#### SALESFORCE PROJECT

PROJECT TITTLE :RealEstate CRM (Property & Agent Management)

PROBLEM: Real estate firms struggle with property listings, agent performance, and client leads. Solution

## 1. Classes & Objects

- Apex Class: Encapsulates business logic.
- **Objects**: Custom Salesforce objects (Property\_c, Agent\_c, Client\_c, Deal\_c, Contract\_c).

```
public with sharing class PropertyRefGenerator {
   public static void assignRefs(List<Property_c> newProperties){
     for(Property_c p : newProperties){
        if(String.isBlank(p.Property_Ref_c)){
            String year = String.valueOf(Date.today().year());
            String rand = String.valueOf(Math.abs(Crypto.getRandomInteger())).right(6);
            p.Property_Ref_c = 'PROP-' + year + '-' + rand;
        }
    }
}
```

- 2. Apex Triggers (before/after insert/update/delete)
  - **Before Insert**: Good for setting field values before save.
  - **After Insert**: Good for operations requiring the record ID (like creating related records).

```
PropertyTrigger.apx * ①

Code Coverage: None * API Version: 64 * v

1 * trigger PropertyTrigger on Property_c (before insert) {
    if(Trigger.isBefore && Trigger.isInsert){
        PropertyRefGenerator.assignRefs(Trigger.new);
    }
}
```

# 3. Trigger Design Pattern

- One Trigger per Object
- Handler Class for logic (bulk-safe, reusable).
- Example Structure:

PropertyTrigger.trigger

PropertyTriggerHandler.cls

## 4. SOQL & SOSL

• SOQL: Query Salesforce objects

List<Property\_c> props = [SELECT Id, Name, Price\_c, City\_c FROM Property\_c WHERE Price\_c > 500000];

• **SOSL**: Full-text search across multiple objects

List<List<SObject>> searchResults = [FIND 'Villa\*' IN ALL FIELDS RETURNING Property\_c(Name, City\_c), Deal

### 5. Collections: List, Set, Map

```
File * Edit * Debug * Test * Workspace * Help * < >
PropertyTrigger.apxt * A PropertyTriggerhand.apxt * Deal.apxt * Deal.apxt
```

## 6. Batch Apex

```
File + Edit + Debug + Test + Workspace + Help + <
PropertyTrigger.apxt * X PropertyTriggerhand.apxt * X BatchUpdateProperty.apxc * X
 Code Coverage: None • API Version: 64 •
 3 v }global class BatchUpdateProperty implements Database.Batchable<sObject> {
          global Database.QueryLocator start(Database.BatchableContext BC){
               return Database.getQueryLocator([SELECT Id, Status_c FROM Property_c WHERE Status_c='Available']);
 8 🕶
         global void execute(Database.BatchableContext BC, List<Property_c> scope){
               for(Property__c p : scope){
    p.Status__c = 'Active';
 9 🔻
 10
 11
 12
               update scope;
         }
 13
 14
 15 ▼
         global void finish(Database.BatchableContext BC){
 16
               System.debug('Batch Complete');
```

Execute: Database.executeBatch(new BatchUpdateProperty(), 200);

# 8. Queueable Apex

• Use Case: Chainable asynchronous jobs, heavier processing than future methods.

# .9)Scheduled Apex

• Use Case: Send daily follow-up reminders or generate weekly reports.

#### 10. Future Methods

Use Case: Callouts (e.g., Google Maps API) asynchronously.

```
File - Edit - Debug - Test - Workspace - Heip - < Savings Property Frigger-Land Apart * Savings Bally Item Inderscheduler - Apart * Savings Dally Item Ind
```

# 11. Exception Handling

```
File * Edit * Debug * Test * Workspace * Help * * Saving: Property/rigger-land.apxt * Saving: BatchUpdateProperty.apxc * Saving: UpdateAgentMetrics.apxc * Saving: DailyReminderscheduler.apxc * Callouts.apxc * Callouts.apxc
```

### 12. Test Classes

• **Requirement**:  $\geq 75\%$  coverage for deployment.

```
| Property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/property/agree/prop
```

# 13. Asynchronous Processing

- **Batch Apex** → for very large data sets
- Queueable Apex → for jobs requiring chaining
- Future Methods → simple asynchronous tasks (like callouts)
- **Scheduled Apex** → time-based execution