

Furniture Store Client Requirements

This document describes the specifications, by which the front-end client is created. You may use it as a reference during the implementation of a REST API that serves data in the expected format.

1. Implement Furniture Store

You can make requests to the following endpoints:

- Register User (POST): <http://localhost:3030/users/register>
- Login User (POST): <http://localhost:3030/users/login>
- Logout User (GET): <http://localhost:3030/users/logout>

- Create Furniture (POST): <http://localhost:3030/data/catalog>
- All Furniture (GET): <http://localhost:3030/data/catalog>
- Furniture Details (GET): <http://localhost:3030/data/catalog/:id>
- Update Furniture (PUT): <http://localhost:3030/data/catalog/:id>
- Delete Furniture (DELETE): <http://localhost:3030/data/catalog/:id>
- My Furniture (GET): <http://localhost:3030/data/catalog?where= ownerId%3D%22{userId}%22>

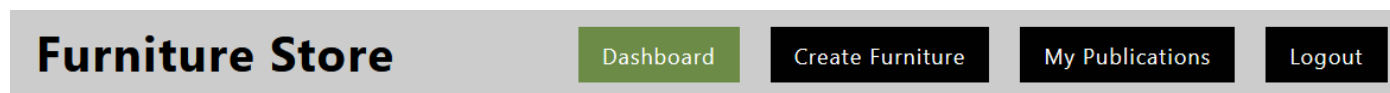
Guest (not logged in)

Guest navigation example:



Users (logged in)

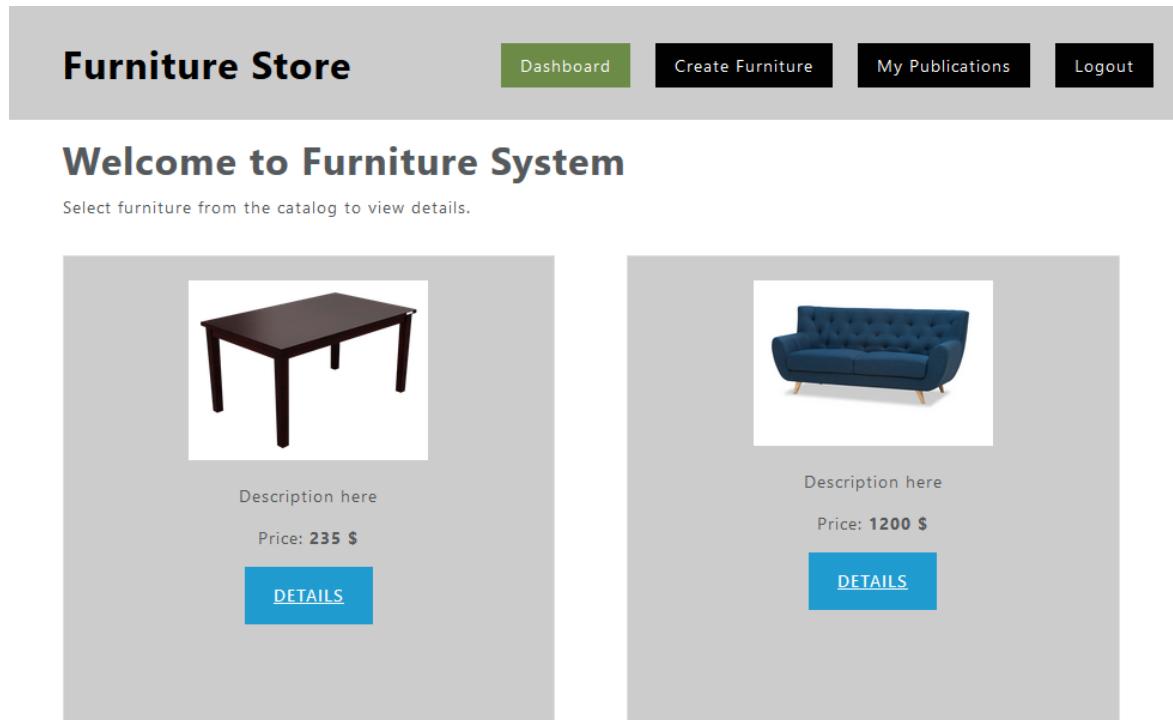
User navigation example:



All Furniture

List **all furniture** inside the **store**. Display appropriate links in the navigation bar, based on the user session.

Clicking on any of the **Details** buttons should **redirect to details**.



Register User

You need to write the functionality for the registration of a new user. By clicking the "**Register**" button you have to load the registration form. Register a user inside the database with an **email**, **password**. **Password** inside the database must be **hashed** (use bcrypt) and both **passwords** must **match**!

When the "**Register**" button of the form is clicked you need to send a post request.

If the registration is **successful** you can **redirect to the dashboard page**.

Login User

If the **user has already registered**, the user can login by using **the login form**. After **successful** login the user should be **redirected to the dashboard page**. Save the returned token in the session storage, and send it with every request.

Logout User

The **logged-in user** can be **logged out** by clicking the **logout button**. Write the functionality for this action.

Create Furniture

Create New Furniture

Please fill all fields.

Make	Price
<input type="text"/>	<input type="text"/>
Model	Image
<input type="text" value="Valid input"/>	<input type="text"/>
Year	Material (optional)
<input type="text" value="Invalid input"/>	<input type="text"/>
Description	<input type="button" value="CREATE"/>
<input type="text"/>	

Validate fields:

- Make and Model must be **at least 4 symbols long**
- The year must be **between 1950 and 2050**
- The description must be **more than 10 symbols**
- The price must be a **positive number**
- Image **URL is required**
- Material is **optional**

By valid input, you can **add the "is-valid" class** to the input field, and **by invalidating the "is-invalid" class**.

If the creation is **successful** show **redirect to the dashboard page**.

Furniture Details

Get the **id** from the **URL** and **display** the information. If **the logged user is the creator** the buttons **"Edit"** and **"Delete"** should be **visible** (can be used), otherwise, they should not be visible.

Furniture Details



Make: **make**

Model: **model**

Year: **year**

Description: **description**

Price: **price**

Material: **material**

[EDIT](#)

[DELETE](#)

Update Furniture

If the **logged-in user** is **the creator** then can **edit** the furniture details. When the form is **loaded all the fields** must be **filled up** with the **information from the server**. **Validation** should be the same as the validation by creating new furniture. **PUT request** must be sent.

Edit Furniture

Please fill all fields.

Make

Table

Price

235

Model

Swedish

Image

/images/table.png

Year

2015

Material (optional)

Wood

Description

Medium table

[EDIT](#)

Delete Furniture

By clicking on the "**Delete**" button the app needs **first confirmation for deleting** (you can use alert or another custom-made notification) then sends a **DELETE request** and **deletes the furniture**. Then the app **redirects** to the **dashboard**.

My Furniture


A logged-in user can see a list of their publications by clicking the link **“My Publications”** in the navigation bar. Display a page similar to the main catalog (dashboard), but only show the records that are associated with the currently logged-in user.

Furniture Store

[Dashboard](#)[Create Furniture](#)[My Publications](#)[Logout](#)

My Furniture

This is a list of your publications.



Description here

Price: **235 \$**

[DETAILS](#)