

Notes for React 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.

UPDATE:

The notes below still stand in the most part. I've debugged some parts of the code that were not working consistently and added full filtering on view page. I've added a contact form using Mui rather than formik. I attempted foriks method of integration with Mui but it did not work hence regressing to the mui library. I also have not found a way to get my pages to route using Mui with React-Router, I've tried 3 or 4 variations and none have worked. The Mui recommendation is very abstract and I've struggled to understand how it relates to the routing table we created as it does not reference such. I cannot do a straight href as that will reload the page as well as addressing by path and filename as opposed to react function component name. I've had to accept defeat on this aspect and have put each of my three pages as commented sections in the one App.js root file. Each can be mutually uncommented and the page viewed/used. Apologies for this as the routing has prevented me from joining what I have together. Mui has not been very pleasant to use in connection with third party library use routing or forms, as a general UI tool its ok I guess but not what I expected. Perhaps Tailwind would have worked as it may be more focussed on styling alone but I'm sure there'd be other headaches to put up with, it seemed to have painfully verbose class names.

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 :-).