# Lodgesy - A Booking App

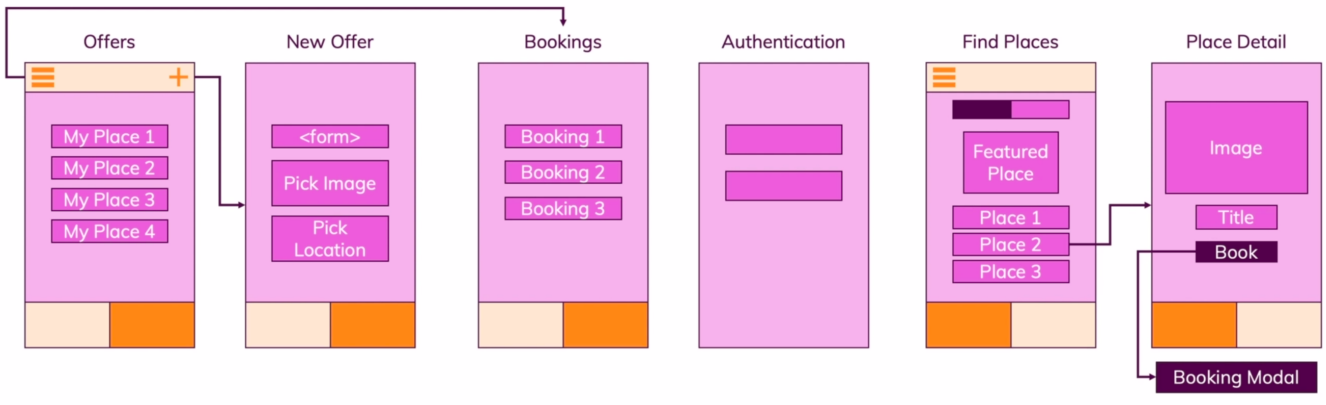
***(*Under Development)***

This App is a part of Android App Development Project created using Angular and Ionic Frameworks. This App allows users to book a room or offer their own place for booking, edit and view thier offers or bookings.



## The Design

### Design Prototype




### What does each page do?

***The Auth Page*** -

The App starts with a Login Page. This page let's user register or Login. A user must register to use the app.

***The Places Page*** -

The Places Page is the first page to be displayed after a user logs in. It has Two child pages, the

***Discover Page*** and the ***Offers Page*** which are displayed in tabs.

***The Discover Page (Find Places)*** -

The Discover Page let's users view the list of places which are available for booking. Tapping on an item lead's the user to the ***Place Detail Page***.

***The Place Detail Page*** -

This page offers a user a short description, photos and price about the place that they tapped on the ***Discover Page***. If the user wants to rent the place, he can click on the Book Button which brings up the booking modal (The modal is created by *create booking* component in bookings folder).

***The Offers Page*** -

The Offers Page allows user to rent out his own places/ rooms to other people. A user can list out his place using the add (plus) icon located on the top right corner which brings up the ***New Offer Page***. The Offers place also displays a list of current offerings by the user. Tapping on an offer leads to the ***Offer Bookings Page***.

***The New Offer Page*** -

This page allows an user to list out a new place available for bookings by other users.

***The Edit Offer Page*** -

This page allows an user to edit the current offering.

***The Bookings Page*** -

This page allows a user to view the list of the places that he has booked. This page can be reached by opening the side menu and tapping on *Your Bookings* option.

## To run Locally

Clone this Repository

```
> git clone https://github.com/reuelrds/booking-app
> cd booking-app
```

Install npm dependencies

```
> npm install
```

**Note -** Before you proceed forward read Project Setup

Start the Ionic application in a new Terminal from project root directory

```
> npm run start
```

Open the Developer Tools and Click on Toggle Device Toolbar. Select a device from the list of devices.

**Note -** When Switching between IOS and Android Devices, after selecting a device make sure to refresh the browser. *(This will let ionic render the app with the native styling)*

### Building the App

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```
> npm run build:android
```

This copies the files from the www folder *(This folder is generated by the above command or by running `npm run build`)* to the ***android/app/src/main/assets/public*** folder.

**The *android* folder is an Android project and can be opened in the Android Studio to debug or generate an apk file or add some additional native functionality.**

**Note -** If you are facing any problems running the above npm scripts, install angular cli and ionic cli globally using `npm install -g @angular/cli` and `npm install -g ionic` respectively and run `ionic serve` to launch the app in a browser. To Build the app use `ng build --prod && ionic capacitor copy android` to create an Android Studio project which can be used to preivew the app on an emulator or a physical device and also generate the apk.

## Project Setup

This app uses Firebase and Google Maps. So, you'll need your own API keys and proper Firebase URLs to get the app to work properly. Once you have your API Keys and the Firebase URLs paste it in the `env.ts` file which will be located in `src/environments`.
**Note -** An example env.example.ts file is provided.

- **Create and open new Firebase Project**
- **Firebase Project Id *(You'll need this later)***
    1. In your Firebase project, Go to Project Settings
    2. Under General Tab you'll find your Project Id listed as `Project ID`
- **Firebase API Key**
    1. In your Firebase project, Go to Project Settings
    2. Under General Tab you'll find your API Key listed as `Web API Key`
- **Firebase URLs**
    1. Go to Databse create a new Realtime Database
    2. Once you have done you'll see your Database URL in the table header.
    3. Copy and paste it in `env.ts` file
- **Store Image URL**

1. Go to `functions/index.js` and update the projectId on line 17 with yours.
2. Deploy the storeImage function in index.js file to firebase with the help of firebase-tools.

```
Firebase-tools setup

# Install firebase tools
> npm i -g firebase-tools

# Login into your firebase account
> firebase login

# Go to functions dir
> cd functions

# Install dependencies
> npm install

# Deploy functions
> firebase -P YOUR_PROJECT_ID deploy
```

3. In your Firebase project, go to Functions
4. You'll find your storeImageURL under the *trigger* column.

- **To get your own Google Maps API key**

1. Head over to Google Maps Platform to get your own API key.
2. Click on Get Started.
3. Select 'Maps' and 'Places' products.
4. Follow the instructions on screen.

**Note -** You'll need to link your firebase project and google maps with a billing account to get the app working properly.