

Exercises: Routing with Sammy.js and Templating

Problems for exercises and homework for the [“JavaScript Applications” course @ SoftUni](#).

Team Manager

Create a JS application for managing teams. Use Handlebars for rendering, Sammy.js for routing and Kinvey as a backend provider. Structure your work so that it is easy to manage. The example is styled using [Bootstrap](#).

1. App Structure

- **Home Page** – show relevant info, depending on the status of the user
- **Catalog** – a list of all registered teams
- **About** – dummy page that would hold information about the app
- **Register User**
- **Create Team**
- **Edit Team**
- **View Team Details** – a detailed page that shows all members of the team and management controls

Create a header that is shared across all pages and place links to the relevant sections in it.

2. CRUD Operations

The app must support user registration, login and logout. Store the user credential in **session storage**. Once logged in, the user is free to browse all registered teams and **join** or **create** a new team. At any point, the user is able to **leave** the team he is a member of. The user can only join **one** team at a time. Also when a user **creates** a team he **automatically** joins it. He **cannot** create a team **again** unless he leaves the newly created team.

3. Entity Structure

A team has a **name** and a **comment** that are displayed while browsing. A user has a **username**. You may create databases and entries as you see fit. A sample collection structure is as follows:

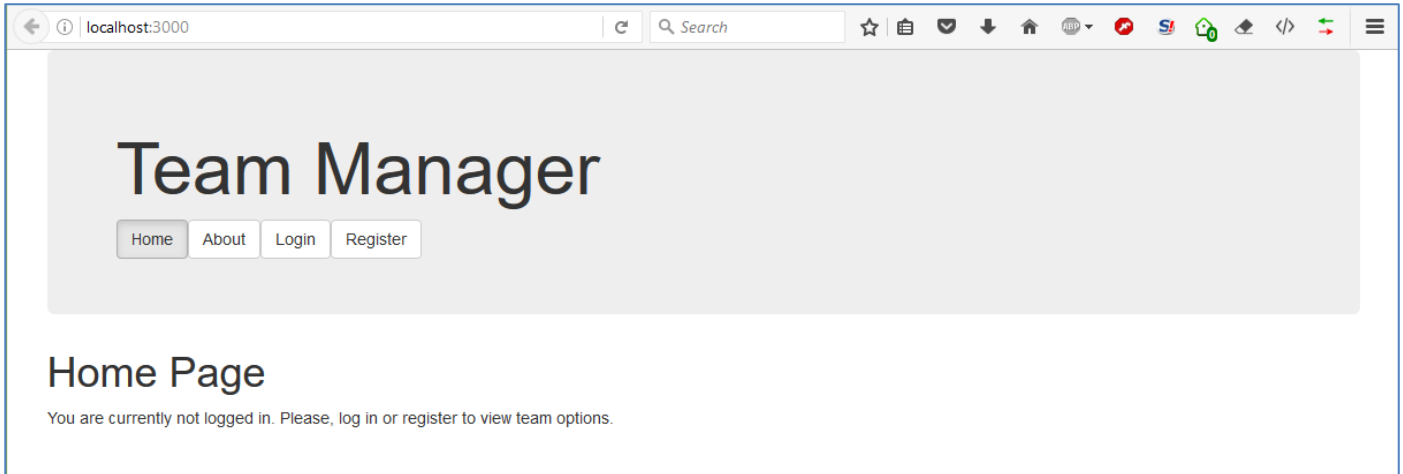
```
teams {  
  name,  
  comment  
}
```

Add a column **teamId** to the default **users** collection, showing which team they have joined currently. When determining whether a person is the owner of a team, look at the property **_acl.creator** of the team record.

Screenshots

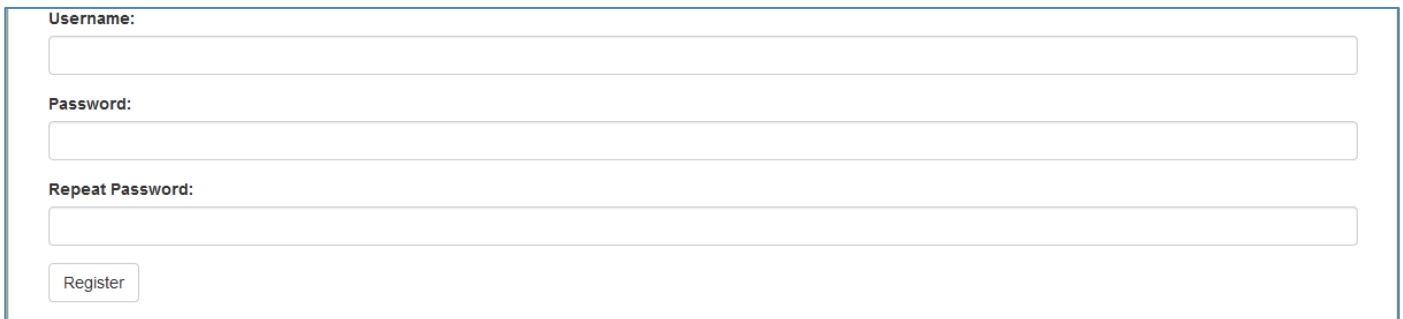
Use this information as a guideline. You may style and structure your solution differently, so long as the required functionality is present.

Home page when the user is logged in and a header, that is shared across all pages.



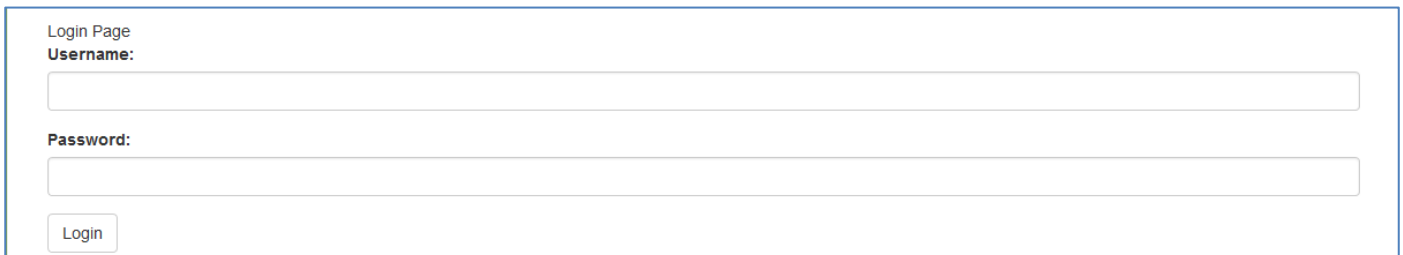
The screenshot shows a web browser window at localhost:3000. The page has a light gray header with the title "Team Manager" in a large, bold, dark font. Below the title are four buttons: "Home", "About", "Login", and "Register". The main content area has the heading "Home Page" and a message: "You are currently not logged in. Please, log in or register to view team options."

User registration form



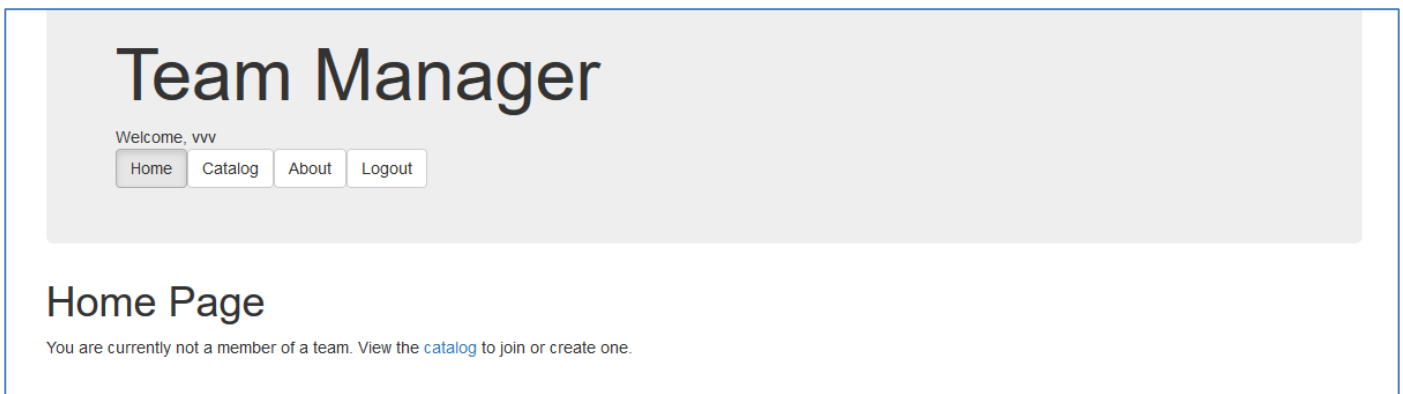
The screenshot shows a registration form with three input fields: "Username:", "Password:", and "Repeat Password:". Below the fields is a "Register" button.

Login form



The screenshot shows a login form with two input fields: "Username:" and "Password:". Below the fields is a "Login" button.

Home page view for a registered user. Note the header navigation has changed to reflect that.



The screenshot shows the same "Team Manager" header, but the navigation buttons are now "Home", "Catalog", "About", and "Logout". The main content area has the heading "Home Page" and a message: "You are currently not a member of a team. View the [catalog](#) to join or create one."

Team browser.

Catalog Page

Create team

Team name

Chereshka

Description

No description

Team name

ttt

Description

No description

Team name

Malinka

Description

Need one member

Team name

Yagodka

Description

No description

Team name

Greipfrut

Description

The end is nigh

Team name

Krusha

Description

kkk

Create team and edit team forms are identical.

Create Page

Name:

Description:

Submit changes

Team details with option to join the team and a list of all current members.

Chereshka details

Team members

aaa

Description

No description

Team management

Join team

Team management. If the user is a member, they can leave the team. If the user is the creator, they can edit it.

Team management

Edit info

Leave team