Webtech Report

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1 Introduction

The goal of this coursework was to design and implement a simple blog platform. The blog platform had to comprise of server and client elements. The client element had to present a user interface enabling at least one user to add a new blog post, to edit or view an existing blog post, and to delete an existing blog post. The server element had to persist data related to the blog, serve up the user interface, and also provide a create, read, update, delete (CRUD) API that the client element would utilise in providing the blog's features.

The aim was to produce a well-designed, well-engineered, and well-implemented, robust, and reliable blog platform.

HTML, CSS, Javascript had to be used for the client interface and Node.JS for the server.

Figure 1: **Website** - Quick Mock up

2 Software Design

After having searched the web for various blogs and examples I realized that there are endless possibilities and styles for every possible theme or reason you could think of and more. There was no real set way of creating a blog and the basics seemed to boil down to a simple post having a short text. This allowed me to build up my blog however I felt like and began designing a quick mock up [1] of HTML code to what my blog could look like and what features I thought should be in it.

I wanted to have the option to post text based posts with an optional image field to further clarify or aid in portraying the core message of the post.

Blogs seem to intrigue and bring together all sorts of people from different ages and backgrounds making it the perfect places to share all that this world has to offer. This made me think that everyone should be able to register [2] with the blog and be able to post what they think, feel and see. This would give the users a sense of identity and provide a persona they could be on the blog. This inspired the register and log in option where we would store all the given information in a database.

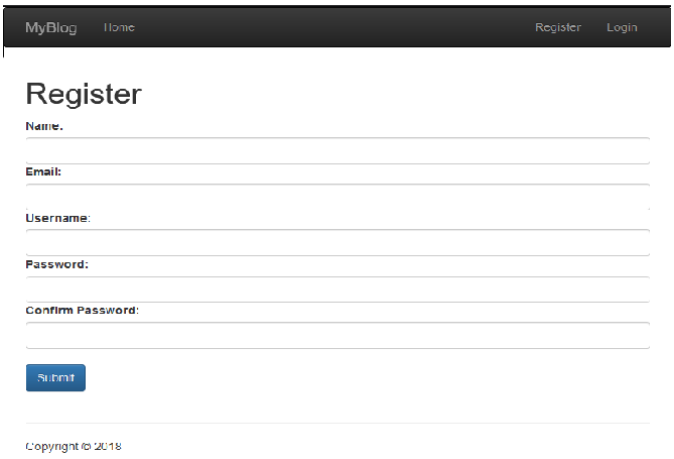

Figure 2: **Website** - Register form

3 Implementation

To write and organize all my code I utilized the Atom software [3]. It is very simple to use, has a clear layout and many different useful features and additional libraries to download to make your life easier constructing everything.

To store all the information such as the blog posts or the users that register with the blog site I used MongoDB [4] which is a NoSQL database.

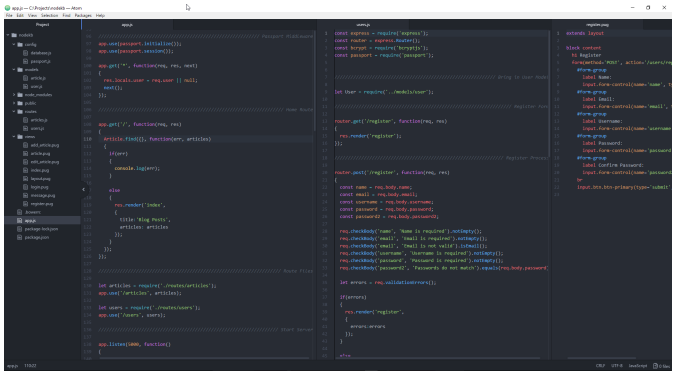

Figure 3: **Website** - Atom layout

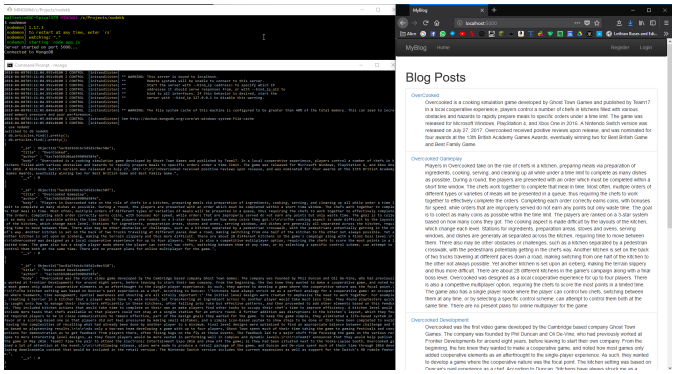

Figure 4: **Website** - MongoDB and Blog

4 Critical evaluation of the implementation

The requirements and design plans of the coursework have been met.

The blog in it's design is very simple which at the same time makes it very sleek as there is nothing distracting and the user can focus on the main elements and use of the blog. Unfortunately I was not able to implement the add image feature which would have aided each post to have a more enticing and visually satisfying visit.

Many features that exist on different blogs that have not been implemented here exist. The ones that I believe I would have added given more time would be a comment section on each post letting readers start discussions or give feedback.

Another feature that I would have liked to implement is a favourite/save blog button, which would allow your profile to store the url location of those blogs you enjoyed in a list so you can revisit them at anytime.

Additionally I would have added share with social media button which would allow you to share the posts you enjoy with just a click of a button to the popular sites that exist such as Facebook, Google+, Twitter, etc

5 Personal evaluation

I have learned a lot building this project and overall throughout the web technologies module. As with any coding language it is difficult to wrap your head around at first as there always slight changes or different way of writing and implementing code. Repeatedly making the same mistakes allowed me to learn from them and help me avoid them with future projects thus saving time.

As for the server side of this project I felt very uncomfortable and rather confused. I used many sources on the internet to give me the answers. A very big help was the Youtube channel 'Traversy Media' which had many instructional videos with very clear explanations as to why and how all the code was structured. While understanding the explanations when watching these videos I sadly still have a hard time explaining it to myself when revisiting my code.

6 References

Overcooked Image https://images-na.ssl-images-amazon.com/images/I/915KbgCIxgL._SX679_.png