Vetche Royale developer documentation

# After cloning repository

Make sure to install the libraries the application uses. For now, all you need to type in the WebStorm terminal/console is the following:

npm install express

npm install socket.io

Beware that we may require more libraries in the future.

# Running the application

To run the web app, type the following in the WebStorm terminal/console:

node src/app.js

To run the app in the browser, type this URL in the address bar:

**localhost:3000**

Remember that refreshing the client is different from refreshing the server when making changes. Make sure to press Ctrl + C to stop the server when in the terminal if you have made changes to the server code.

# The typeCheck object

The important convention to follow in the programming of this application is to use getter and setter functions for all classes. JavaScript doesn’t let us be strict with out data types, therefore we use the two following methods in the typeCheck object to enforce this:

static instance(dataType, parameter) {

...

static primitive(testValue, parameter) {

...

The first function takes in the constructor of a class and a value that is to be modified, then with some magic it checks if the value is an instance of that class. If not, it throws an error and terminates the application. The primitive function takes in a primitive JavaScript value (number, boolean, string) and checks if the parameter is of the same type. It performs the same error check. Do NOT use this with classes.

You may ask, how do I use these functions? Well, wherever you have a setter function in a class or anywhere in your code you care about using correct data types. In a setter, just place this function at the top before assigning any class values. This is also good for checking if values ever get assigned to NaN or undefined unintentionally.

# The “\_” - prefix

On all class variables/properties that you do not want to be accessible outside of the class, add an underscore prefix to its name. This does not make the variable private, but this is rather a naming convention reminding you to create getters and setters avoiding errors.