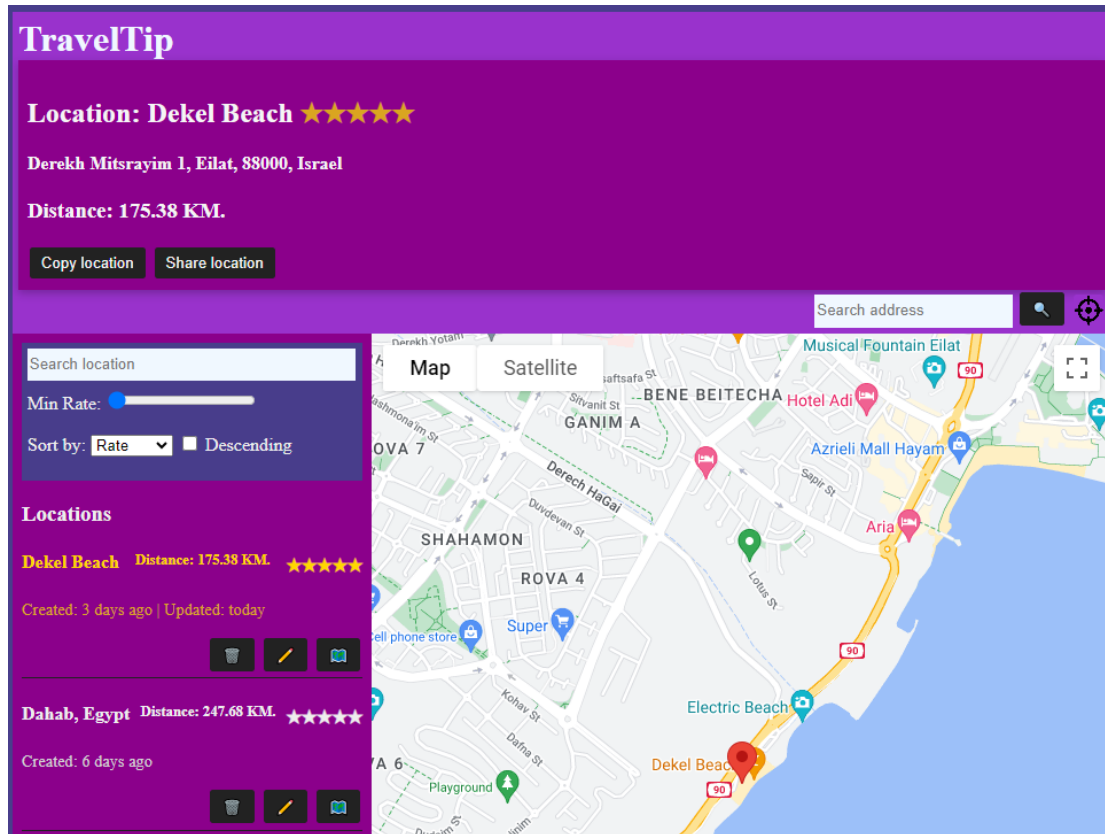


TravelTip

The app that gets you somewhere

TravelTip is an app that keeps a list of favorite locations

This app is missing some features.



Main Features

- The app allows the user to keep and manage locations
- The user can also search for an address and pan the map to that point
- The User can pan the map to his own geo-location

Locations CRUDL

- Create – click on the map prompts for name and rate
- Read – Selected location details (see below)
- Update – can update location rate
- Delete – can delete a location
- List - Including filtering, sorting and grouping

Location

Here is the format of the location object:

```
{
  id: 'GEouN',
  name: 'Dahab, Egypt',
  rate: 5,
  geo: {
    address: 'Dahab, South Sinai, Egypt',
    lat: 28.5096676,
    lng: 34.5165187,
    zoom: 11
  },
  createdAt: 1706562160181,
  updatedAt: 1706562160181
}
```

Selected Location

- Displayed in the header
- Location is active in the list (gold color)
- Marker on the map
- Reflected in query params (bookmarkable, shareable url)
- Copy url to clipboard
- Share via Web-Share API

Project Structure

Here is the current project structure:

```
▼ css
  > base
  > cmps
  # main.css
> img
▼ js
  ▼ services
    JS async-storage.service.js
    JS loc.service.js
    JS map.service.js
    JS util.service.js
  JS app.controller.js
<> index.html
```

Services

```
export const locService = {
  query,
  getById,
  remove,
  save,
  setFilterBy,
  setSortBy,
  getLocCountByRateMap
}
```

```
export const mapService = {
  initMap,
  getPosition,
  setMarker,
  panTo,
  lookupAddressGeo,
  addClickListener
}
```

Controller

```
// To make things easier in this project structure
// functions that are called from DOM are defined on a global app object
window.app = {
  onRemoveLoc,
  onUpdateLoc,
  onSelectLoc,
  onPanToUserPos,
  onSearchAddress,
  onCopyLoc,
  onShareLoc,
  onSetSortBy,
  onSetFilterBy
}
```

Here is a sample usage:

```
<button onclick="app.onCopyLoc()">Copy location</button>
<button onclick="app.onShareLoc()">Share location</button>
```

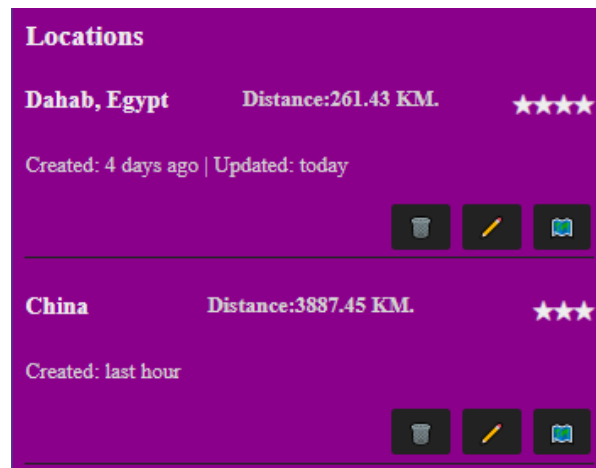
Missing Features

Please implement the missing features:

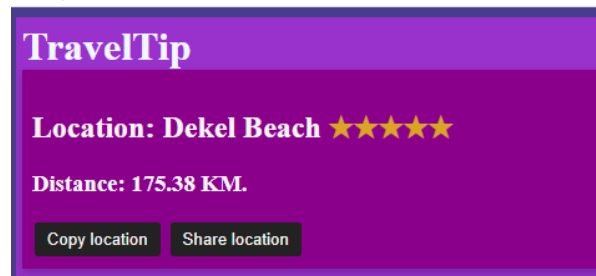
1. Remove location – add confirmation (use confirm)
2. Add Sorting by creation time
3. When filtering by text, also test the loc.geo.address
4. If user-position is known (user pressed the my-position button and approved to access his position) show distance to locations

TIP: There is a `getDistance` function in `util.service`

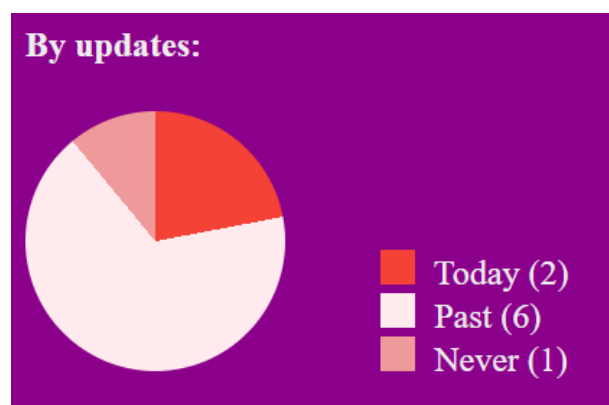
TIP: add a controller variable: `gUserPos`



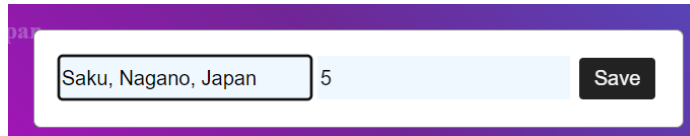
Also, show the distance in the selected-location:



5. Add grouping by lastUpdated (options: today, past, never) and show another pie chart:



6. Add and Update location – change from prompts to <dialog> modal.



A screenshot of a web-based dialog box with a purple border. Inside, there is a white background with a light blue border. At the top left, there is a small purple icon. Below it, there is a text input field containing 'Saku, Nagano, Japan'. To the right of this field is a numeric input field containing '5'. To the right of the numeric field is a black button with the word 'Save' in white text.

- a. One dialog should be used for both add and update
TIP: When adding a new location, you can keep the geo data as JSON.stringify in the dialog's dataset and use it after submit
(Alternatively, you can use a controller variable)
7. Update the README file.
8. Change the colors' theme.

Maps API guidelines

- Maps API (get your own API-KEY):
<https://developers.google.com/maps/documentation/javascript/adding-a-google-map>
If you have not created an API-KEY yet, here is a [useful guide](#)
- Google GeoCoding api:
<https://developers.google.com/maps/documentation/geocoding/start>
Need to enable the GeoCoding API

Development Workflow

1. Review the current app together.
2. Change something simple.
3. Setup git and make sure the team can push and pull from the repository.
4. Split and work separately and together whenever you see fit.
5. Try to push and pull every hour to coordinate your code and practice the workflow.
6. Best to use those opportunities to improve the code by mutual code reviews.