TALENT TAP

Programing Architecture

MODULES



TRAINING

Trainers can register.
Trainers can post Training material.
Trainers can conduct workshops.
Subscription model for participants or students.
Pre trainings. recorded

UDEMY

PROJECT

Any company can fill poc and get project outline. All projects should have max 100 hrs. Project poc should be given within 72 hours. Project module should be split into micro service and divided. People can also post project and run hackathons. and get various solutions and provide amount on pro-rate basis.

COMMUNITY

Community based on technologies. scholars to answer questions. grading on the questions answered. search and view previous answer data analyzing and suggestions for the questions

QUORA

HIRING

Hire Candidates based on skill analysis. Show candidates based on skills. Suggest candidates based on challenges. Candidate listing

NAUKRI

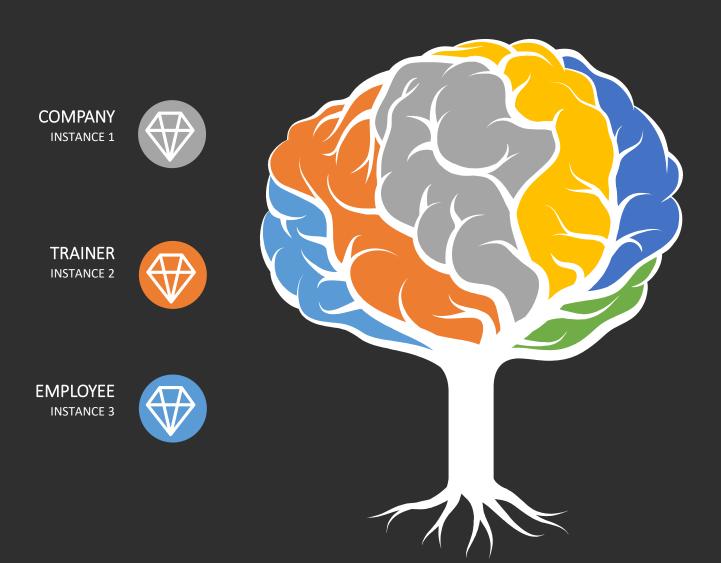
HACKTHONS

Run challenges and award the top answers Leader boards Show solutions based on subscription Hiring challenges Competitive challenges. Organize challenges.

HACKTHON

FRELANCER

MICRO SERVICES DIAGRAM



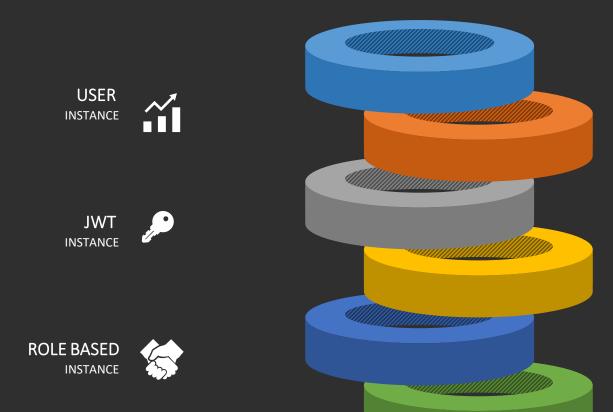


FREELANCER
INSTANCE 4



STUDENT INSTANCE 6

COMMON INSTANCES



SCALBILITY

FAULT ISOLATION

REUSABILITY

INDEPENDENT

TALKING SERVICE THROUGH HTTP

Frontend code structure



Package json

Whole Dependencies of the project with version control



Default Routing

Backend routings with axios and error handling



Views

Page layouts



Layouts

Material UI



Index and cascaded css

Css imports as well universal declared classes(colour change in a click)



Lang Folder

Language folder with dynamic language changes

Backend code structure



Pom.xml

Whole Dependencies of the project with version control



Application.properties

Db connection with ssl



Entity class

beans



Controllers



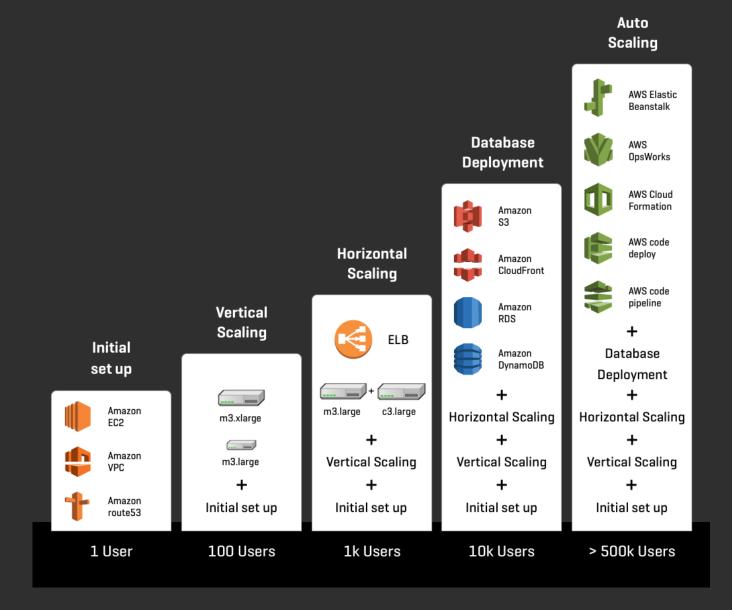
JWT AND OKTA

Token and authorization

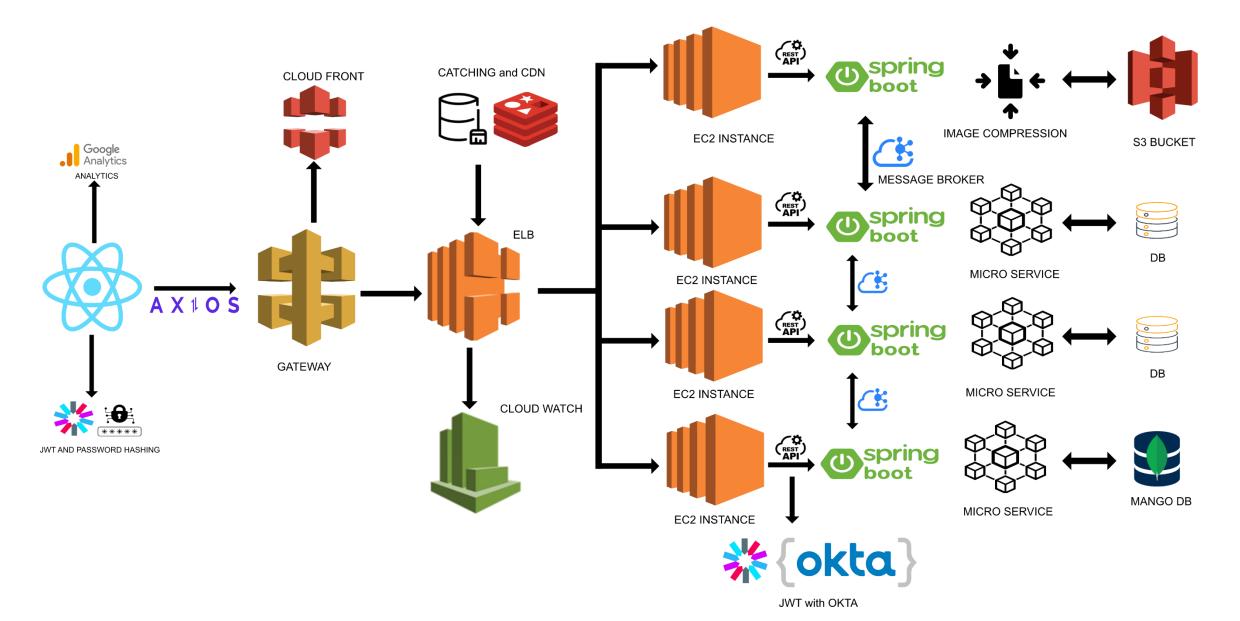


MYSQL and Hibernate

Database connections



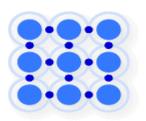
Architecture



ATOMIC DESIGN OF PROJECT FRONTEND











ATOMS

Just like in the real world, they are the smallest pieces. Those basic building blocks are indivisible, they can be shapes, colors, icons or input text fields.

MOLECULES

Groups of atoms bonded together to form the smallest unit. Together, the input text field and shape are now able to do something, such as a clickable button.

ORGANISMS

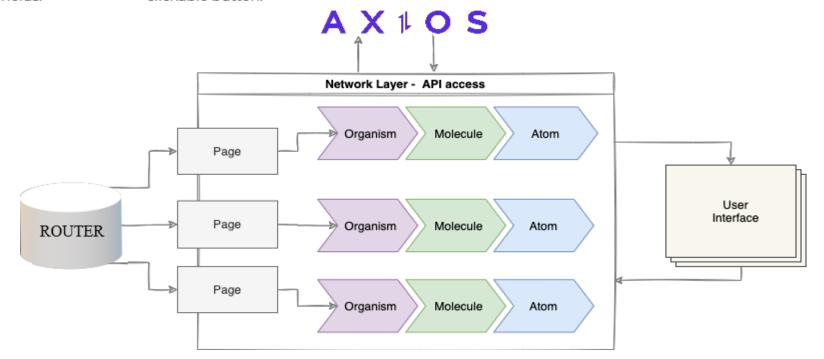
Groups of molecules joined together to form a relatively complex, distinct section of an interface that can be navigated such as a rail.

TEMPLATES

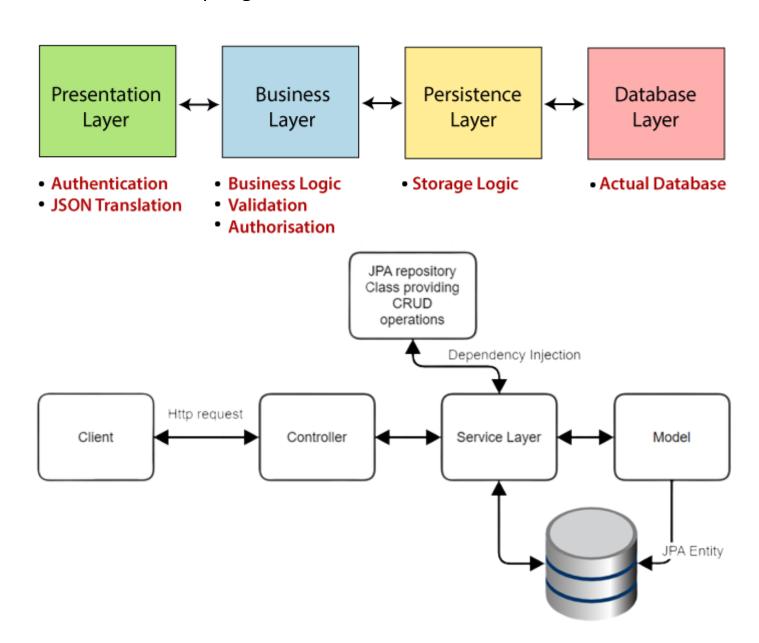
Groups of organisms stitched together to form pages. At this point the design starts to come together.

PAGES

They are specific instances of templates. Here, real representative content replaces placeholder content to give an accurate description of what a user will see



Spring Boot Architecture



THANK YOU