

React JS Assignment – WorkFlow

Problem Statement:

Using Probo's API, we needed to fetch data in JSON format and display record holders. The assignment required designing an Event Card.

Features:

This assignment replicates Probo's website page. As per the team leader's instructions during orientation, I added a screenshot of the navbar at the top of the page.

Additionally, I introduced some new features:

1. Red/Blue Transition:

- A color transition effect (red or blue) appears from left to right or right to left when the cursor is placed near the action button.

2. Timer Button:

- Instead of displaying a static JSON response indicating that a trade will end in x minutes/hours, I implemented a live countdown timer.
- This timer dynamically updates to show the exact time remaining until the trade expires.

3. Updated Logo on the Navigation Bar:

- Used a custom logo instead of the default website logo to experiment with favicon integration.

Detailed Logic for the Timer Feature:

Feature Suggestion: Live Countdown Clock in the Trading Window

A live countdown clock integrated alongside the trading event card enhances the user experience, particularly for short-duration trades. This feature allows traders to monitor the exact remaining time, enabling more informed and precise decisions up to the last moment.

In high-stakes, fast-paced trading environments, where every second matters, a live clock ensures that users can execute actions (such as exiting a trade) with minimal time lag. This eliminates the need for external timers and adds a premium touch by providing an additional layer of precision and convenience.

References:

- Watched React JS tutorials from **CODEwithHarry** and other local YouTubers.
- Learned about React setup, npm, and Node.js installation using official documentation.
- Used LLMs to determine event card dimensions and color schemes, which were difficult to identify.
- Applied a hit-and-trial approach along with third-party tools to analyze the colors of different components.