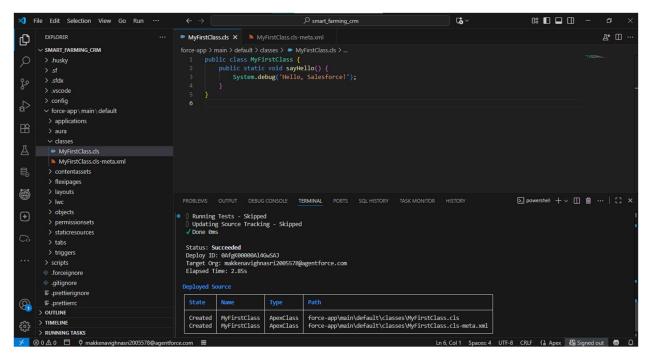
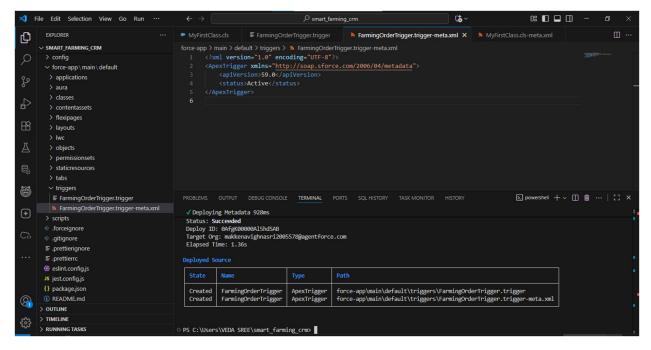
#### **APEX PROGRAMMING – PHASE 5**

### 1. Classes and Objects—Apex classes



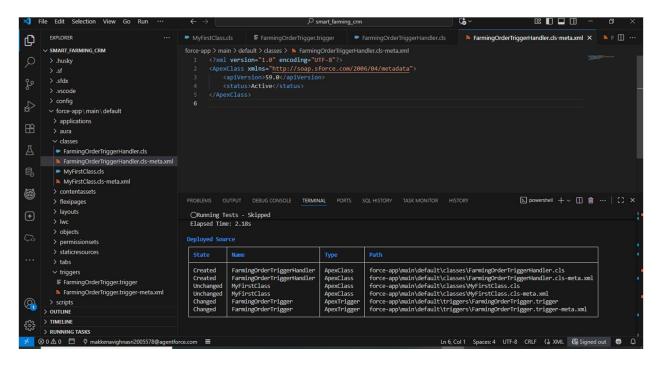
#### 2. Apex Triggers

- Triggers were created on Farming Order to automate record actions when insert/update occurs.
- Logic was separated into a handler class to keep the code clean and reusable.



#### 3. Trigger Design Pattern

- Implemented a single trigger per object with a dedicated handler class.
- This ensures scalability and avoids mixing multiple business rules in one trigger.



# • SOQL (Salesforce Object Query Language)

- Used to query Crop Listings and Buyer Requirements.
- Helps fetch structured data directly from Salesforce objects for business logic.

## • SOSL (Salesforce Object Search Language)

- Implemented to allow keyword search across Accounts.
- Enables finding relevant records quickly across multiple fields.

## • Collections (List, Set, Map)

- Lists used to store queried records.
- Maps used in SOSL to organize results by object type.

#### • Control Statements

- If/Else used to filter premium crops based on price.
- Loops applied to process collections and perform conditional checks.

### • Exception Handling

- Try/Catch blocks implemented around queries to prevent runtime errors.
- Ensures system stability by handling failures gracefully.

#### • Test Classes

- Test data created for Crops and Buyer Requirements.
- Methods tested using System.assert to confirm logic works and maintain >75% code coverage.

