Started web application using react, node.js, mongodb, express, tailwindcss  
  
npm create vite@latest client

Framework: React

Variant: JS+SWC

Here we will have all dependencies: npm i

Search for tailwind vite and start following steps from documentation

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05/04/2025

Npm I react-router-dom

Check how many pages are need while creating website, here we need home,about,sign-in,sign-up, then create router with these pages

Make sure to check router is connecting with all pages or not

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Next is to create component folder as we checked in original website we have header for every pages, so we create header component

So we add them in APP.jsx after browserroute

When added tailwind, if there is not happening css in browser responsive, you can check in google developer tool (responsive browser)

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Create backend folder name as “api”

Install express, nodemon

Add type:”module” as it is ES6 module we need to add while using import express from “express”-----

  "name": "api",

  "version": "1.0.0",

  "description": "",

  "main": "index.js",

  "type":"module”

Delete test text in scripts in package.json and add dev, start   
then only we add npm run dev

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As we created git in client we need to move to api also

mv .git ../

created mongodb database -project and cluster, added in env (mongourl)

installed dotenv and mongoose

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We need to create test api route in backend by creating folders of router, controller and add json file in controller whether it is working or not. Check as we are using ES module, we need to import

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When create auth router check all slashes,

While req.body from controller we need to make sure to use

app.use(express.json()); add in server.js

we need to save data in db so we deconstruction the body (postman) and save in user schema which we have created then we need to use “user.save()”, as we know for every computer there will be change of time in delay to save in database, so we use await then async

Next we need to check for password as we save directly in database we need to encrypt it using bcryptsjs and add

const hashedPassword = bcrypt.hashSync(password, 8); after deconstruction

to get error visible in postman we use try and catch method

res.status(500).json(error.message)

but above error message is correct but the way of keeping is different so we will next commit

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We create middleware of file error.middleware.js

export const errhander = (err, req, res, next) => {

    const statusCode = err.statusCode || 500;

    const message = err.message || 'Internal Server Error';

    res.status(statusCode).json({

        status: 'error',

        statusCode,

        message,

    });

}

And add app.use(errhander) in server.js

Change the arrow funcntion controller by adding next and next(error) in catch method(try/catch)

Here error is coming from json file ,

We can create our own error code and message by using Utils folder

export const errorHandler = (statusCode, message) => {

    const error = new Error();

    error.statusCode = statusCode;

    error.message = message;

    return error;

}

Then in controller we can we give our statuscode and message

next(errorHandler(550, "User signup failed"));

**✅ What You Did in utils/error.js:**

// utils/error.js

export const errorHandler = (statusCode, message) => {

const error = new Error();

error.statusCode = statusCode;

error.message = message;

return error;

};

This is **not** the error-handling middleware itself — this is just a **utility** to create consistent error objects you can throw or pass into next().

**✅ Using It in Your Controller:**

import { errorHandler } from '../utils/error.js';

export const signupController = (req, res, next) => {

try {

const { username, email, password } = req.body;

if (!username || !email || !password) {

return next(errorHandler(400, "All fields are required"));

}

// rest of logic...

res.status(201).json({ message: "Signed up!", user: { username, email } });

} catch (err) {

next(err);

}

};

This creates a clean, centralized way to throw custom errors. 💯

**✅ Then Combine With Your Middleware:**

// middleware/error.middleware.js

export const globalErrorHandler = (err, req, res, next) => {

const status = err.statusCode || 500;

const message = err.message || "Something went wrong";

res.status(status).json({

success: false,

message,

});

};

And use in server.js:

import { globalErrorHandler } from './middleware/error.middleware.js';

app.use(globalErrorHandler);

**🧠 Summary: You're Combining 2 Things**

| **File** | **Purpose** | **Example** |
| --- | --- | --- |
| utils/error.js | Creates a custom error object | next(errorHandler(400, "Bad input")) |
| middleware/error.middleware.js | Handles any error thrown or passed with next(err) | app.use(globalErrorHandler) |

This is **best practice**. You’re doing it right. ✅

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We have added bg-color in index.css as color of body are same for all pages

Here margin mean “m” and padding means “p”

My means margin of y-axis and mt means margin at top

For username,email and password we need to change type for similarily. We need to consider disabled option also

Create Link option where we click it navigates to signin page

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**✅ Corrected & Clearer Version:**

You're using the useState hook to manage form data in React:

const [formData, setFormData] = useState({});

Then, in your change handler:

const handleChange = (e) => {

setFormData({

...formData,

[e.target.id]: e.target.value,

});

};

**🔍 Explanation (cleaned up):**

* **useState**: The correct spelling is useState (camelCase, starting with a lowercase u).
* **setFormData**: This function updates the state.
* **Spread operator (...formData)**: Copies the existing form data to keep previous values.
* **Dynamic property [e.target.id]:** This updates only the input field that triggered the change.
* **e.target.value**: The new value for the changed input.

**📝 Cleaned-up version of your explanation:**

We're using the useState hook to manage the form data. Inside the handleChange function, we use the spread operator ...formData to preserve the existing values. Then we dynamically update the changed input field using [e.target.id]: e.target.value.

So after form data is created , we need to submit to backend, so we use localhost url in vite.config.js as all starts from /api.

**✅ What is setLoading(true) doing?**

When the user submits the form, you call:

setLoading(true);

This does **two things**:

1. **Disables the button** so users can’t click it again while the request is still processing.
2. **Shows a loading state** (i.e., button text becomes "loading..." instead of "Sign Up").

This prevents **double submissions** and improves UX by giving feedback that something is happening.

Then, after the request is done (whether success or fail), you do:

setLoading(false);

That resets the button back to normal so the user can try again or continue.

**❌ What about setError(...)?**

This is for **handling errors that come from your server (backend)**.

So inside:

if (data.success === false) {

setLoading(false);

setError(data.message);

return;

}

You're saying:

* "If the backend responded **with success: false** (e.g., username exists, email invalid, etc), show that error message on screen."

You are **not catching exceptions here** (like network errors) — you're just handling **expected errors** returned by the server.

**💥 What does the catch block handle?**

} catch (error) {

setLoading(false);

setError(error.message);

}

This is for **unexpected errors**, like:

* The server is down
* Network connection fails
* Your fetch() throws an error

So you need **both**:

* if (data.success === false) handles *expected* errors from the API
* catch (...) handles *unexpected* errors like network or JS bugs

**🔘 The Button**

<button disabled={loading}

className='bg-slate-700 text-white p-3 rounded-lg uppercase hover:opacity-95 disabled:opacity-80'>

{loading ? 'loading...' : 'Sign Up'}

</button>

Explanation:

* **disabled={loading}**: Disables the button while waiting for the server response.
* **Text shows "loading..."** when loading === true.
* **Styling change with disabled:opacity-80** dims the button to indicate it's inactive.

👉 This is why setLoading(true) is **needed immediately before your fetch**: so the UI knows to **show a spinner or loading text** and **disable interaction**.

**🤖 Your Middleware**

export const errMiddleware = (err, req, res, next) => {

const statusCode = err.statusCode || 500;

const message = err.message || 'Internal Server Error';

res.status(statusCode).json({

success: false,

statusCode,

message,

});

}

This ensures that **whenever an error happens in your backend**, the client receives a consistent response like:

{

"success": false,

"statusCode": 400,

"message": "Email already exists"

}

So on the frontend, your check:

if (data.success === false) {

setError(data.message);

}

makes perfect sense.

**TL;DR Summary**

| **Concept** | **Purpose** |
| --- | --- |
| setLoading(true) | Start loading UI, disable button |
| setLoading(false) | End loading UI |
| setError(...) | Show error message to user |
| if (data.success === false) | Handle backend's expected errors |
| catch(...) | Handle network/fetch-level errors |

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We installed jasonwebtoken as it generates token

We res.cookie where we create cookie inside response of cookie then send to json

Checked validuser from await User.findOne({email})

Then using error handler from utlis we check validuser and valid password

Token generation

const token = jwt.sign({id:validUser.\_id,},process.env.JWT\_secret)

as passoword showing in postman is risk so we used deconstructing

 const {password:pass, ...rest} = validUser.\_doc

where “.\_doc” is created already from database (refer to documents from cluster)

res.cookie(

            'access\_token',

            token,

            {httpOnly:true},

            {expiresIn: 3600}

        ).status(200).json(rest)

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