Competitive Programming Club Website



CLIENT:

Competitive Programming Club

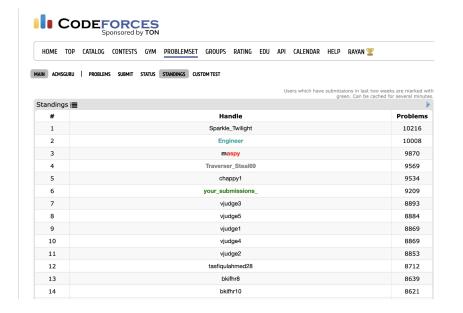
TEAM: Tristan Braun, Tobias
Bussiek, Connor Hill, Austin Lam,
Kadin Matoek, Stephanie Thomas

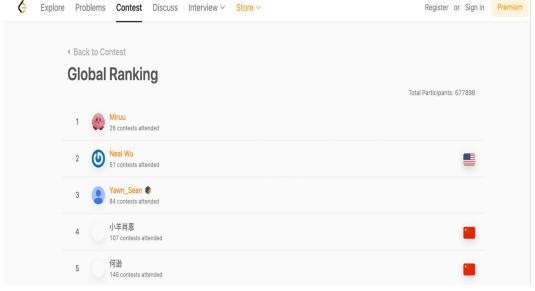
Agenda

01	PROJECT GOAL
02	REQUIREMENTS
03	BUILD DESIGN
04	FRONT-END
05	USER SIGNUP
06	BACK-END
07	FUTURE PLANS

PROJECT GOAL

Create a dynamic leaderboard website that tracks and displays stats from West Chester University Programming Club members





Client Requirements

- Navigation Bar with:
 - Club Logo & Colors
 - Leaderboard View
 - Join Us option
- Leaderboard Table Displaying
 - Platform
 - Username
 - # Problem Solved
 - Ranking
 - Total Points

- Color Mode
 - Light & Dark

Client Requirements: Backend

- WCU-Only Ladder Participants
- Self Sign-Up w/ Email
 Confirmation
- Easy to manage/Hand-over

- Real-Time Leaderboard
- Zero Cost Hosting
- Accessible to Alumni

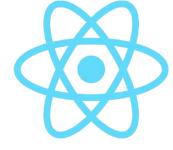
BUILD DESIGN

- Front-end: React.js, Typescript, HTML, CSS
- Back-end: Node.js
- Databases: MongoDB and Redis
- Integration: CodeForces and LeetCode APIs
- Containerization: Docker

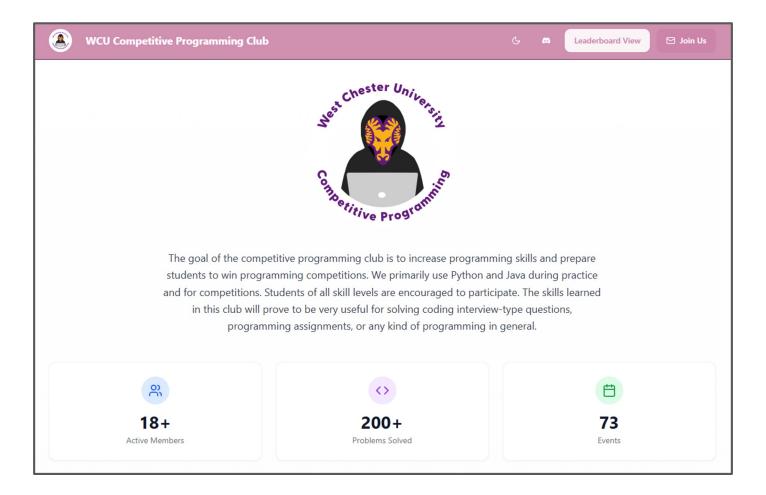












A Our Team















3rd Place at PACISE

Team Byte Me earned 3rd place at the PACISE coding competition this weekend!

4/5/2025



Latest News

2nd Place at ICPC

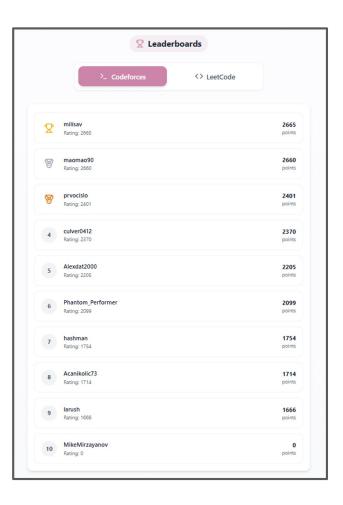
West Chester University's Byte Me won 2nd place at the International Collegiate Programming Contest (ICPC) Wilkes University Division 1 Site!

11/15/2024

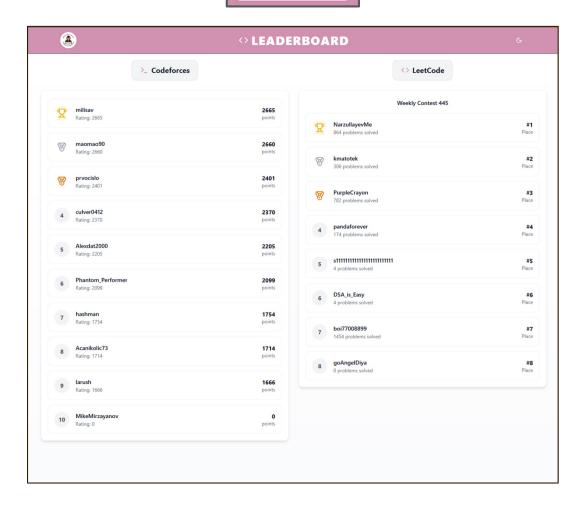


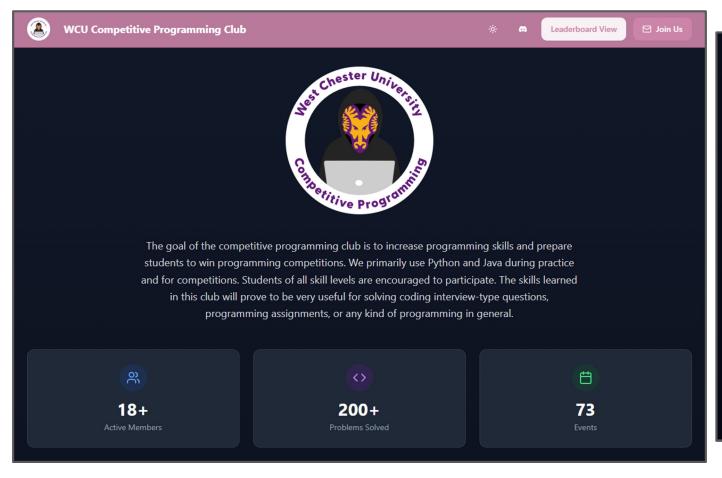
1st Place at CCSC Eastern

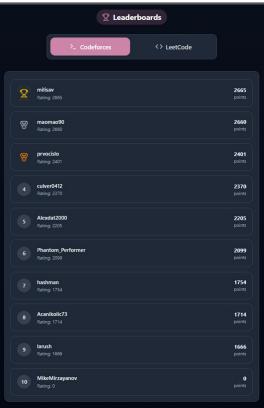
Team Byte Me won 1st place at the CCSC Eastern Programming Contest at Saint Mary's University! 10/18/2024



Leaderboard View



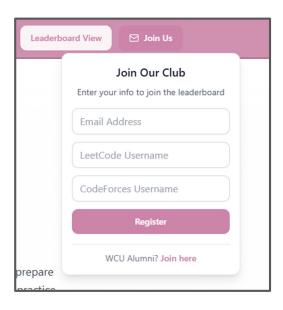


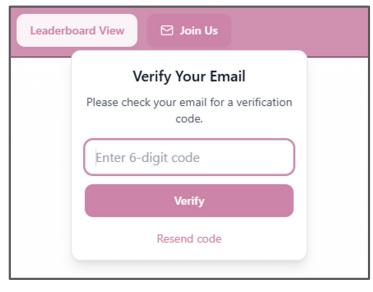


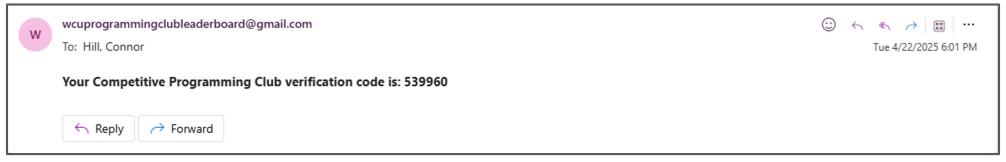
USER SIGNUP



- Sendgrid for email sending API
- Verification code for authenticating users

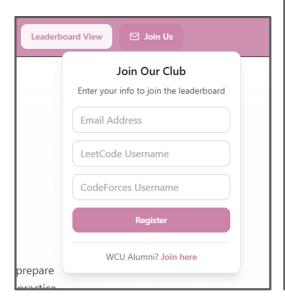


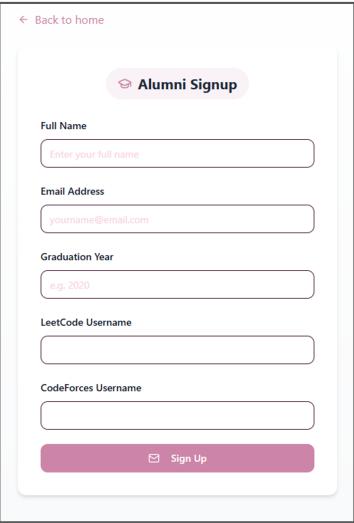




USER SIGNUP

- Alumni sign up page
- Uses Sendgrid to send the application straight to board members





DEMO

BACK-END

API's: LeetCode & Codeforces

Codeforces API (via official Api)

URL: https://codeforces.com/api/{methodName}

- Fetches official user rating and rank directly from Codeforces
- Used for building our Codeforces leaderboard
- Lightweight and public, no authentication required
- Cached using Redis to reduce load

LeetCode API (via our own hosted instance)

URL: https://wculeetcode-api.onrender.com

- Based on Unofficial Alfa LeetCode API
- Fetches:
 - Total problems solved
 - o Overall ranking
 - Most recent contest result
- Used to build a leaderboard ranked by latest contest performance
- Cached using Redis to reduce load
- Severely rate-limited so had to deploy as a custom backend to avoid limits

Hosting: Render

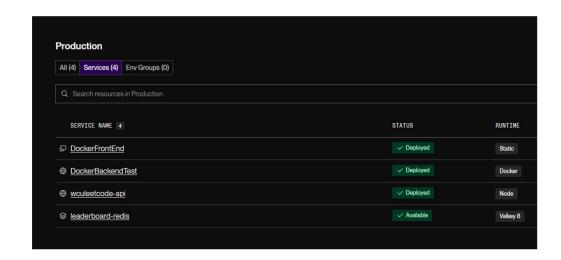
One-click GitHub integration

Easy to deploy both backend and frontend

Support for Full-Stack Apps

Free Tier meets our needs

Project is fully hosted





Database: MongoDB Atlas

Why MongoDB:

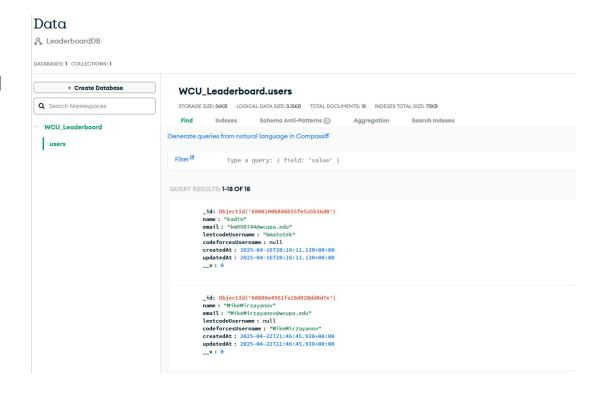
Simplicity, persistence, and easy cloud access without local setup.

Free tier meets our needs

Our Use Case: Store and view User's Name, WCU emails, Coding Websites Usernames

Allows Admin to edit, prune users

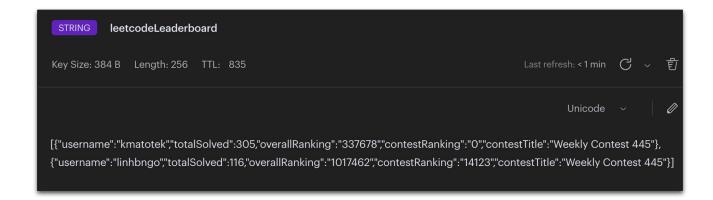
Progress: Fully implemented



Database 2: Redis

Why Redis:

- Super fast lookup speed
- Simple and versatile
- Custom TTL (Time to Live)
- Prevents API rate limiting





System Architecture: Containerization

docker

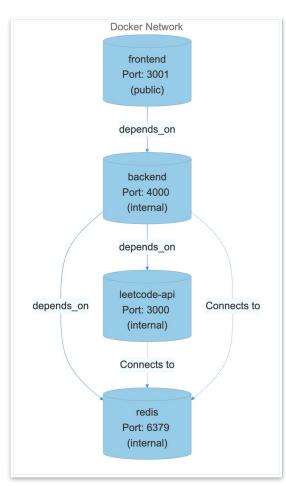
- Modular
- Simplified dependency management
- Portability (cloud)
- Simplified development and deployment



Dockerfiles:

Dev: all ports exposed

Prod: only frontend exposed



Documentation

- External API
 - Leetcode
 - Codeforces
 - Usage
- Backend API
 - Signup endpoints
 - Leaderboard endpoints
 - Usage
- Docker
 - Purpose
 - Dockerfiles (Dev, Prod)
 - Usage

2. Leetcode Leaderboard Endpoint

- Method: GET
- URL: /api/leetcode-leaderboard
- Description:

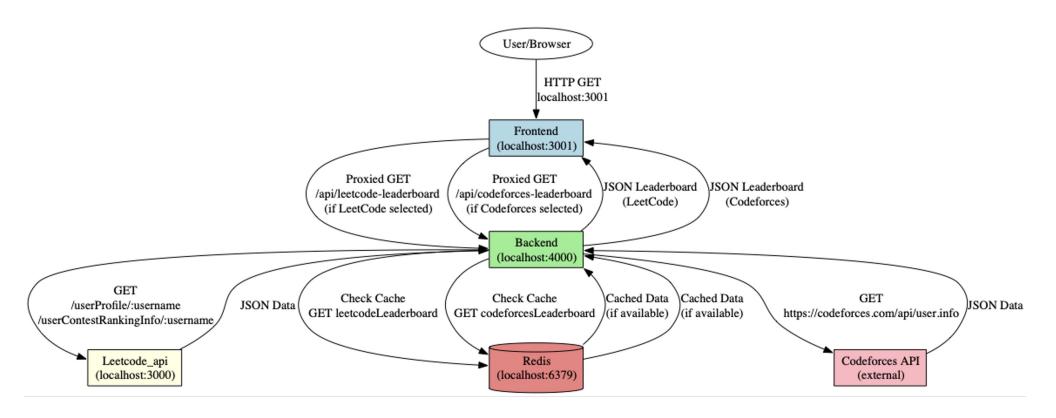
Retrieves a LeetCode leaderboard by obtaining user profiles and contest data from a secondary API, caches the result in Redis for 15 minutes, and returns the leaderboard with details like totalSolved, overallRanking, contestRanking, and contestTitle.

• Test with Postman:

Send a GET request to http://localhost:4000/api/leetcode-leaderboard and confirm that the JSON response has the expected leaderboard structure.

- Frontend
 - Pages
 - Members/News configuration
 - Image formats

Leaderboard Architecture



What We Learned

- Client Meeting
- Adaptability
- Presenting Our Project
- Planning
 - Risks
 - Deliverables
- Working as a team

FUTURE PLANS

- Update the site
- Bug Fixes
- Finalize Documentation
- Hand off project

Questions?