An ecommerce web app where owners of antique furniture can list their items on the website for sale to including necessary information (dimensions, photos, etc). Once they register their item on the website, others will be able to see all the available items for sale.

* Users have to have an account (signup, login) to post the furniture they want to sell.
* The items can be categorized by furniture type (beds, tables, desks, chairs, chests, nightstands, cabinets, etc.)
* A search bar to search for items.
* A filter for furniture type, cost, year (period), etc.,
* Authenticated users can list their items for sale with pictures of their items, a detailed description of the item, cost, condition, and other sorts of information like the estimated year it was made, contact info for additional inquiries, material of the item (type of wood)
* Customers can add the items to their shopping cart, providing their shipping address, payment info, additional delivery instructions, and other necessary details so it can be delivered to the customer.

Summary of features

* Authentication (username, password, email)
* Search bar
* Filter
* Category for furniture type
* Shopping cart
* Item description, cost, condition, material
* Shipping address
* Purchase History
* Listing History
* Stripe integration for credit card processing (BACKEND)
* Customers can be notified of new furniture available that has been posted

Technology:

* Frontend: React
* Backend: Go with MongoDB

Backend

In the first phase of my project, I created high level outlines and diagrams to visualize how my web app would work. I needed to make sure I had my scope in front of my eyes, all the features and processes drawn out, so that when I went to implementing it, I wouldn't be stuck deciding what to do next and ending up failing because of scope creep.

So, in my User Activity Diagram, I outlined the general flow of processes for an authenticated user and a guest visiting site. Nothing too detailed yet, but just enough information to understand how the web app works.

I wanted to implement the backend first and the login and signup part seemed the most fundamental to tackle first, so I thought about what the form data would look like in the request. I create a very basic visual, not including the extra features.

A diagram of a company

Description automatically generated

I started implementing my project by organizing my project and its directories. I have two main folders: backend and frontend. I create a new Go project in my backend and set up necessary folders for organization.

**File Structure**

|--backend/

|--api/

|--db/

|--tests/

|--types/

|--util/

|--main.go

**List of endpoints**

* POST /login
* POST /signup
* POST /logout
* POST /list\_furniture
* GET /get\_furnitures
* GET /get\_furniture/{listingID}
* GET /account
* PUT /account
* POST /checkout (with POST /checkout\_webhook for Stripe API)
* GET /account/address
* POST /account/address
* PUT /account/address
* DELETE /account/address/{addressID}
* GET /account/purchase\_history
* GET /account/purchase\_history/{orderID}
* GET /account/furniture\_listings
* GET /recent\_listing
* POST /subscribe
* POST /unsubscribe

From these list of endpoints, I tackled /login, /signup/ and /logout first, since it is the most fundamental, as most of the app’s features can only be used when authorized; it makes the most sense.

Inputs for /login and /signup should be a JSON encoded string of the user’s login and signup information, and the output should return “success” as a string, if the input is valid, or return an error for the invalid cases

A screenshot of a login form

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The test plan for /login and /signup is to run each test case, where the payload is a single string, formatted in JSON containing the credentials and to ensure each case gets the expected result. If the credentials are valid, a “success” should be returned with a 200 code. If the payload is invalidly formatted, or fields are missing, or the credentials are invalid, it should return one of the 400 codes with an error message as a plain string.

And once the user has logged in, they also need to log out. When they’re logged in, they will have a session stored in memory, which can be retrieved from the client’s session cookie and used to index the map storing the client’s session and then be deleted, essentially logging them out.

After that, I began working on /list\_furniture. When a user creates a new furniture listing, they need to provide a bunch of information on their furniture. Here is the struct in Go.

A screen shot of a computer code

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ListingID, UserID, and Bought, are the only fields that are set in the backend and which the user doesn’t have to provide

Upon a successful furniture listing creation, the listingID of the new inserted listing should be returned. ObjectIDs in Mongo are hex values and they get generated automatically for each document.

So, in the test, it checks that a string was returned. A valid test case returns a hex ID and a 200 code. Using that hex ID, we compare it against the database by searching for the document in the collection using the returned ID from the test request. The test also checks for validation of the form input and returns an error message if one or more fields is missing.

GET /get\_furnitures & GET /get\_furniture/{listingID}

Next, was writing the tests for /get\_furnitures and /get\_furniture/{listingID}. The tests for these were not complicated at all. For /get\_furnitures, the handler function queries the database listings collection to retrieve all the documents and puts them into an array and returns it in JSON. For /get\_furniture/{listingID}, it does the same thing, but only looks for one document with the listingID and returns the one object in JSON. Errors occurring during the database operation or the encoding into JSON are returned in the response with an error message and the appropriate status code.

For valid test cases, we should expect to see a 200 with the appropriate data. Invalid test cases for /get\_furniture/{listingID} really much only includes the case where the client provides an invalid listingID, in which case a status code of 400 for bad request is returned to the client. The other possible case is an HTTP method that is not GET.

Implementing the handler function includes getting the query param (for /get\_furniture/{listingID}, querying the database, storing the data in an appropriate data structure, encoding that structure into JSON, and then returning that in the response, stopping and returning any errors occurred along the way.

GET /account & PUT /account

The only data related to /account is the user’s password, phone, and email, which the user can see and update.

Writing tests for these were a bit more tedious. For GET /account, it included simulating a logged in session, retrieving the data of the test account, and then running the test case where the response from the request is then compared with the data retrieved prior to check for a match. For PUT /account, the updated data in the database is compared with the input, which is the changes the user has made to their password, phone, and/or email. Writing the implementation for GET /account was simple. For PUT /account, if a user changes their password, that new password also needs to be hashed, which I almost forgot to do. If users didn’t make any change to their information, then the input fields will be empty or nil, which means the Mongo database will not update anything.

POST /checkout & POST /checkout\_webhook

The logic for the checkout processing was complicated enough that I couldn’t write the test first because I did not know what to expect from the Stripe API, which means I didn’t know what the input and output would be for the tests initially. So, writing the implementation is what I did first.

All I knew was the user’s shopping cart would be needed to process the payment. The Stripe API has two kinds of checkout system you can use: an embedded checkout form on your website or a link to a stripe-hosted checkout page. I chose the latter since it seemed the simplest after viewing the examples on their website. In order to do use this API, information needs to be provided so that it can be displayed on the page. This means I need to retrieve all the details about each furniture listing that the user has purchased and is checking out.

The shopping is a string array of listingIDs, which then gets iterated to query the database and insert the resulting document, after being parsed, into an array of FurnitureListing, which is the same type used for listing a furniture. Now, I can access its properties and create the Stripe checkout session.

A screen shot of a computer code

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When using the Stripe API, you also need to create a test account on their website to get the API key. Below is a snippet of the logic for creating a checkout session using the Stripe API.

A screen shot of a computer code

Description automatically generated

After defining the arguments for creating a checkout session, you then get a URL to the Stripe-hosted page with everything set up, which gets returned in the response to be used in the frontend.

A screen shot of a computer program

Description automatically generated

After all that, you get a page that looks like this:

A screenshot of a computer

Description automatically generated

When the user finishes and clicks the “Pay” button, the Stripe server sends a request to another endpoint, one in which you define in your Stripe dashboard on the website. I called mine /checkout\_webhook.

Because cookies aren’t sent with this request, you have to send the user’s authentication information through the Metadata property when creating the checkout session parameters.

A screenshot of a computer program

Description automatically generated

Then, you will be able to access it in the handler function for /checkout\_webhook

A screen shot of a computer

Description automatically generated

Using this, you will be able to finalize the checkout, such as updating the furniture listing and creating a receipt stored in the database.