Relevel
by Unacademy

Installation Instructions

In order to build the feature please follow the below-mentioned instructions:

Ensure that java, postman and intellij/eclipse are already installed on your system before starting the development. Install spring-boot-suite from https://spring.io/projects/spring-boot.

The tech stack required is Java and Spring Boot. The preferred IDE is Intellij/Eclipse to import the project directly. Postman tool to test the REST APIs.
Ensure that maven and .m2 etc are configured on local. While accessing the code, ignore the _MACOSX folder.

Once the code is downloaded, they should import the project in intellij and start development.

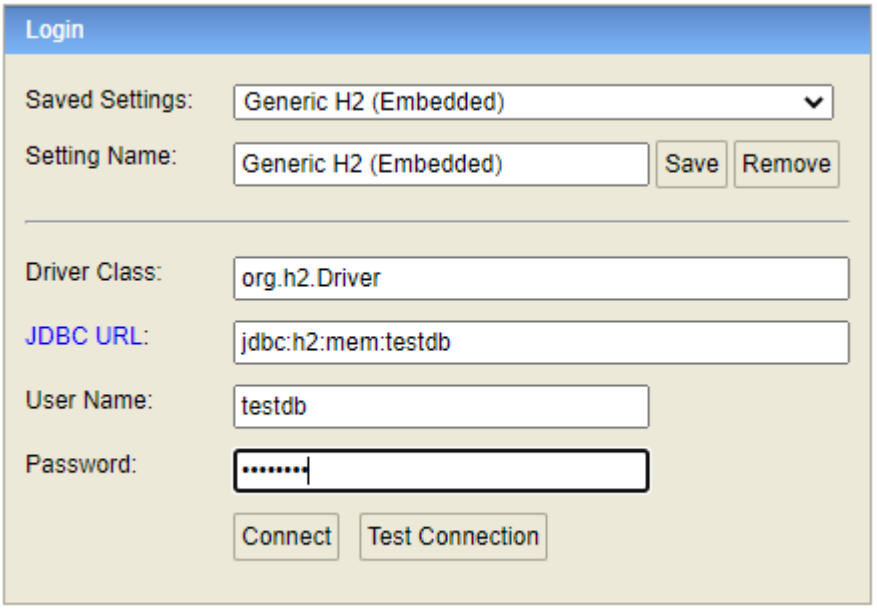
For the persistence of data, H2 database should be used which is in-memory database and dependency for the same is already added in POM. If you are comfortable with any other in-memory database like SQLite or some other, feel free to add the dependency and use that.

H2-Database

The port number is given in the applications.properties file(9177) and also the configuration to access the H2 console is already set up.

To Access the H2 Console:
To access h2 console, start the application and launch the following url on the browser
http://localhost:9177/h2-console

The user name is: testdb
password: password



Please make sure the JDBC URL, Driver class are the same as present in the above picture. All the required tables and the mock data should be present once the application is launched to develop the API.

How to connect to JDBC:
http://www.h2database.com/html/tutorial.html#connecting_using_jdbc

Submission Instructions

Code Submission:

1. Compress the code on the local system in the form of a *.zip file.
2. Upload the code on your personal google drive in a folder titled - “Name_BD_<Round Name> App”
3. Don’t forget to change the permissions of the folder to ‘Anyone with the link can edit’.

Loom video submission:

1. Create an account on Loom.

2. Go through the quick tutorial on how to record loom videos.
3. Create a Loom video (while screensharing) covering the following points:
    a. Show the functionality of the app you have created i.e demo of the working APIs through a command line. (1 min)
    b. Run through the key parts of your code explaining the core logic and how you organized the code. (2 min)
    c. Explain your problem-solving approach (what logic you have used and why). (2 min)
4. Please keep your explanation to under 5 mins only.
5. Avoid too much jargon and explain your app in a simple and clear manner.