

Day 04 Goal:

Designing and Developing the Marketplace

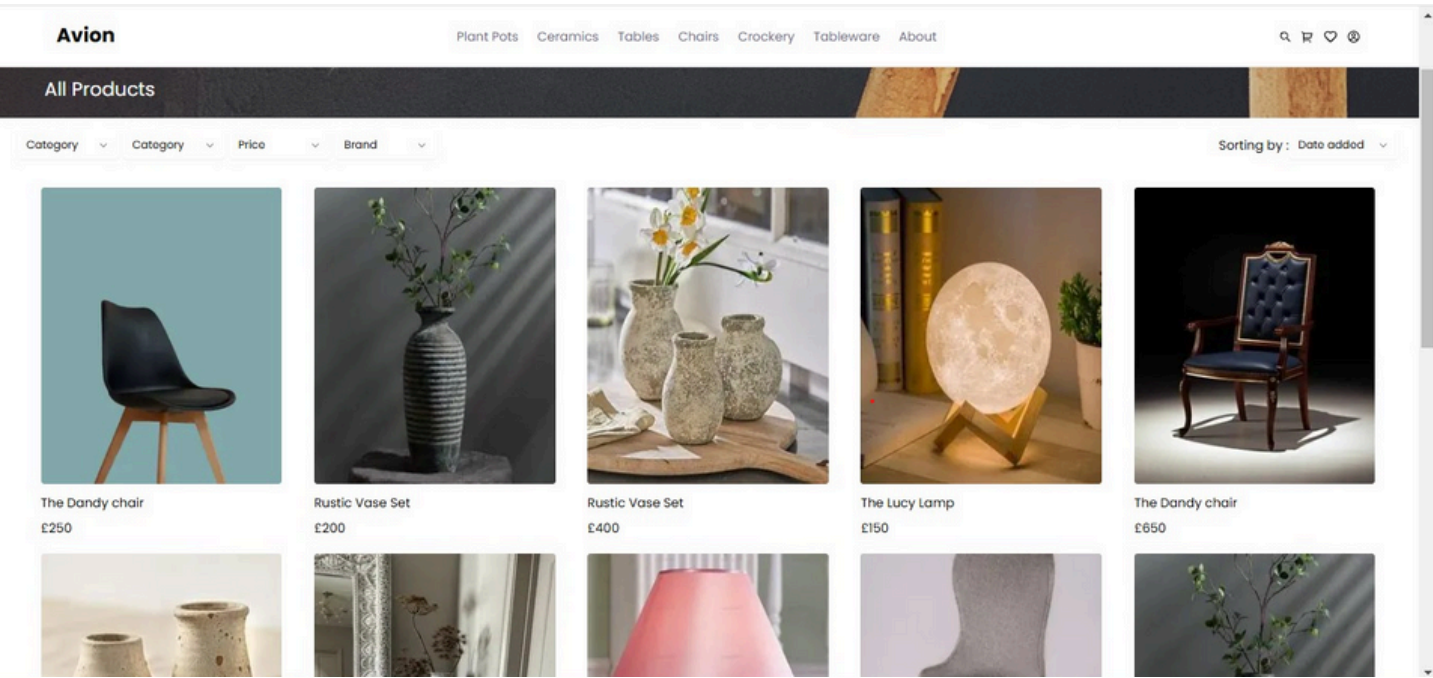
The goal for Day 04 is to design and develop the marketplace. This involves fetching data from Sanity and displaying it within the marketplace. The development process follows a modular approach, focusing on creating reusable components.

Key Sections to Focus On:

1. Product Listing Component

The product listing page is the backbone of any e-commerce marketplace. I designed the product page using Flexbox to display the products. Each product contains properties like quantity, price, discount, image, name, colors, sizes, and stock information. The products are displayed as cards featuring the product image, name, and colors.

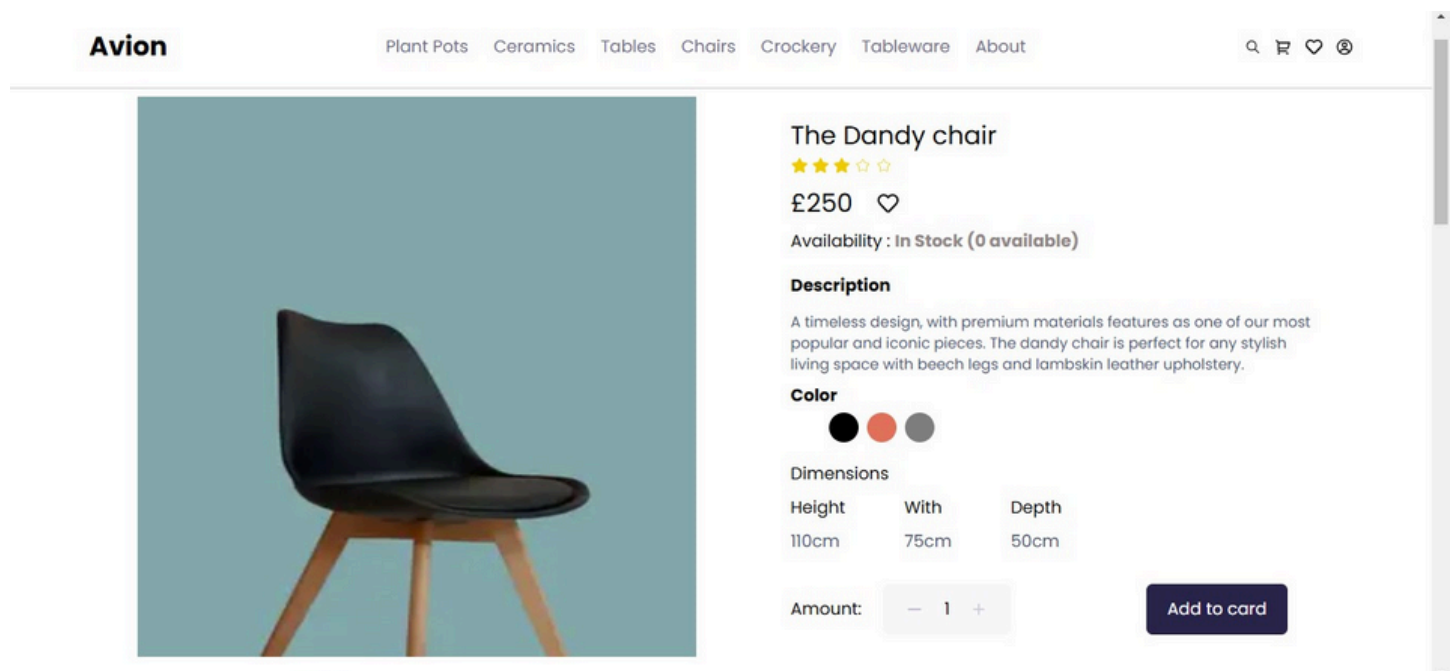
Additionally, I included a search bar, filtering options by category, and pagination. The challenges I faced were developing the search bar and pagination functionality. For pagination, I used queries like page and limit. I also fetched data without queries to handle operations for filtering and the search bar.



That's the Product Listing Page that I have developed

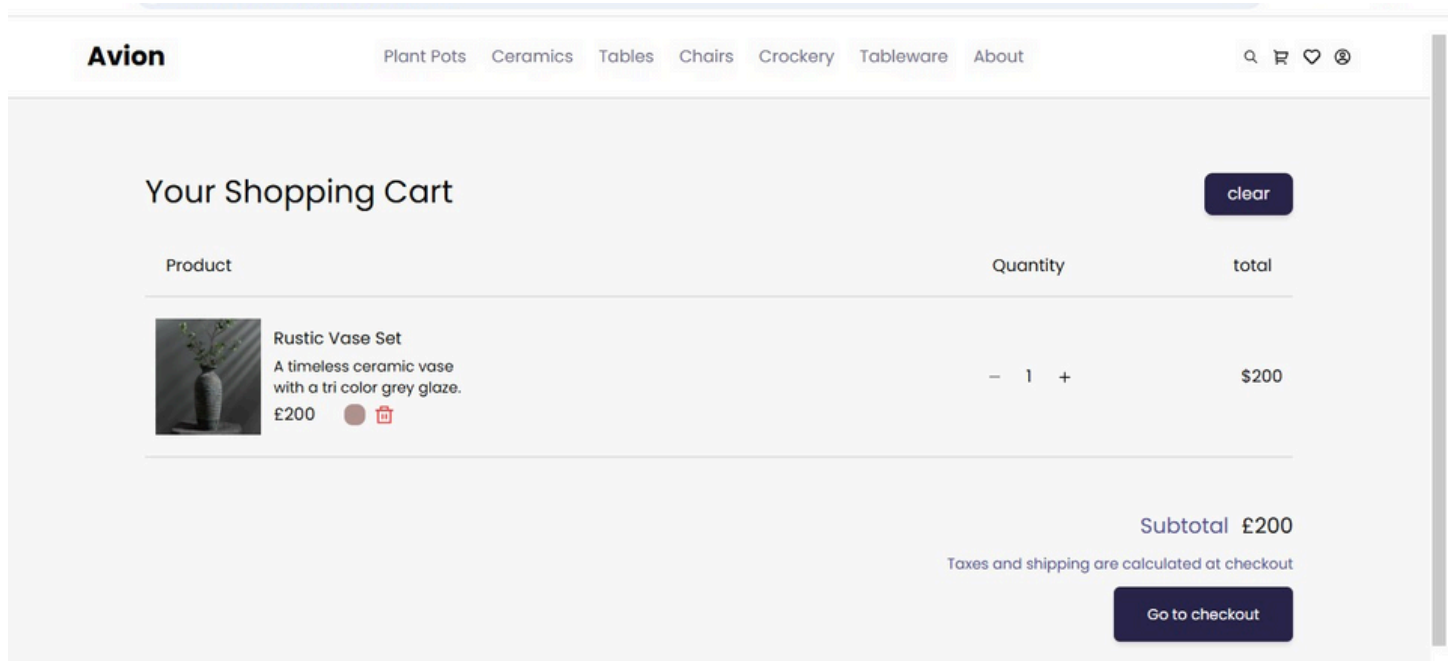
2. Product Detail Page

The next task was to develop the product detail page. This page shows the complete details of a product, including suggestions for related products and options for purchasing the product.



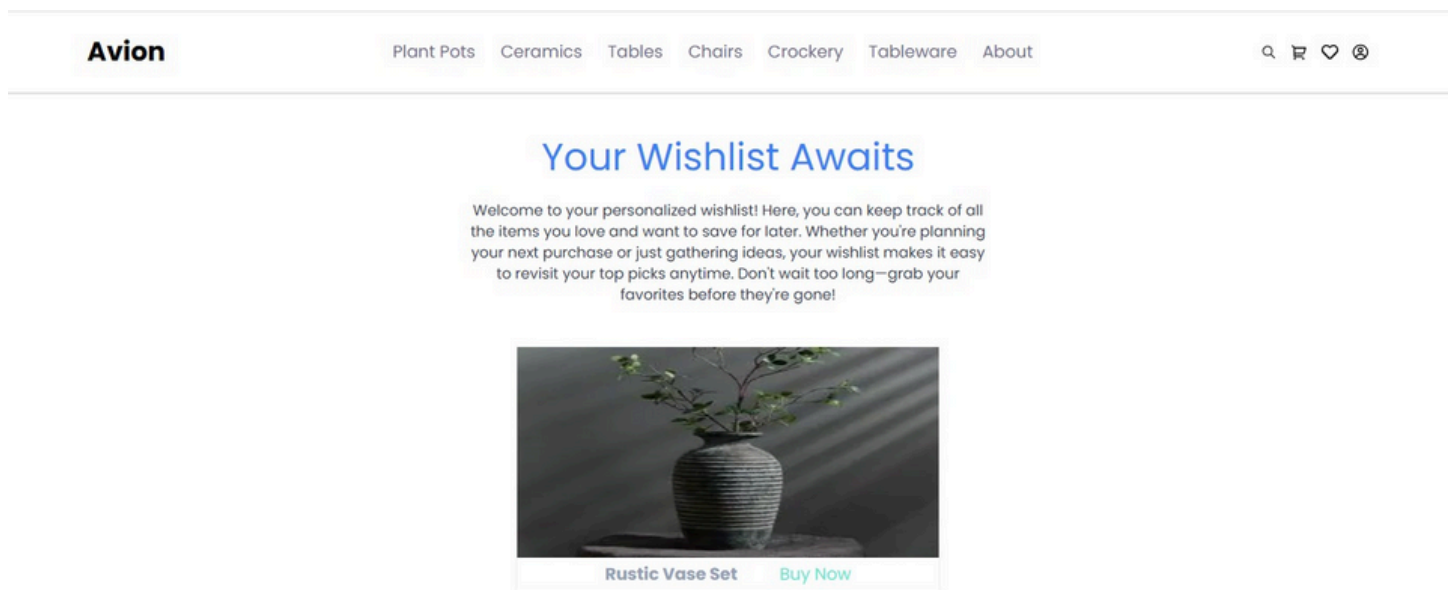
3. Cart Page

Once a user selects a product on the product detail page, they are redirected to the cart page. Here, users can view all the products they wish to buy. The cart allows users to adjust the quantity, remove items, and clear the entire cart list. I also display the current price of each product and the total price for the items in the cart.



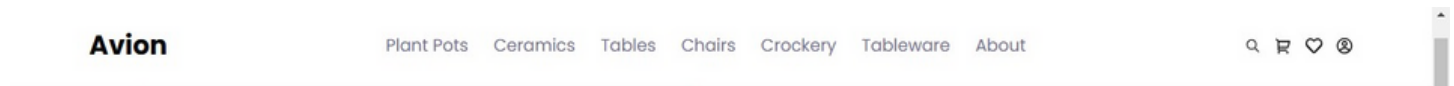
4. Wishlist Page

The Wishlist page allows users to save products they are interested in but not ready to purchase. For example, if you see a product in a store but don't buy it, you might take a picture or remember the name. The Wishlist page functions in a similar way on the website. If a user wants to buy a product later, they can save it to their wishlist, making it easy to return to the product and purchase it at a later time.



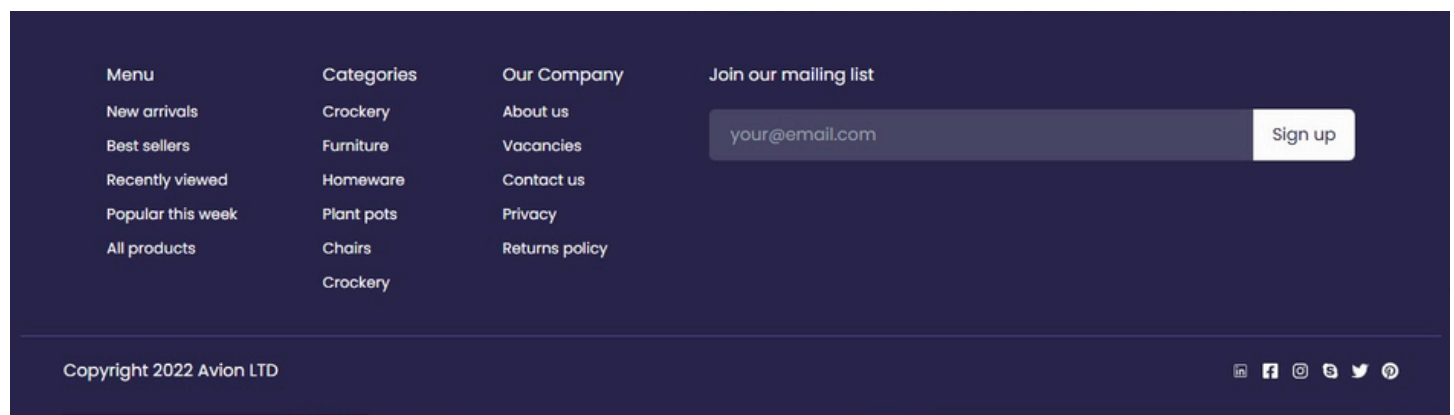
5. Header Section

The header is a crucial part of the web application, as it enables navigation between the home page, product pages, cart, wishlist, and login/signup pages.



6. Footer Section

Similar to the header, the footer is an important section that provides additional information about the web application, such as subscription details, working hours, contact address, and more.




7. Checkout Page

The checkout page allows users to complete their purchase by entering payment details, including email, account number, and username. It's an essential step in the buying process.

← Avion TEST MODE

Pay Avion

\$200.00

 Rustic Vase Set \$200.00

Subtotal \$200.00


Shipping FREE SHIPPING


Total due \$200.00

Contact information

Email


Payment method

☐ Card 

☐  Cash App Pay

☐ Securely save my information for 1-click checkout
Pay faster on Avion and everywhere Link is accepted.

Pay

Powered by  Terms Privacy


8. Successfully Purchase Page

After completing the checkout process, users are shown a confirmation message. This page provides a user-friendly notification that their purchase was successful.


Avion


Plant Pots Ceramics Tables Chairs Crockery Tableware About

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Thank You for Your Purchase!

 Your order has been successfully placed, and we're getting it ready for shipment.

 Need Help? Contact us at [Support Email]

We appreciate your trust in us and look forward to serving you again! 😊

Generate Tracking Number