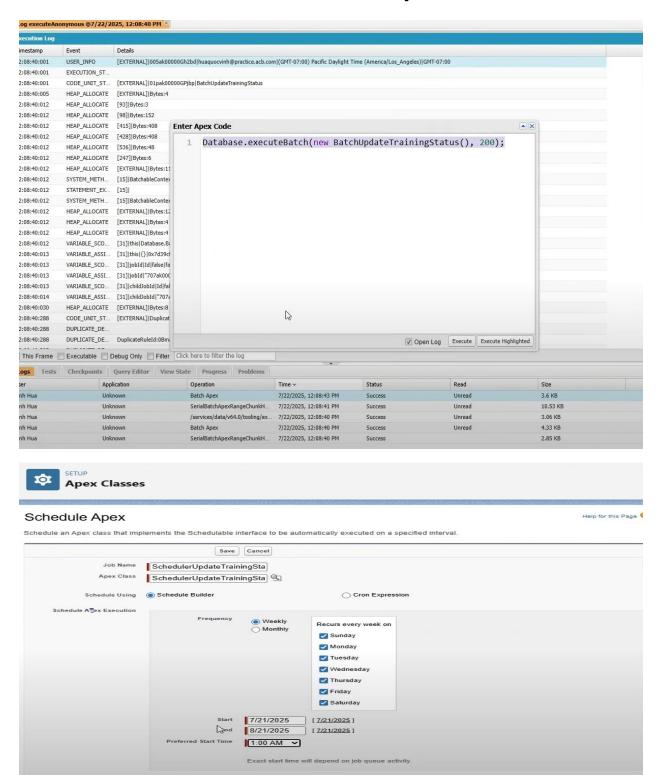
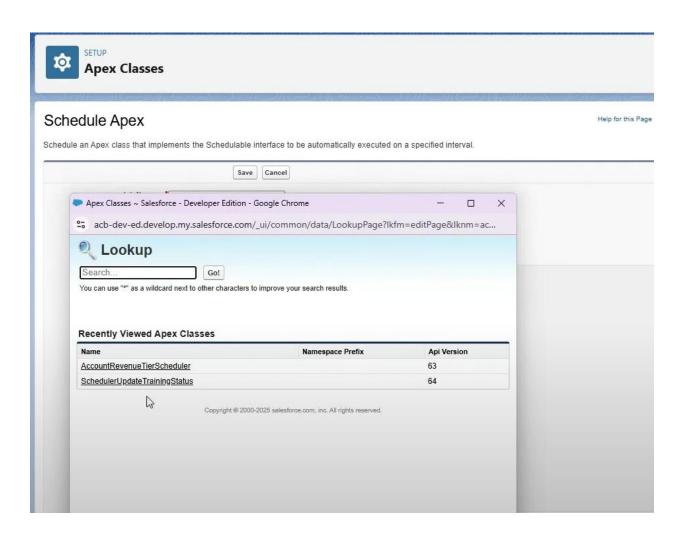
Phase 6 – User Interface Development





```
public with sharing class TrainingTriggerHandler {
public static void afterInsert(List<Training_c> listNew){
   Map<Id, String> mapContactIds = new Map<Id, String>();
   for(Training_c item : listNew){
       mapContactIds.put(item.Contact__c,item.Status__c);
   List<Contact> listContact = [SELECT Id, Training_Status_c FROM Contact WHERE Id IN :mapC
   for(Contact item : listContact){
       if(mapContactIds.containsKey(item.Id)){
           item.Training_Status_c = mapContactIds.get(item.Id);
   if(!listContact.isEmpty()){
       update listContact;
public static void afterUpdate(List<Training c> listNew, Map<Id,Training c> mapOld){
   Map<Id,String> mapContactIds = new Map<Id,String>();
   for(Training_c item : listNew){ // Status = 'Not Started' -> 'In Progress'
       Training_c oldRecord = mapOld.get(item.Id);
        if(item.Status c != oldRecord.Status c){
           mapContactIds.put(item.Contact__c,item.Status__c);
   List<Contact > listContact = [SELECT Id, Training_Status_c FROM Contact WHERE Id IN :mapC
   for(Contact item : listContact){
        if(mapContactIds.containsKey(item.Id)){
           item.Training_Status__c = mapContactIds.get(item.Id);
   if(!listContact.isEmpty()){
       update listContact;
```