, we opt for this technique where each instance is responsible for only some part of the application's data. This partitioning requires a step that needs to be performed before each operation to let it know which instance of the application to use. Another way of horizontal scaling could be to spawn one process of each core of one's machine.