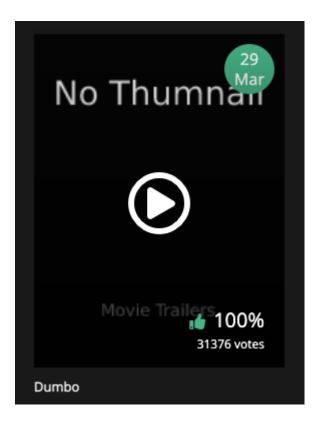
UNIT TESTING REPORT

- 1. API used https://peaceful-forest-62260.herokuapp.com/
- Defined three states 1. isLoaded to make sure application show loader until api is getting fetched then 2nd state is error if any error met during fetching data then showing error to user otherwise with 3rd state items where data is storing once data is fully fetched from API
- 3. While loading application some images of trailers are not available so replacing those with placeholder image



- 4. For icons used font awesome CDN Link

 https://use.fontawesome.com/releases/v5.4.2/css/all.css
 Added to index.html file
- 5. To render the player just beneath the row when a movie card is clicked. Clubbed set of 6 cards into row with div element and manipulating number of set card on the basis of screen width to make sure listing is fully responsive.

```
index % groupSize === 0 && arr.push([]);
arr[arr.length - 1].push(element);
return arr;
```

6. Once user clicked on card checking its offset parent and inside rendering Player

```
this.setState({ player: true, playerOffsetParent:
e.target.offsetParent.closest(".card-body").classList[1], playerData: item})
```

7. On clicking of card changing state of player to visible and passing props to access clicked card data

- 8. Built reusable components such as CardRatingPerc.js, CardVotes.js to show these data multiple places other than this create components as per their use and can be reused in future.
- 9. In player to get youtube video id from the passed urk used REGEXP because URL provided in API is for watch not embed.

```
/^*.*((youtu.be)/)|(v)/)|((/u)/w)/)|(embed)/)|(watch)?))??v?=?([^#&?]*).*/;
```

- 10. Currently all css added in one file App.CSS in future can build multiple css file on the basis on its components.
- 11. In console some error are showing as 404 thats because Images url is not correct in API which i have replace them with placeholder image so UI will not distorted.

```
<img className="Card-Image" src={image} alt={props.title}
onError={(e)=>{e.target.onError = null; setImage(NoThumbanil)}}/>
```

12. Application load time reduce from Load: 964 ms