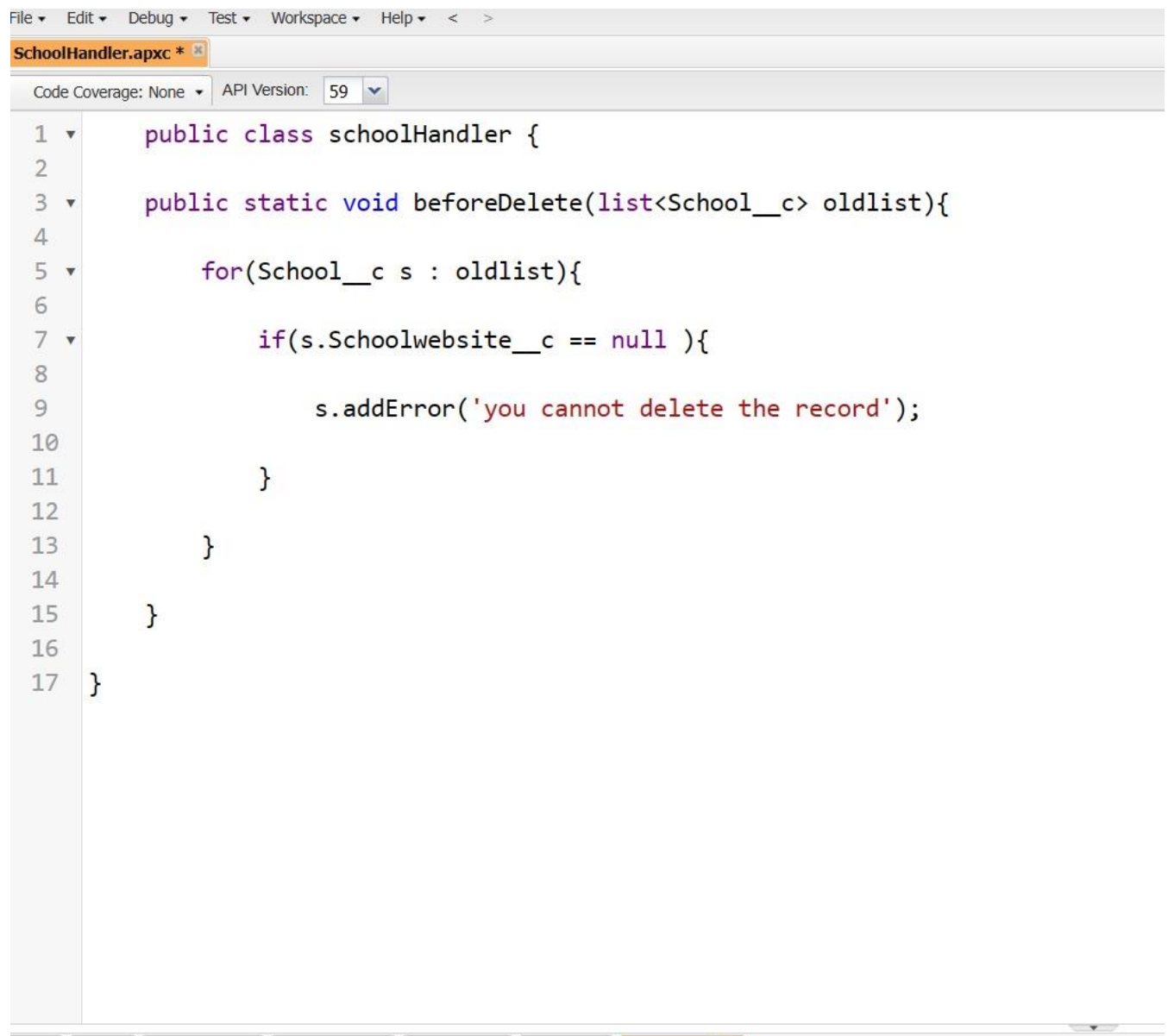


PROJECT DEVELOPMENT PHASE

UTILIZATION OF ALGORITHMS, DYNAMIC PROGRAMMING, OPTIMAL MEMORY UTILIZATION:



The screenshot shows an IDE window titled "SchoolHandler.apxc". The menu bar includes File, Edit, Debug, Test, Workspace, and Help. Below the menu bar, there are two dropdowns: "Code Coverage: None" and "API Version: 59". The main editor area displays the following C# code:

```
1 public class schoolHandler {  
2  
3     public static void beforeDelete(list<School__c> oldlist){  
4  
5         for(School__c s : oldlist){  
6  
7             if(s.Schoolwebsite__c == null ){  
8  
9                 s.addError('you cannot delete the record');  
10  
11             }  
12  
13         }  
14  
15     }  
16  
17 }
```

File ▾ Edit ▾ Debug ▾ Test ▾ Workspace ▾ Help ▾ < >

SchoolHandler.apxc * x School.apxt * x

Code Coverage: None ▾ API Version: 59 ▾

```
1 ▾ trigger SchoolTrigger on School__c (before delete) {
2
3 ▾     if(trigger.isDelete){
4
5 ▾         if(trigger.isBefore){
6
7             schoolHandler.beforeDelete(trigger.old);
8
9         }
10
11     }
12
13 }
```