Notes forReact Capstone Project

 Mido I've written some notes to cover the current state of my React project outlining general issues that I've encountered along the way as well as my intended final outcome.

1. As you know I decided to adopt the materialUI styling library and it appeared good initially. Unfortunately I found that it effectively renames all components, has its own styling attributes and theming looked quite a time intensive task. I used the components I have to the best of my ability given the limited time to learn and create.

2. I had a lot of issues with async functions and fetch(axios too). I saw similar issues with either the monsters class conversion or previous API task. The issues appeared to be multiple renders with the async function being passed over multiple times. My logs became more and more focused until I closed in on the issue not being with my own code. It appears to be React Strict mode and it does a double rendering, removal of this from index.js allowed perfect running with only one API call.

3. I thought after this at midnight on Saturday I'd make fast progress...... that wasn't to be. I discovered that to use Material UI to route links in React is not a straightforward task. I tried importing all react-router-dom elements as aliases and wrapped buttons etc but none of this worked. Always getting full React errors whatever I tried. The examples on the materialUI site look simple until you open the full code and it becomes quite abstract. I was trying to understand react router but adding MUI's complexity on top put a halt on my plans. There seemed to be a straightforward approach until React 15 or 16 when it was removed. I have proceeded to create my pages one by one with the view to understand the issue later.

4. I've created a landing page that would have 3 active button links, the buttons clearly are present. The main view page is created and I've commented out the body of the return in App.js in order to be able to call that second page for me to test. I have created a database of contacts from a randomuser API. I've merged this data with an object of my own creation generating random user interests and wants. I then create individual cards from passed props using MUI card etc. The main issues here are the lack of styling options i.e no easy background colour setting of Card title header etc. The MUI system is quite restrictive so I had to accept my limited cards. Each has full details of a contact for hang-outs(think thats what the youngsters call it) with a button to open a messaging screen. My idea was to send a form based message and have a view screen for recieved messages, all fake of course. The register screen was going to be again form based. How that would have worked with formik etc I'm not sure, it should work as its styling only but as I've found MUI seems to go beyond just style in its use.

5. I've added two sets of select buttons to filter by gender and age. This would be a straightforward map and re-render from the outcome of an event handler. Similar to the monsters in operation. The event handler in MUI seems to use a React.MouseEvent and again I'd need to investigate how this gets used as it was showing errors on my system, likely requiring import from a React library. Nothing has been straightforward so far but I didn't give up, just didn't get to the finish line.

6. I've had to call time at the position I'm at which is an uncompleted project but with some demonstratable function. I nearly switched to React-Bootstrap but it would have it's own issues I'm sure. I'm beginning to like vanilla CSS in it's purity :-).