Q1 Tell me your current project ?

National Cardiac Audit Programme (NCAP) is the national health project to manage

Hospitals,Patients and audit across UK.

This project is very high volume data, every hospital will provide and option to manage their patient

details and audits of the patients respectively. Hospitals have an option to export and import data as

well. The services are divided into three different modules,

1. Registration 2. Patient (Spine) 3. Import and Export 4. Audit

1. Patient: It is the rest service for manage patients. In this project api’s are provided for create,

edit and search patients.

2. Registration: Hospitals will register with NHS Application. Hospitals can enter their the

required details.If these details are validated then NHS Application will stored these details into DB

And also generate generate the credentials.Send these credentials to hosiptals emails.

3. Import and Export : Hospitals can insert the data using in single record or import as bulk

details and also get list of patient details on page or can export in the form of PDF or excel or text.

4. Audit: NCAP is the project developed for managing audits (procedures). In this hospital user can

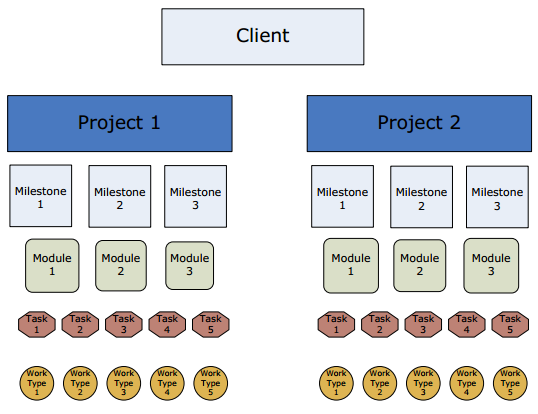
enter the details of the procedure. The details entered are validated based on the rules defined for a

procedure. If there are not serious error particular audit details are exported to analysis system.

Q2. What are modules you worked ?

Work types and modules are an [integral part of the project hierarchy](https://help.myintervals.com/using-intervals/projects-milestones-modules-tasks-work-types-hierarchy-elements/) in Intervals.

Intervals’ project hierarchy starts with the Client and then moves into Projects, Milestones, Modules, Tasks and then Work Types. Here is a high-level relationship project management diagram that shows the hierarchy of elements:



Clients

When you first create your account you have an option to create your own company as a client. We recommend this because you can easily track internal projects as well as client projects. This is very helpful in reporting. The client can provide high level information about the client such as total work done in projects for the life of the client.

Projects

This is the heart of Intervals as it holds everything that is required to run a project. Only manager level users and administrators can be project managers for projects. The pricing model reflects how many projects you’re able to have on your current plan. Inactive projects do not count against your project total.

Administrators can automatically see all projects. All other user levels need to be given access to each project. This is done via the user’s profile, or by the project’s team section.

Milestones

Milestones can be used to manage a multi-task deliverable.  The milestone can be used to list the status of each task that is associated with it.  They are completely optional and for our maintenance and retainer work we almost never use them but for our project work we almost always use them.

Milestones also have a scheduling component where future tasks and milestones can be rescheduled when a milestone is moved.  Say for example the first deliverable runs late you can move the milestone and then move all of the upcoming milestones and tasks.

Modules

Modules are typically used for a phase of a project or for a feature being developed. They are buckets where time and tasks are attached for reporting and for management. To use a quick example say you have a task that is in a design module. You can run filters to see which tasks are in the design module as well as run reports on time for that module as well.  If you don’t think you need to use modules we recommend creating one general module.

When adding time or creating tasks the general module will get auto selected since it is the only item in the drop down menu. If you need to expand and use modules later you can definitely do that.  For us, we typically use more feature driven modules like ecommerce, admin tools, etc.  This allows us to manage those features and run reports on the efforts in those areas.

Lastly, we typically use an “out of scope” module with client work and put any work that was not in the contract in that module.  This allows you to quickly and easily show hours, tasks and the financial value of work that wasn’t in the original agreement.

Tasks

Tasks is where we perform most of our work and where we apply our time into. Though you can still use a project without tasks, you’ll just have less data to report from. The task has participants who get emailed any time something happens to the task. It also has all the information required for a resource to perform the task, including any attached task or project documents, time estimates and summary. If the task originated from a customer request (request queue), it will also have a copy of that in the comment history.

To create a task, firstly it requires a project, then it requires a module. There is not a way to have a task belong to more than one project. When assigning time to a task, every field will be pre-filled, except the work type. If you don’t want to use work types, just add a “General” work type and will automatically get selected when adding time.

Work types

The most common use for Intervals is billing clients for work performed.  A work type is the type of work that is being performed for the client and includes an hourly rate associated with it. Work types are similar to Modules in that both have account defaults. These can be managed an administrator by going to Options >> Settings & Defaults >> Default work types.

# **Can I add a default module/work type to existing projects?**

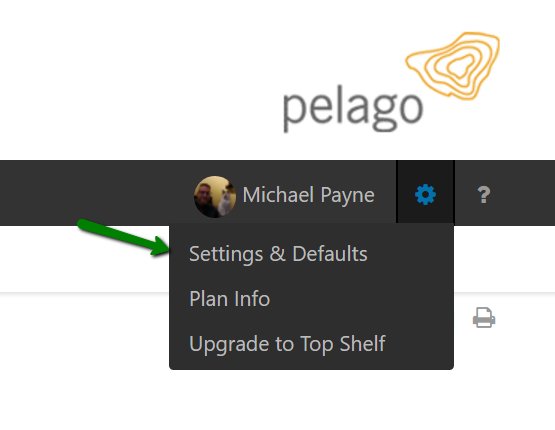
*/* [*Project Management*](https://help.myintervals.com/category/project-management-faqs/) */* *Can I add a default module/work type to existing projects?*

When a project is created it automatically inherits the list of default work types and modules from the Settings & Defaults section of your account. But what happens when you add a new default? Existing projects will not automatically inherit default work types and modules created after the project.

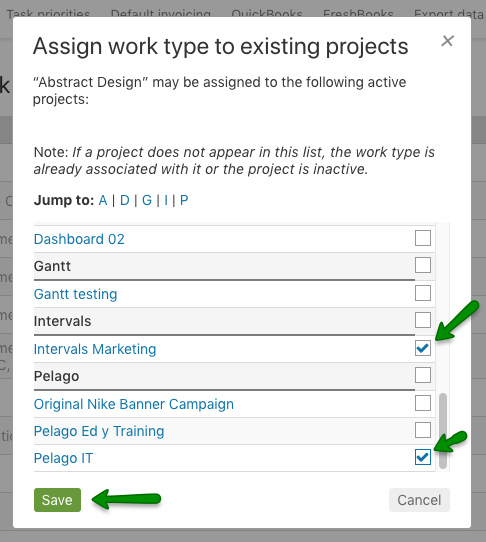
The newly created work type or module will need to be added to each existing project by following these steps. You can either do this in bulk or at the project level. See below for both options.

#### To assign in bulk:

1. Navigate to “Default work types” or “Default Modules” under Settings and Defaults:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2017/06/gear_settings.png)

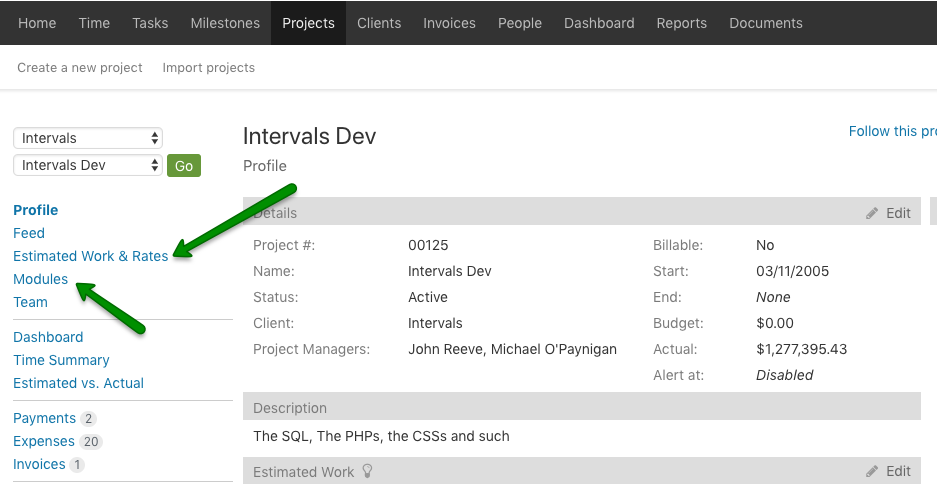
1. Click on the “Add to an existing project” icon next to the work type or module:
2. Check the box next to each existing project that should inherit this default and click Save:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/01/Existing_project_dialog.png)

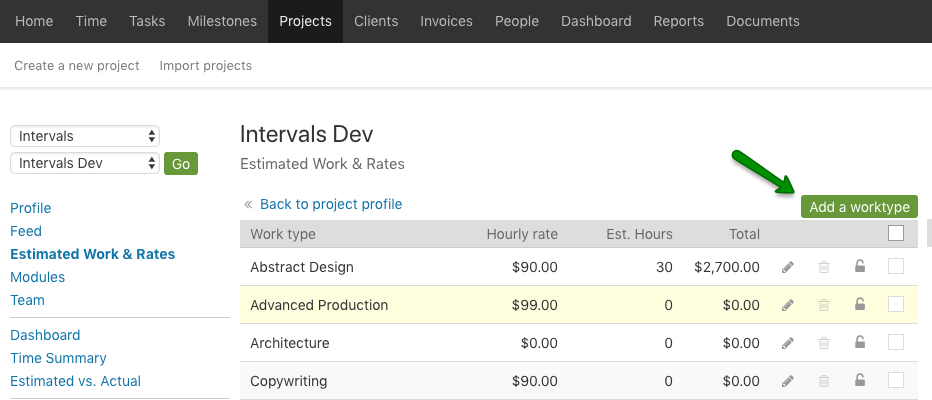
Once these steps are completed the default work type or module will appear on the project profile page and will become available in the select menus when creating or updating a task for that project.

#### To assign default work types or modules at the Project level:

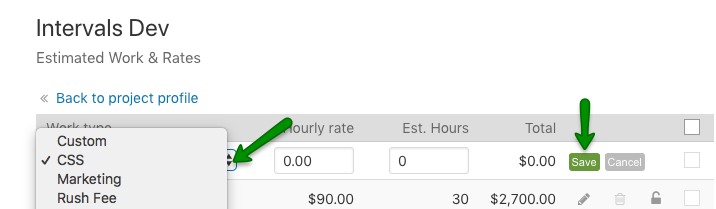
1. From the project profile page, click on “Estimated Work & Rates” or “Modules” in the left side nav:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/01/work-types_and_modules.png)

1. Click on the “Add a worktype ” or “module”:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/01/Add_worktype_button.png)

1. Select the available work types/modules from the drop down & click Save:

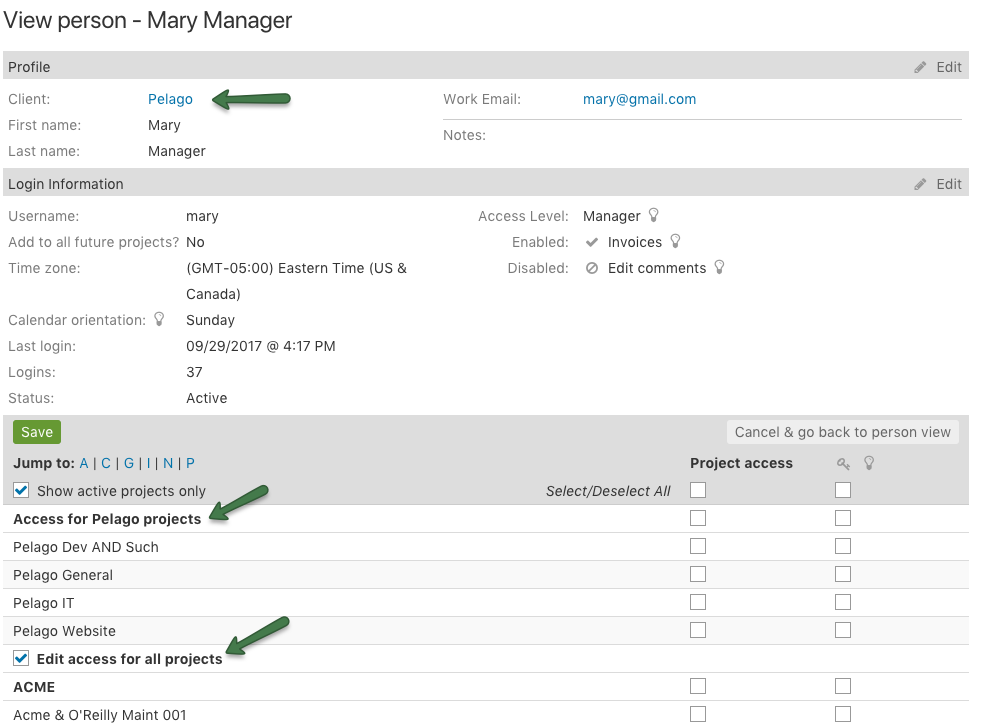
[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/01/select_worktype.png)

# **Do users only see projects for clients they are associated with?**

*/* [*People*](https://help.myintervals.com/category/people-faqs/) */* *Do users only see projects for clients they are associated with?*

No. There is not a one to one relationship with clients and projects like some other software. With Intervals a non administrator can see any projects where they have been specified as a member of the project team regardless of which client they are associated with. If a person does not have access to a project they do not know it exits.

When a person is associated with a client there are some convenience features that will show the projects for that client first in the list when editing the person’s project permissions (screenshot below), but they can be assigned to any project, despite their association with a client.

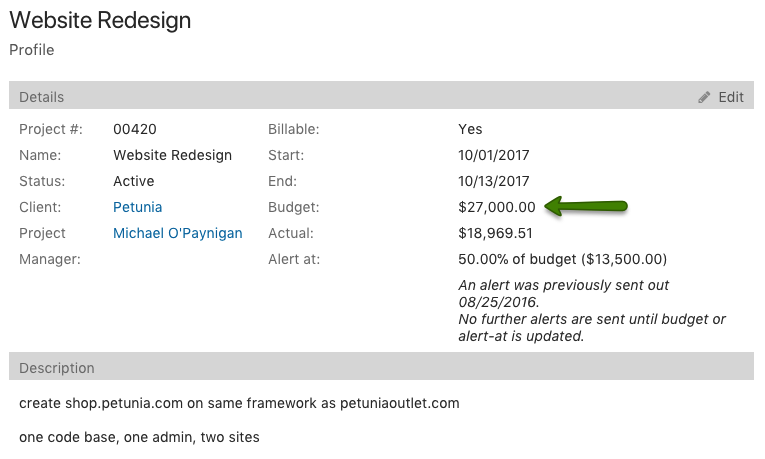
[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/02/project-access.png)

If you are unfamiliar with the hierarchy of elements within Intervals, we recommend checking out the [project hiearchy help page](https://help.myintervals.com/using-intervals/projects-milestones-modules-tasks-work-types-hierarchy-elements/). It can help clarify the relationship between clients, projects, modules, milestones and tasks.

# **Project budgets and estimated work, how does it work?**

*/* [*Project Management*](https://help.myintervals.com/category/project-management-faqs/) */* *Project budgets and estimated work, how does it work?*

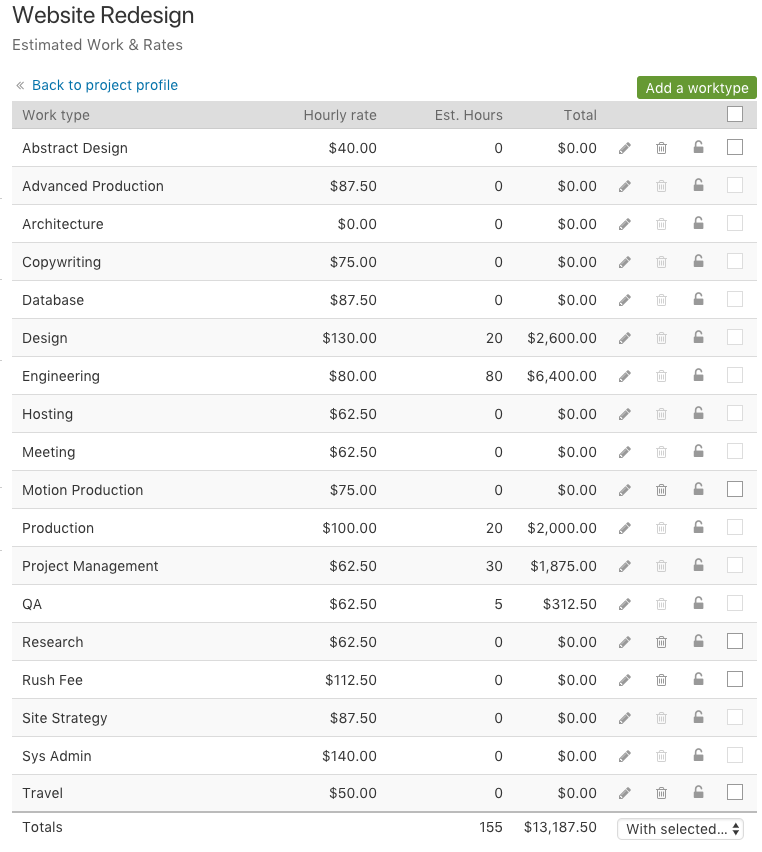
In Intervals, every time you create a project, there is an optional budget amount:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/02/Project-Budget.png)

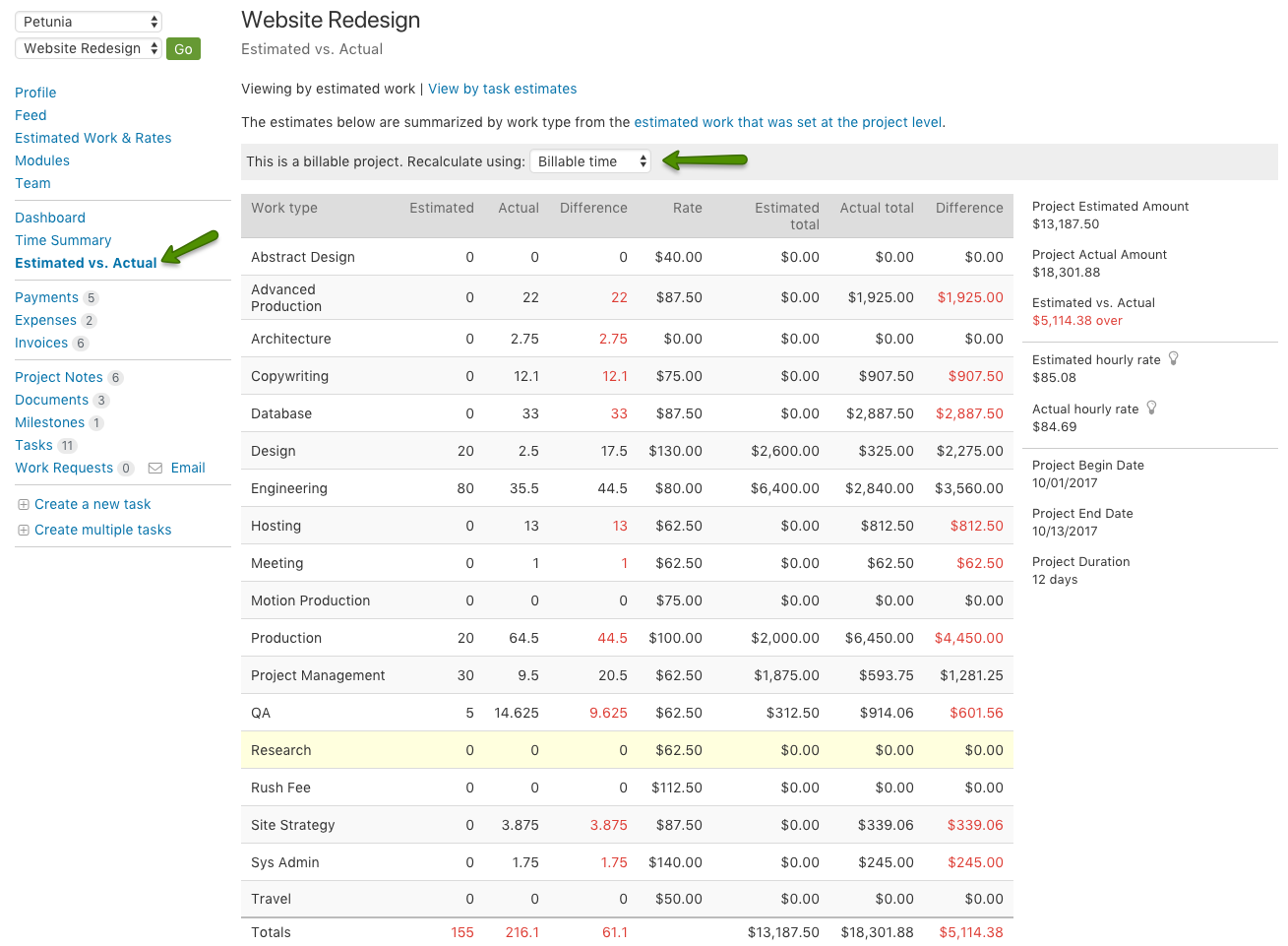
This project budget on the profile view is the high level budget for the project and can be whatever you like. If you flat bid it can be that amount. If you do a combination of flat bids and hourly bids it would be the grand total amount. There is an option to set a budget alert as well. This can be handy if you want to be notified when a certain percentage of the budget has been used up.

Once you create the project, it grabs a copy of Work Types and Modules from the Settings & Defaults section and adds them to the project. Then, you can selectively determine whether or not to include the Modules and Work Types for that particular project. Also, you can set the hourly rates for the project. If you need to add a new Work Type, but want to use that same Work Type across multiple projects, please add the Work Type to the Default Work Types in the Settings section. Once the new Work Type has been added as a default, you can edit this project and add in the new Work Type. There are ways to add a Custom Work Type on a per-project basis, however we don’t recommend this because it will not be accessible to other projects.

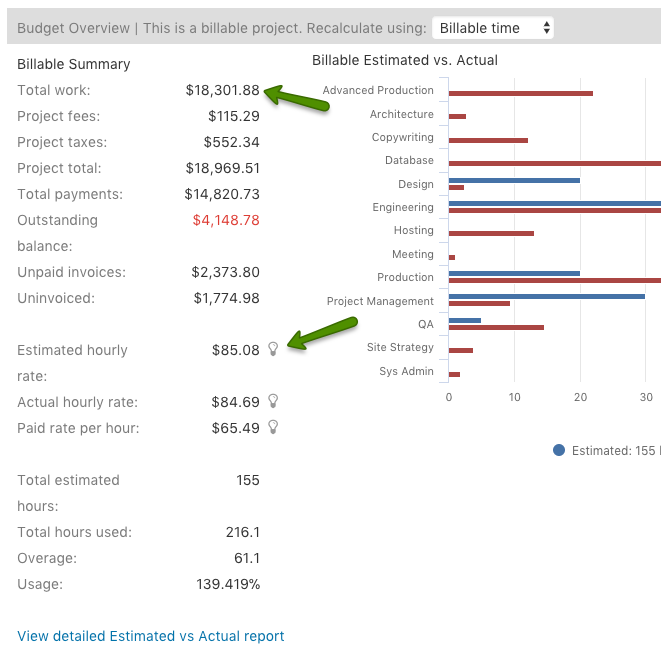
In the Estimated Work & Rates section, you can specify an hourly budget for each Work Type.

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/02/Estimated-Work-and-Rates.png)

Then as time progresses and people add time, you will be able to run reports to compare the total Estimated hours to the Budget. The Estimated vs. Actual report allows you to view totals by estimated work, or by task estimates, since tasks have an estimate field as well.

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/02/Project-Est-vs-Actual.png)

Additional totals are available in the project dashboard, including total work, total payments and other important totals:

[](https://myintervals-help.cdnedge.bluemix.net/wp-content/uploads/2014/02/Budget-Overview.png)

Q3 .What is your role in the modules ?

Ans- If Exp <3

My role is Developer and my responsibilities are involved in development the project.I

have involved to write rest based webserivce and also invoked to consume the serivce.

-->I got the chance to work on service,process layer,intg layer

-->involved in Junits using mockito,powermockito

-->implement the spring IOC,logging

-->Support the testing

If Exp > 3

My Role is Senior Developer and my responsibilites are understand the project

requirement from the cleint by attending project status calls and also involved in project

development

where i have develop rest service both provider and consumer

-->involved in Junits using mockito,powermockito

-->implement the spring IOC,logging

-->Support the testing

-->Helping to team if they are strucking anywhere and also

guide to them hot to write junit test cases for some part of the code.

Q4. What are the business logic you wrote ?

The term refers to those rules, that are defined buy business and that should be implemented within an application.

For example: Imagine that you have an online store where you want to sell all of your products.

You could expect the items to be organized by categories. Maybe you want to show the cheapest first, or the most frequently purchased. Maybe you want to have some featured products, but only during the black Friday.

You might want to sell candy bars at a specific price, and maybe limit that offer to one candy bar per customer.

All those rules are what we call business logic.

Q5.How will verify the Authentic user(for login page ) ?

I have a Spring MVC application.**It uses its own custom Login page**. Upon successful login, a 'LOGGED\_IN\_USER' object is placed in the HTTPSession.

I want to allow only authenticated users to access URLs. I know i can achieve this by using a web filter. But, This part i want to do using Spring Security (my check will remain the same - look for 'LOGGED\_IN\_USER' object in HTTPSession, if present you are logged in).

Q6.What are the service you wrote ?

Q8.how the rest services are called and where it called ?

A RESTful web service (also called a RESTful web API) is a web service implemented **using HTTP and the principles of REST**. It is a collection of resources, with four defined aspects:

1. the base URI for the web service, such as <http://example.com/resources/>
2. the Internet media type of the data supported by the web service. This is often XML but can be any other valid Internet media type providing that it is a valid hypertext standard.
3. the set of operations supported by the web service using HTTP methods (e.g., GET, PUT, POST, or DELETE).
4. The API must be hypertext driven.

Q9.Which persistence layer r u using and why ?

Why are you opposed to caching in the DAO? This has always been the perfect place for me to cache. It is a data access concern, and thus goes into the data access layer. A couple of times I've used various AOP implementations for convenience, but 90% of the time, i'm implementing caching logic inside the DAO.

The cache itself does not live in the DAO, it is usually it's own interface, so I can swap between implementations (in-memory, on-disk, etc).

I have also had some luck when using Apache HTTP client's own built-in caching. It allows you to respect HTTP cache semantics, or override it with custom logic.

Q10.What is the difference between hibernate and Jdbc where we have to choose which one ?

However many now recommend using Hibernate so we also thought about using it. But, we found the below issues.

1. Hibernate cannot connect with an "Existing" database. It always try to create a one of its own.
2. Our database might access by same application which is in different platforms (cloud, server, VPS, Personal Computer). Hibernate can make problems because of its caching in this situation.
3. We never like to give the "table creating work" to the java code. We create tables manually, always.
4. We might have to use very long and complex SQL statements. Last time we used an statement with more than 150 lines, joining more than 20 tables. We doubt whether we will face troubles in this when it comes to Hibernate.
5. Our SQL code is nice and standard. Hibernate generated code seems to be bit dirty for us.
6. We always use MySQL. Never use any other DB.
7. The application we create require max security, related to medical. If at least one data record is leaked, we are done.
8. There are lot of foreign keys, Primary Keys, Composite Keys, Unique Keys etc etc in database. In forums, some complained that Hibernate messed with those.
9. We decided to try hibernate because some people claims, "Are you Software Engineers? You are using already dead JDBC !!. "

Q11.Did u use Aop in your project and where ?

The most common usage is where your application has cross cutting concerns i.e. a piece of logic or code that is going to be written in multiple classes/layers.

And this could vary based on your needs. Some very common examples of these could be:

1. Transaction Management
2. Logging
3. Exception Handling (especially when you may want to have detailed traces or have some plan of recovering from exceptions)
4. Security aspects
5. Instrumentation

Q12.Did u use transaction in your project and where ?

<https://dzone.com/articles/how-does-spring-transactional>

Q13.How the transactions are managed ?

You should add rollbackon=Exception.class to the annotation of your service method and remove the transaction annotation entirely from the DAO methods. It is a bad idea to have transaction control at DAO level.

Q15.More than one configuration file does spring allow ?

Every bean has one or more ids (also called identifiers, or names; these terms refer to the same thing). These ids must be unique within the container the bean is hosted in. A bean will almost always have only one id, but if a bean has more than one id, the extra ones can essentially be considered aliases.

When using XML-based configuration metadata, you use the 'id' or 'name' attributes to specify the bean identifier(s). The 'id' attribute allows you to specify exactly one id, and as it is a real XML element ID attribute, the XML parser is able to do some extra validation when other elements reference the id; as such, it is the preferred way to specify a bean id. However, the XML specification does limit the characters which are legal in XML IDs. This is usually not a constraint, but if you have a need to use one of these special XML characters, or want to introduce other aliases to the bean, you may also or instead specify one or more bean ids, separated by a comma (,), semicolon (;), or whitespace in the 'name' attribute.

So basically the id attribute conforms to the XML id attribute standards whereas name is a little more flexible. Generally speaking, I use name pretty much exclusively. It just seems more "Spring-y".

Q16.Where r u mentioned multiple configuration files ?

I have a Cordova application that 2 clients are using. Every time when new client came I have to change particular client url, icons, name, auther, splash. Is there way to use multiple config file for different client and maintain by varible in 'index.js' for client details ?

Q17.How to create a rest web service ?

REST is a client-server architecture which (among other things) leverages the full capacity of the HTTP protocol.

Some relevant points in REST:

* Each URL on the server represents a resource; either a *collection resource* or an *element resource*.
  + A **collection resource** would be available at a URL like http://restful.ex/items/ which would be a *representation* of a list of items.
  + A **element resource** would be available at a URL like http://restful.ex/items/2 which would be a *representation* of a single item, identified by 2.
* Different HTTP methods are used for different CRUD operations:
  + a **GET** is a read operation
  + a **PUT** is a write/modify operation
  + a **POST** is a create/new operation
  + a **DELETE** is a... ok, that one is kind of self-explanatory.
* State (or rather, client context) is not stored on the server-side; all state is in the *representations*passed back and forth by the client's requests and the server's responses.

Q18 Which build tool u r using ?(maven)

Build tools are programs that automate the creation of executable applications from source code(eg. .apk for android app). Building incorporates compiling,linking and packaging the code into a usable or executable form.

Basically build automation is the act of scripting or automating a wide variety of tasks that software developers do in their day-to-day activities like:

1. Downloading dependencies.
2. Compiling source code into binary code.
3. Packaging that binary code.
4. Running tests.
5. Deployment to production systems.

**Why do we use build tools or build automation?**

In small projects, developers will often manually invoke the build process. This is not practical for larger projects, where it is very hard to keep track of what needs to be built, in what sequence and what dependencies there are in the building process. Using an automation tool allows the build process to be more consistent.

Q. Can u tell me deployment process ?

I'm assuming it's not too stringent given the light team working on the codebase. But considering the high rate of change, I could see some kind of tooling and automation becoming increasingly relevant, so I'm curious to learn what kind of decisions are being made to deal with the changes in scale and feature set over time.

Q19How many reasons in ur project ?

<https://www.askspoke.com/blog/it/reasons-for-it-project-failure/>

Q20.Where u install Tomcat Server ,what is other than tomcat server ?

Tomcat is an application container that is also a web server. An application container can run web-applications (have "application" scope). ~~It is not considered~~ Some people do not consider it a full application server as it is lacking in some aspects such as user management and the like, but getting better all the time..

Q21.Junit comes under which testing ,unit Testing or System Testing ?

*Unit Testing* refers to *what* you are testing, *TDD* to *when* you are testing.

The two are orthogonal.

Unit Testing means, well, testing individual units of behavior. An individual unit of behavior is the smallest possible unit of behavior that can be individually tested in isolation. (I know that those two definitions are circular, but they seem to work out quite well in practice.)

You can write unit tests before you write your code, after you write your code or while you write your code.

TDD means (again, kind of obvious) letting your tests drive your development (and your design). You can do that with unit tests, functional tests and acceptance tests. Usually, you use all three.

The most important part of TDD is the middle *D*. You let the tests *drive* you. The tests tell you what to do, what to do next, when you are done. They tell you what the API is going to be, what the design is. (This is important: TDD is not about writing tests first. There are plenty of projects that write tests first but don't practice TDD. Writing tests first is simply a prerequisite for being able to let the tests drive the development.)

Q22.What is the development Enviornment ?

A development environment is a collection of procedures and tools for developing, testing and debugging an application or program.   
  
The development environment normally has three server tiers, called development, staging and production. All three tiers together are usually referred to as the DSP.

* Development Server: Here is where the developer tests code and checks whether the application runs successfully with that code. Once the application has been tested and the developer feels that the code is working fine, the application then moves to the staging server.
* Staging Server:This environment is made to look exactly like the production server environment. The application is tested on the staging server to check for reliability and to make sure it does not fail on the actual production server. This type of testing on the staging server is the final step before the application could be deployed on a production server. The application needs to be approved in order to deploy it on the production server.
* Production Server: Once the approval is done, the application then becomes a part of this server.

If any errors or bugs of testing team,how they report

Q24. Before moving to production ,user/customer need to test your application or not ?

<https://techbeacon.com/app-dev-testing/customer-driven-development-3-ways-make-customers-part-rd>

Q25. Do u use any user acceptance testing?

In my view integration tests are the most important tests, because they are the ones which tell you if your application *actually* works when its all put together.

However, they have some downsides

* they require a running system with all dependencies to test against
* they are slow to run
* some tests are necessarily destructive and so cant be run against live environments.
* they tend to be 'top level' tests. they will tell you something is wrong but not what that thing is.

Unit tests don't have these downsides, you can quickly run hundreds of unit tests on a dev machine without deploying the whole app.

So don't skip unit tests just because you have an integration test and don't skip integration tests because you have unit tests.

One trick you can do to save some code is to make your tests work both as unit and integration by allowing them to mock or not mock dependencies depending on an input or setting.

This allows you to run your tests as unit tests quickly to verify the code. Then as integration to verify the setup and deployment.

Q25. Do u use any user acceptance testing?

From a commercial stand point QA is there to make sure the clients will accept the version during UAT. After UAT, taking it into production and making sure the client does not run into (too many) critical issues.

Client UAT is there to verify clients do not take a version into production that does not meet their minimal required workflow and make sure that they can continue working even when running into minor issues, not spotted at first.

From a personal standpoint the QA assists on the development teams side and the UAT is only on the client side. Both want the be able to assure the best product as possible. The client just should not trust the dev team's QA. The QA teams often focuses on general needs of multiple clients and issues that have arisen in the past. Where clients could be using the product in ways that are not specified and need to make sure these "workaround" features still work in newer versions.

**QA** helps the dev team in having a fast feedback (quality) cycle for new features and to safeguard older features with automated or manual test cases.

Q26. What is staging ? These are windows or linux server ,who will deploy into staging , do u used tomcat or windows server..

<https://docs.aws.amazon.com/elasticbeanstalk/latest/dg/customize-containers-ec2.html>

Q27. How client will finally agree to this project ,which stage they will agree ?

<https://opentextbc.ca/projectmanagement/chapter/chapter-3-the-project-life-cycle-phases-project-management/>

Q28.How a project is moving from outstage ?

Q29.What are the stages of a project ?

### Stage 1

The first stage is the initial résumé review stage, simply known as TEDPG: target, experience, depth, passion, and “get things done.” Let’s define these terms:

* **Target:** Make sure that the candidate has a targeted application for the job in question—that it’s not a generic résumé they are sending to other companies, too.
* **Experienced:** Engineers must have 4-6 years of experience and be full stack engineers.
* **Depth:** A candidate's résumé must show that they are not just familiar with the basics of certain softwares but that they know how to use them inside & out.
* **Passion:** The résumé must reveal that the candidate absolutely loves programming—that, perhaps, it’s a focus inside and outside of the office.
* **Gets Things Done:** The candidate should be able to complete a project from start to finish by a stated deadline.

### Stage 2

If a candidate has four out of five of the above attributes, they are moved on to a 30-minute code screen. The **code screen interview** is an “easy” stage in the interview process. Matt shares that it simply allows Stack Overflow to see whether candidates can provide a solution quickly and efficiently, which speaks to their ability to “get things done” by a firm deadline. If they are not able to complete the screen in 30 minutes, they will not move on to the next stage, the smart interview.

### Stage 3

The **smart interview** is an in-depth algorithmic question. This interview is supposed to be challenging, but at the same time, it’s meant to be conversational. At Stack Overflow, it is important to hear the candidate's thought process and understand how they’ve arrived at the resolution—it’s not just about the destination; the journey is significant, too. By asking them to walk through the process out loud, the hiring team can see if the candidate embodies the thinking skills and characteristics that are needed in the role.

### Stage 4

If the candidate passes the smart interview stage, they then partake in the **“get things done” interview**. Here, the candidate designs an entire application. Since Stack Overflow only hires full stack engineers, it really wants to see how an engineer can develop an application from beginning to end.

### Stage 5

So, the candidate has now gone through three technical interview stages, providing Stack Overflow with a clear indication of the candidate’s suitability for the role. Following the technical screenings, the candidate also **meets with a member of the product management team** so that the candidate can be familiarized with the goals of the business as a whole, not just with the goals of their own department. Stack Overflow sees meeting with the product team as a great opportunity to provide a comprehensive understanding of the company. Since ultimately the engineer will be building out certain products for users, it’s important for everyone to not only be aligned in the process but to also gain insight into what makes users happy.

### Stage 6

Lastly, the VP of Engineering will read through each of the other interviewers’ feedback. This helps to prepare them for the last interview stage, where they will try to **“sell” the candidate on the position**. Selling the candidate shouldn’t just be about “Hey, we want you” but rather, describing in depth what the candidate would take on, should they accept the role, and how the opportunity would match and help to magnify their professional aspirations.

Q30.Are you using any annotations for rest ?

The Junos Space SDK REST Web services are based on the third-party framework RESTEasy. RESTEasy is an implementation of the JAX-RS specification JSR 311. This section briefly describes RESTEasy and provides a high-level introduction to developing REST Web services using RESTEasy, along with an introduction to annotations that are used to develop a Web service.

For more information about RESTEasy, see the following:

* [**JAX-RS specification (JSR-311)**](http://jcp.org/aboutJava/communityprocess/final/jsr311/index.html)
* [**RESTEasy manual**](http://www.jboss.org/resteasy/docs.html)

Collectively, the supporting tools and techniques an SDK developer uses to build a REST Web service with Junos Space are:

* Annotations, along with custom media types
* Properly formed URIs for discovering services
* Various techniques to implement and use versioning

Some of the common annotations used to develop a Web service are described in the following sections.

## @Path

The @Path annotation is used to specify the URI through which a resource and an API can be accessed. *Resource* in this case is the REST Web service itself. Thus this annotation is present at the class level as well as the method level. It is mandatory to annotate a REST Web resource class with the @Path annotation. Thus if a user wants to access the 'Countries' through the resource  'WorldCities' context, then:

 Resource at the class level would have @Path("/"). This is the default annotation at the class level.

 Resource at the API level would have @Path("Countries") annotation.

As a best practice, the class-level path annotation should be a noun that qualifies the Web service, and the method-level annotation can be a noun or an action (for example, *user* and *add-user*, respectively).

## Annotations Used to Map HTTP Operations or Commands to an API

The following method-level annotations are used to map an HTTP operation or command to an API.

* **@GET** maps to the HTTP GET method.
* **@HEAD** maps to HTTP HEAD method.
* **@POST** maps to HTTP POST method.
* **@PUT** maps to HTTP PUT method.
* **@PATCH** maps to HTTP PATCH method.
* **@DELETE** maps to HTTP DELETE method.

The following example shows the usage of the @Get annotation and how the method marked with this annotation can be invoked by a REST client.

### *REST API Stub*

@Path("countries") // (1)

@GET // (2)

@Produces("application/vnd.jssdk.world-cities.countries+xml;version=1") //(3)

public Countries getCountries();

### *REST API Invocation*

HTTP/1.1 GET: /api/jssdk/world-cities/countries // (4)

Host: <host-name>:<port>

Authorization: Basic c3VwZXI6anVuaXBlcjEyMw==

Accept: application/vnd.jssdk.world-cities.countries+xml;version=1// (5)

### *Explanation*

1. Specifies that the REST URI is accessed through the Countries Resource URI.
2. This statement maps to the HTTP GET request.
3. Media type that is accepted by this resource (maps to the HTTP Accept header.)
4. Specifies an HTTP GET request to access the resource "Countries" that has a class-level REST resource as ("/world").
5. The Accept header is mapped to the @Produces annotation specified in Step 3.

## Media Type Annotations

There are two media type annotations: @Consumes and @Produces.

### *@Consumes*

The @Consumes() annotation specifies the list of media types consumed by a particular API or class. This annotation is optional at both the class and API levels. If it is present at both levels, the method-level annotation takes precedence. If the annotation is not present at any level, by default the "text/html" media type is returned.

Examples:

* @Consumes("application/json")
* @Consumes("application/xml")

### *@Produces*

The @Produces annotation specifies the list of the media types produced by a particular API or class. This annotation is optional at both the class and API levels. If it is present at both levels, the method level annotation takes precedence. If the annotation is not present at any level, by default the "text/html" Media Type is returned.

Examples:

* @Produces("application/json")
* @Produces("application/xml")

**Note**: Media types specify data representation formats. The data objects consumed and produced by the services are automatically marshalled and unmarshalled into the specific representation by RESTEasy.

Q31.What is the frontend u used ?

Two terms thrown around a lot in the [web industry](http://blog.digitaltutors.com/3-web-industry-areas-web-apps-mobile-apps-websites/) are front-end and back-end. It can be a little frustrating since the difference between the front-end and back-end isn't always perfectly clear. They're terms often used to describe aspects of the web industry. The front-end is also referred to as the client-side and is sometimes considered "web design". The back-end of the web industry is often called the server-side. Often when someone says they're a "web developer" they're saying they work on the back-end of sites. While that explanation seems simple, the line between the two is often blurry. Here are some basic guidelines to help tell the difference between the front-end and back-end or at least be able to begin to understand what someone does when they say they're a "front-end developer."

Q32 Angular js ,how did u send the data from service and what format and what format u r returning the data ?

Ans- First define a object in your controller that later you can use as a storage for your http response like this :

app.controller("registrationCtrl",["$scope","$location","logger","registerService",function($scope,$location,logger,registerService){

$scope.data = {};

// fire your servise function like this :

registerService.getYears($scope);

}

2- In your Servise :

app.factory('registerService', function ($http) {

return {

getYears:function (scope) {// scopes comes from your controller

$http({method : "GET",url : "interface.php"})

.success(function(data){

scope.data = data;!!!!!!

})

}

}

});

It's done so far and it'll work ;

BUT if your want to use some kind of promise , you can do like this :

in your controller :

.

.

.

$scope.data = {};

// fire your servise function like this :

var promise = registerService.getYears();

promise.then(function(msg){

$scope.data = msg.data[0];

});

.

.

.

in your Service :

app.factory('registerService', function ($http) {

return {

getYears:function () {

var promise = $http({method : "GET",url : "interface.php"});

}

return promise ;

});