



CSCI 462 Final Project: Open Food Network

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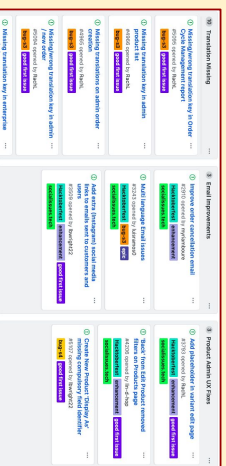


Introduction

- FOSS is a platform used to share source code with general public and work on in a collaborative manner
- Our team chose to work with: OpenFoodNetwork
 - Started in Australia in 2012
 - Connects farmers with the resources to set up a marketplace
 - Helps build a network to expand customer reach

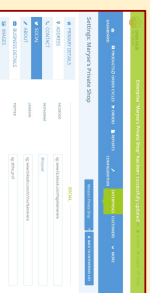


- Development community is very active and large
- Supported with a Slack workspace and discussion forum for collaboration
- Initial focus was help fix 'good for beginners' issues, and progressively moved to larger issues.



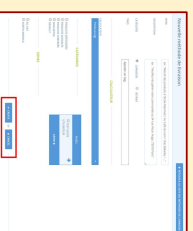
Issues

#1760: Instagram handles were not being validated when entered by the user, leading to potentially broken links.



Here, the user enters their @username handle, which is not correctly processed, and is just concatenated at the end of "instagram.com".

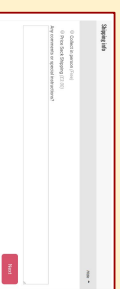
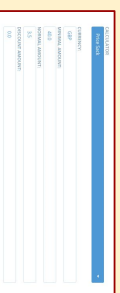
#4109: Untranslated buttons on shipping page left in English, despite rest of page being in another language



#4412: 'End' word on calendar left untranslated in any language, though translations existed in project



#4654: PriceSack Calculator not working with non-integer values



#4731: Tooltips not appearing on order cycles page



Fixes

- #1760: Regex function from prior release added back and fixed to perform validations; also modified to accept new conditions, such as '@' symbol in handle and other formats of the link if entered.



- #4109: Created a file that mistranslated buttons referenced but didn't exist in the project's code.



- #4412: Linked source file to .yaml files by changing 'end' to translation reference 'end'
- #4654: Switched out final function from integer conversion 'to_i' to float conversion 'to_f'
- #4731: Added in tooltip code to source file allowing for buttons to reference necessary icons

Reflection

Working through this process: learning Ruby and Rails, communicating with other developers, familiarizing ourselves with Github, and working with each other has brought real world experience to the classroom and into our lives. Fixing bugs in real time and working in a team environment to develop this project has prepared each of us for experiences beyond graduation.

