This iteration of the project, I was responsible for the implementation of the server share system. This wasn’t a hugely difficult system to code however there were a few bumps along the road.

The system works in the following way: a user creates their custom server and when in cart, they have the option to save the server. If a user chooses to do so, the method captures the server details and sets the user\_saved Boolean to true. This way we have a way of separation saved and unsaved servers. The user can then view their saved servers on a designated page. From that page the user can share, unshare and unsave the server. These functions are carried out by one method on a basis of else if statements. The user can only interact with servers they have made. This is achieved through an if statement in the loop that displays the servers. The servers are filtered based on the user email. So, we only show the servers that are both user saved and if the email address on the server matches the current user that is logged in.

My biggest issue was surprisingly the buttons on the pages. Since they all worked of one form I wasn’t sure how to differentiate each submit on each button. However, the fix was very easy, instead of having two or three separate methods, I could have just one with else if statements. That way the methods merge and become more efficient since I only have to get the server id once, instead of three times, if I was to do separate forms and methods for each.