

# Barclays Tech Induction

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## Project Exercise Overview

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### 1. Introduction

The objective of Projects Exercise is to give you a chance to apply some of the concepts learnt during the Plural Sight & Classroom training program on a project.

### 2. How will it work?

- a. You will be a part of team comprising of approx. 8-12 members.
- b. Each team will be assigned a small project and is expected to complete in about 2.5 days. Additional half day will be reserved for presentation and project execution demo.

### 3. What is expected?

- a. Develop a working application for the project allocated to you, and deploy it local host.
- b. Understand Agile practices for “plan and execute” of software development
- c. Define database structures needed and create appropriate database
- d. Apply development skills to “code and test” software including standard design patterns, cloud native applications, in-sprint unit and independent functional testing.
- e. Understand basic concepts of deployment

### 4. Suggested Approach

- a. Go through the project specifications.
- b. Allocate responsibilities to each - see Sprint below
- c. Identify on which laptop demo will be shown - this should contain the working demo & PPT
- d. Prepare schedule
- e. Have reviews
- f. In parallel update PPT

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5. What technology is to be used?

- Java / Eclipse IDE, Apache Tomcat server
- GitHub
- MYSQL / MYSQL Workbench
- JUNIT
- Spring Boot
- Maven
- Jenkins
- OPTIONAL UI - you may use plain JavaScript or JQuery or any UI frameworks
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6. Schedule

Each project will run sprint cycles of approximately 4 hours each. Priority of scheduling components will depend on each individual projects.

7. Applicable for all projects

- a. All application errors must be appropriately logged and user-friendly messages must be shown.
- b. Note assumptions you are making.

8. How will teams the teams be evaluated?

- a. Working Project - methods, services are getting properly executed
- b. Agile - Standards & practices followed
- c. Demo of project, Tools used
- d. Team working
- e. Out-of-box implementation or add-ons used can include one or more of the following
  - i. Implementing Logger interface
  - ii. UI - Using plain JavaScript or any UI frameworks
  - iii. Coding Standards & Best Practices Adopted
  - iv. Any other