

# My Incode Express Experience

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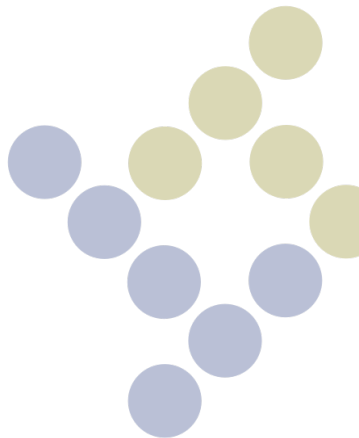
Intern

Incode Express  
Financials  
Local Government Division

August 3, 2016

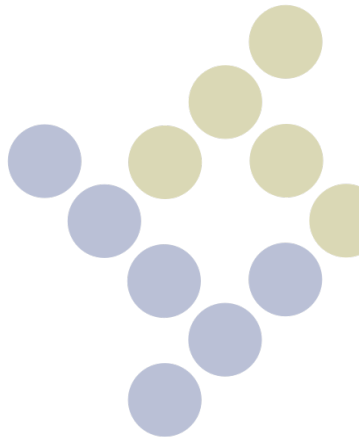
# Summary

- 1 My Greatest Challenge
  - SQL
  - TypeScript
  - Hg and Windows
- 2 Learning Experience
- 3 Software Development
- 4 Conclusion and Thanks



# My Greatest Challenge(s)

- 1 SQL
- 2 TypeScript
- 3 Hg and Windows





## SQL

## SQL

```
SELECT * FROM table
```

```
select * from(
  select ROW_NUMBER() OVER(ORDER BY {0}) AS OrderColumn, * from (
    select
      TBL.Id,
      TBL.Amount,
      TBL.IsIFT,
      TBL.ForeignDistributionId,
      TBL.Name as AccountName,
      TBL.Number as AccountNumber,
      c.Number as Fund,
      c.Name as FundName
    from (
      select
        a.Id,
        a.Amount,
        a.IsIFT,
        a.ForeignDistributionId,
        b.Name,
        b.Number,
        b.FundId
      from GeneralLedger.GLDistribution as a
      inner join GeneralLedger.GLAccount as b on a.AccountId = b.Id)as TBL
    inner join GeneralLedger.GLFund as c on TBL.FundId = c.Id) as FULLTBL
  where {1}) as RSLT where OrderColumn Between {2} and {3}
```

## TypeScript

## TypeScript

## Typescript

```

namespace app.ap.vendors.vendor.tabs.payments {
  export class PaymentCardController {
    private parentCtrl: any;
    parentController: any;

    item: any;

    $onInit = () => {
      this.parentController = this.parentCtrl;
    };

    getCardClass(item: any): string {
      if (item.selected) {
        return "card-Selected";
      }
      return null;
    }
  }

  export class PaymentCardComponent implements ng.IComponentOptions {
    templateUrl: string;
    controller: any;
    controllerAs = "CardController";
    require: { [controller: string]: string };
    transclude = true;
    bindings: { [binding: string]: string };

    constructor() {
      this.require = { parentCtrl: "~vendor" };
      this.templateUrl = "components/vendor/tabs/payments/payment.card.tpl.html";
      this.controller = PaymentCardController;
      this.bindings = {
        item: "="
      };
    }
  }
}

```

## Compiled Javascript

```

var app;
(function (app) {
  var ap;
  (function (ap) {
    var vendors;
    (function (vendors) {
      var vendor;
      (function (vendor) {
        var tabs;
        (function (tabs) {
          var payments;
          (function (payments) {
            var PaymentCardController = (function () {
              function PaymentCardController() {
                var _this = this;
                this.$onInit = function () {
                  _this.parentController = _this.parentCtrl;
                };
                PaymentCardController.prototype.getCardClass = function (item) {
                  if (item.selected) {
                    return "card-Selected";
                  }
                  return null;
                };
                return PaymentCardController;
              }();
              payments.PaymentCardController = PaymentCardController;
              var PaymentCardComponent = (function () {
                function PaymentCardComponent() {
                  this.controllerAs = "CardController";
                  this.transclude = true;
                  this.require = { parentCtrl: "~vendor" };
                  this.templateUrl = "components/vendor/tabs/payments/payment.card.tpl.html";
                  this.controller = PaymentCardController;
                  this.bindings = {
                    item: "="
                  };
                };
                return PaymentCardComponent;
              }();
              payments.PaymentCardComponent = PaymentCardComponent;
            })((payments = tabs.payments || (tabs.payments = {})));
            )(tabs = vendor.tabs || (vendor.tabs = {}));
            )(vendor = vendors.vendor || (vendors.vendor = {}));
            )(vendors = ap.vendors || (ap.vendors = {}));
            )(ap = app.ap || (app.ap = {}));
          })((app || (app = {})));
        }
      }
    }
  }
}

```



# Hg and Windows

## Git on Linux

- 1 CLI-based
- 2 No IDE

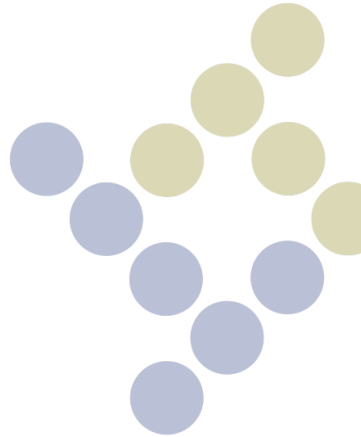
## Hg on Windows

- 1 GUI-based
- 2 Visual Studio



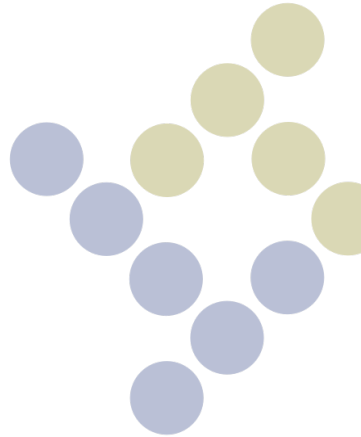
# Learning Experience

- The entire framework.
- Communication
- Agile



# Software Development

- Environment
- Structure
- Amenities





# Conclusion and Thanks

