

DOCUMENTATION

Meetup organizer **single page web application**

2018

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1. Abstract

In this documentation I'm going to introduce a simple meetup organizer single page web application. It's build with Vuejs (an open-source JavaScript framework for building user interfaces) with Vuetify (a package for Vuejs which gives us this nice material design and a lot of finished components), and Firebase (a Backend-as-a-Service (BaaS) that is your server, your API and your datastore) behind the scenes. Among the expectations was that I would create an application to help managing meetups easily and unambiguously. This single page web application performs tasks like:

- view already exist meetups
- create new meetups
- access already exist meetups
- sign up and login procedure (authentication)
- managing user profile

The hyperlink to the website as well as a user account (email and password) can be found in the supplementation section.

2. System requirements

2.1. Hardware requirements

Here you can see the minimum requirements for hardware to run the application (the web browser).

MINIMUM HARDWARE CONFIGURATION	
PROCESSOR FREQUENCY	1 GHZ OR FASTER
MEMORY	512 MB RAM
DISPLAY RESOLUTION	1024X768 OR GREATER RESOLUTION
X86 ARCHITECTURE	2 GB FREE SPACE ON HDD/SSD
X64 ARCHITECTURE	2 GB FREE SPACE ON HDD/SSD
RECOMMENDED CONFIGURATION	
PROCESSOR	2.8 GHZ OR FASTER
MEMORY	4 GB RAM
DISPLAY RESOLUTION	1280X720 OR GREATER RESOLUTION
X86 ARCHITECTURE	2 GB FREE SPACE ON HDD/SSD
X64 ARCHITECTURE	2 GB FREE SPACE ON HDD/SSD

Table 1 Hardware requirements

2.2. System requirements

Here you can see the supported (tested) web browsers (Google Chrome, Mozilla Firefox) support status list for each popular operating system.

Operating system		Latest version	Support status
Windows	7 and later	69	2009–
	XP and Vista	49	2008–2016
macOS	10.10 and later	69	2014–
	10.9	65	2013–2018
	10.6–10.8 (x64)	49	2010–2016
	10.6 (IA-32)	38	2010–2014
	10.5	21	2010–2012
Linux desktop	x64	69	2010–
	IA-32	48	2010–2016
Android	4.1 and later	69	2012–
	4.0	42	2012–2015
iOS	10.0 and later	69	2016–
	9.x	63	2015–2018

Table 2 Google Chrome compatibility list [1]

Operating system		Latest stable version	Support status
Windows	7 and later, Server 2008 R2 and later	62.0.3 (x64)[120]	2015–
		60.2.2esr (x64)[121]	
		62.0.3 (IA-32)	2009–
		60.2.2esr (IA-32)	
	XP, Vista, Server 2003 and Server 2008	52.9.0esr (IA-32)	2004–2018
		52.0.2 (IA-32)[122]	2004–2017
	2000	10.0.12esr	2004–2013
		12.0[123]	2004–2012
	NT 4 (IA-32), 98 and ME	2.0.0.20	2004–2008
	95	1.5.0.12	2004–2007
macOS	10.9–10.14	62.0.3[120]	2013–
		60.2.2esr[121]	
	10.6–10.8	45.9.0esr[124]	2009–2017
		47.0.1[125]	2009–2016
	10.5 (IA-32,x64)	10.0.12esr	2007–2013
		16.0.2[126]	2007–2012
	10.4 (IA-32,PPC)–10.5 (PPC)	3.6.28[127][128]	2005–2012
	10.2–10.3	2.0.0.20	2004–2008
	10.0–10.1	1.0.8	2004–2006
Linux desktop		62.0.3 (x64)[120]	2011–
		60.2.2esr (x64)[121]	
		62.0.3 (IA-32)	2004–
		60.2.2esr (IA-32)	

Table 3 Mozilla Firefox compatibility list [2]

3. User manual

During the analysis of the requirements, the concept had to be reconsidered several times by the present form. The purpose of writing the documentation is primarily compliance with the required requirements. In this section I'm going to show the concept behind the application. This covers a lot of features from the Vue universe. I want to start by visualizing this conception so see which building blocks we need and how it should actually look like. It is recommended to start from the visuals so by starting to draw what the end product should look like. It's pretty clear how all these pieces should be connected and how the flow of should be in the application. The user interface was divided into separated pages. Each page have it's own purpose and unique feature. However though they are linked together.

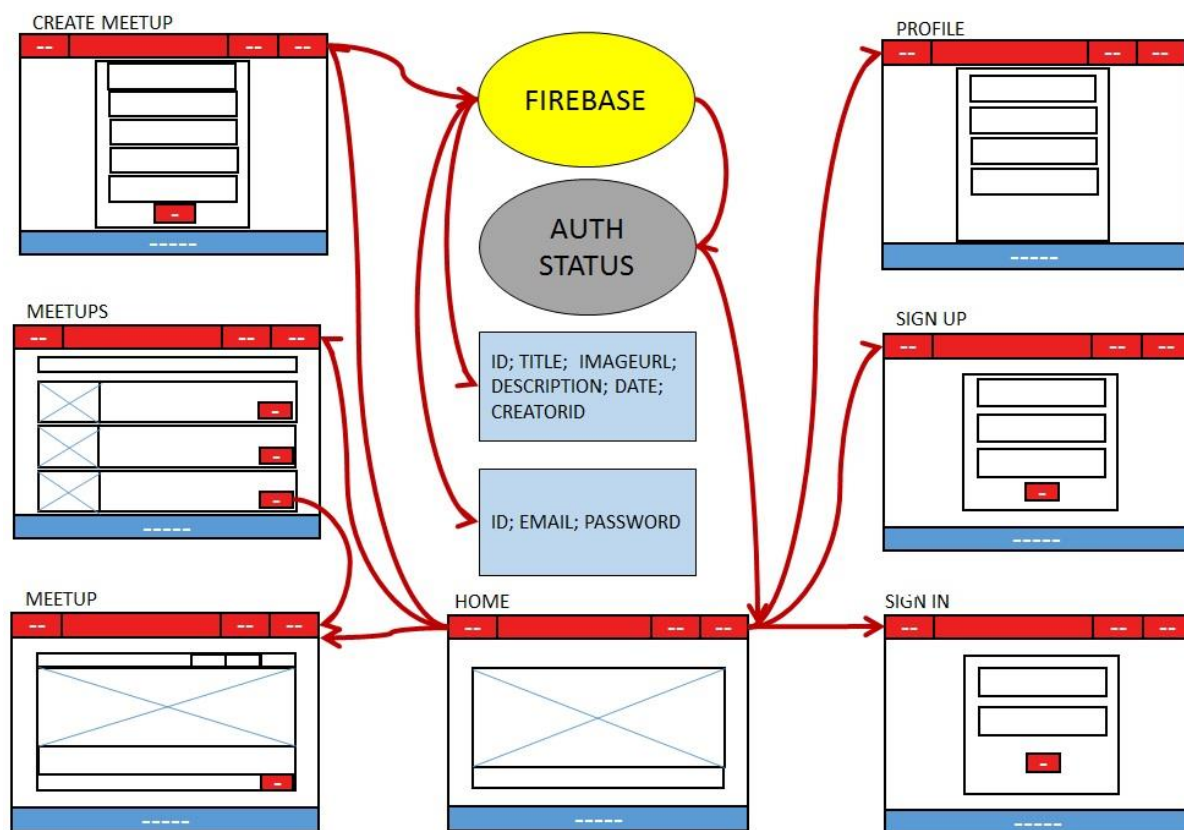


Figure 1. The concept

3.1. The main page

The starting page contains a footer with social network links, a carousel for featured meetups with some dummy text and a navigation bar with custom made buttons with routing functions, linked to the following pages: home, sign up, sign in, user profile, organize meetup, explore meetups and meetup details. The carousel is basically an image which gets replaced automatically which flips through a couple of images and the image is taken here are actually images from meetups. Each image you click on will redirect us to the desired existing meetup details. In the carousel-item tag we can basically assign a source of all the elements we want to have from an array of objects (where we can loop through them with v-for), which contains for example image source (URL), key-bind(ID) and title (text). In fact the main page functions as a kind of „framework” for the other pages to be filled. In order to make web pages render well on a variety of devices and on screen sizes the responsive web design (RWD) approach was used.

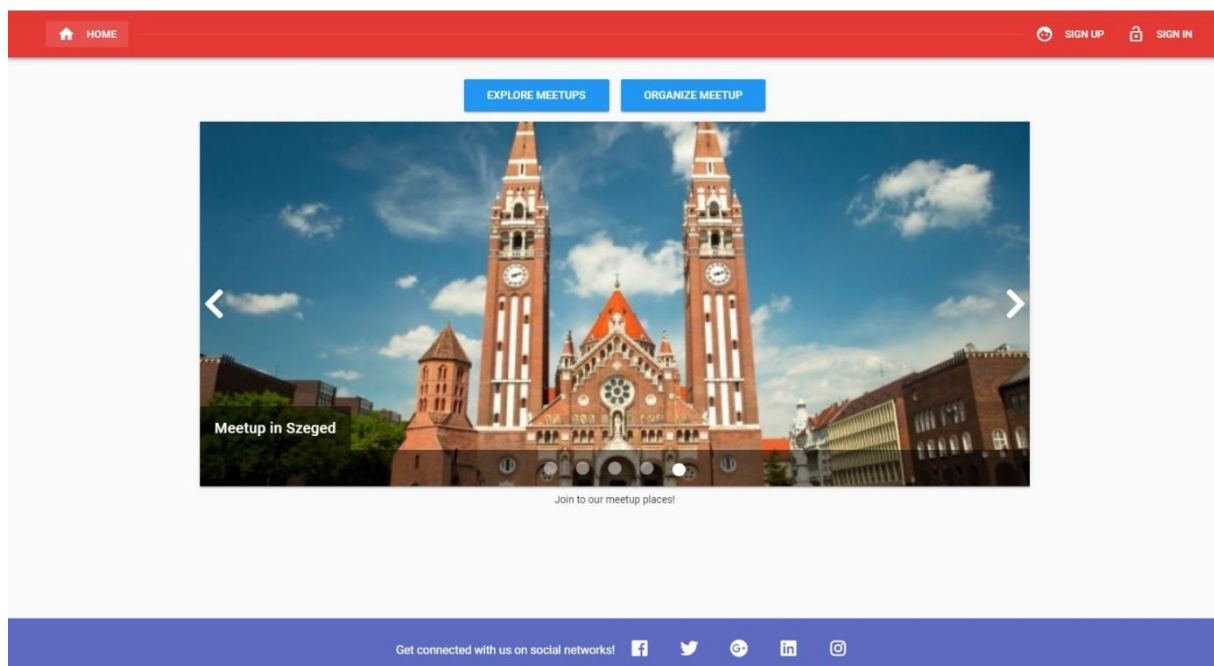


Figure 2. The main page



Figure 3. The navbar if we are logged in



Figure 4. The navbar if we are logged in

 Sign up

 Sign in

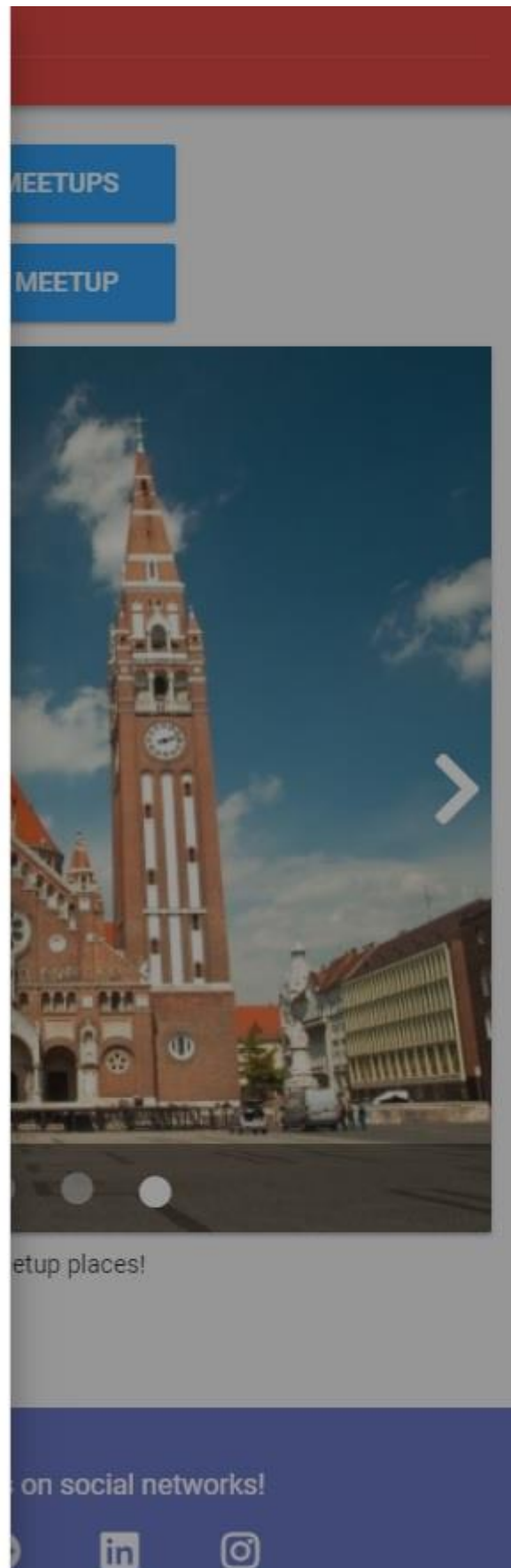
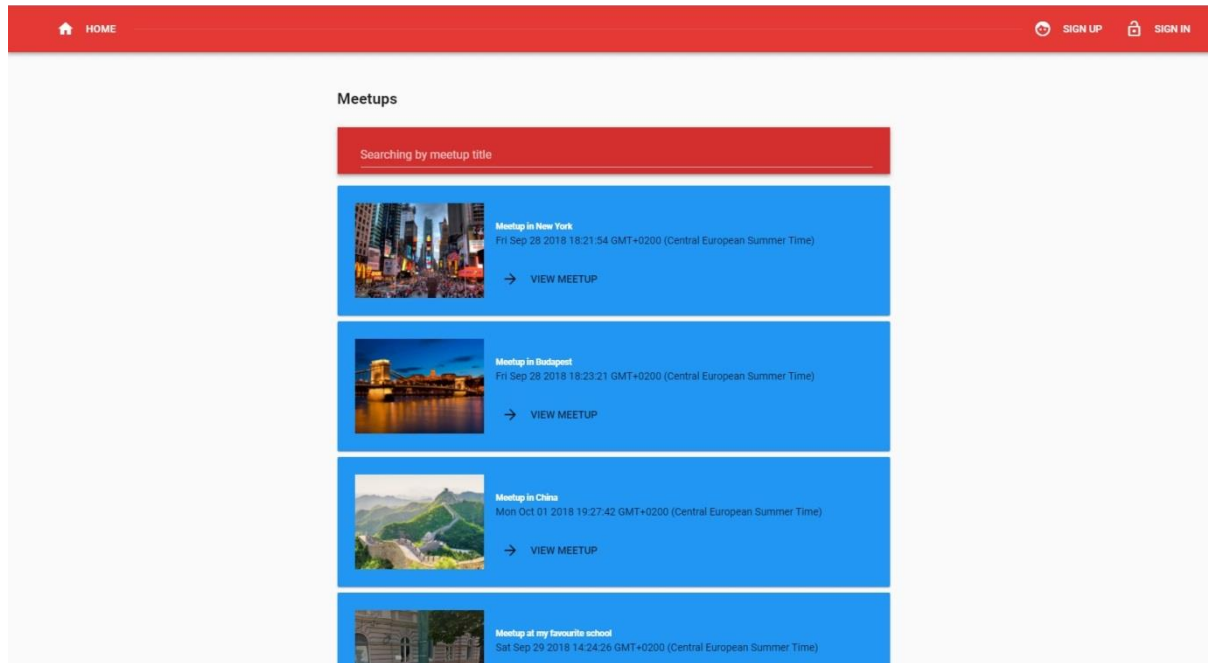


Figure 5. Mobile first view with sidebar

3.2. The meetups page

Let's continue with the list of meetups. If you click on the explore meetups button, the link takes us to a page which gives us such a list of all the existing meetups (as cards on an equator aggregated view) and not the featured set. Every single elements has a thumbnail, a title, a specific date and a link of course to the individual meetup page. if you have not noticed yet there is a search tab to filter all the listed meetups on the meetup page by their's title.



6. ábra The meetups page

3.3. The meetup page(s)

Let's continue with the single meetup page. Here we can see a central card which has a title, then also a big image of the meetup to add some nice visuals to this page. Then we have the specified date again, a description (like for example where this meetup actually is), an action bar where are able to register or unregister (if we already are registered) and three buttons to edit the date time and the details as well. These buttons are only available for those users who are logged and the user is the creator of this meetup. For every single edit features a dialog sequence was created where we can confirm our intention.

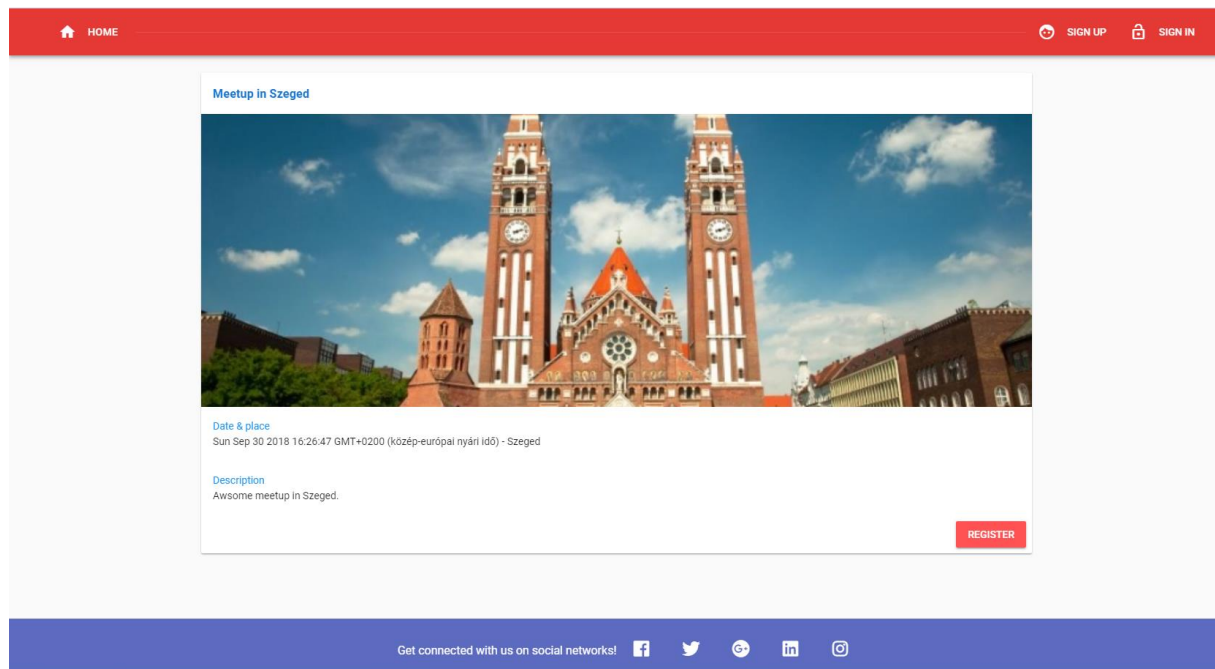


Figure 7. A single meetup page

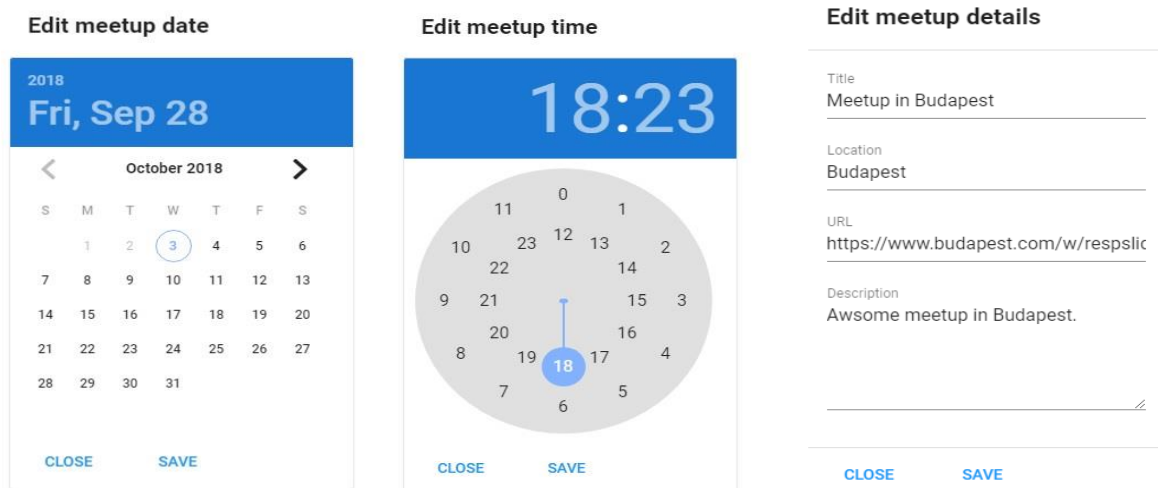


Figure 8. The edit meetup date, time and details dialogs

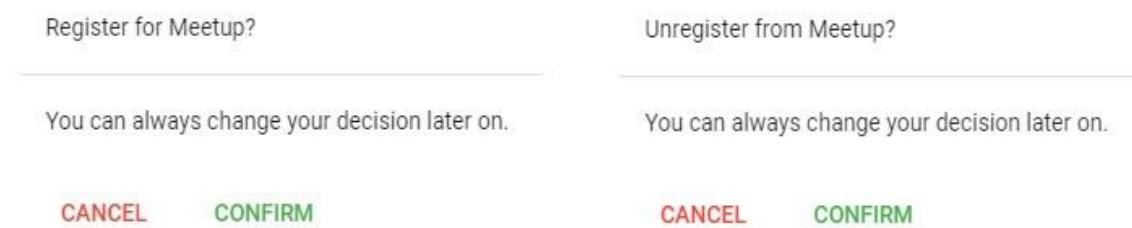


Figure 9. The register and unregister dialog

3.4. The create meetup page

With the create meetup function we are able to create a new meetups. In the organize new meetup page has a group inputfields (basically a form) which allows the user to create a new meetup. Every single property (title, location, image URL, description, date, time) is binded to the right input field. The fom is valid, if neither of them have empty or invalid value. When we hit the create new meetup button the properties will be sent to the database. In case of the original version we are able to upload image files to the Firebase storage. Instead of that a simple input field for the image URL was placed. All this meetup management over the place where the meetups are going to be stored of course is not our frontend. For that Firebase was choosed. The list of meetups can be read unauthenticated people can't create new meetups.

The screenshot shows the 'Create new meetup' page. At the top is a red navigation bar with 'HOME', 'PROFILE', and 'LOGOUT' links. The main content area is titled 'Create new meetup' and contains a form with five input fields: 'Title', 'Location', 'Image URL', and 'Description'. Below the form is a 'Date & time pickers' section. This section includes a calendar for October 2018 with the 1st selected, a digital time display showing '20:41', and a circular analog clock interface. At the bottom of the section is a 'CREATE NEW MEETUP' button.

Figure 10. The create meetup page

3.5. The user's profile

Let's continue with the single meetup page. In the original version this functionality does not exist so I decided to implement it. The layout is similar to the create new meetup page but not identical. Here you can check your name as well as your email address. Below these text fields you can also manage your own created meetups and those meetup(s) which you are registered by listing them with the help of two expansion panels. These components are useful for reducing vertical space with large amounts of information.

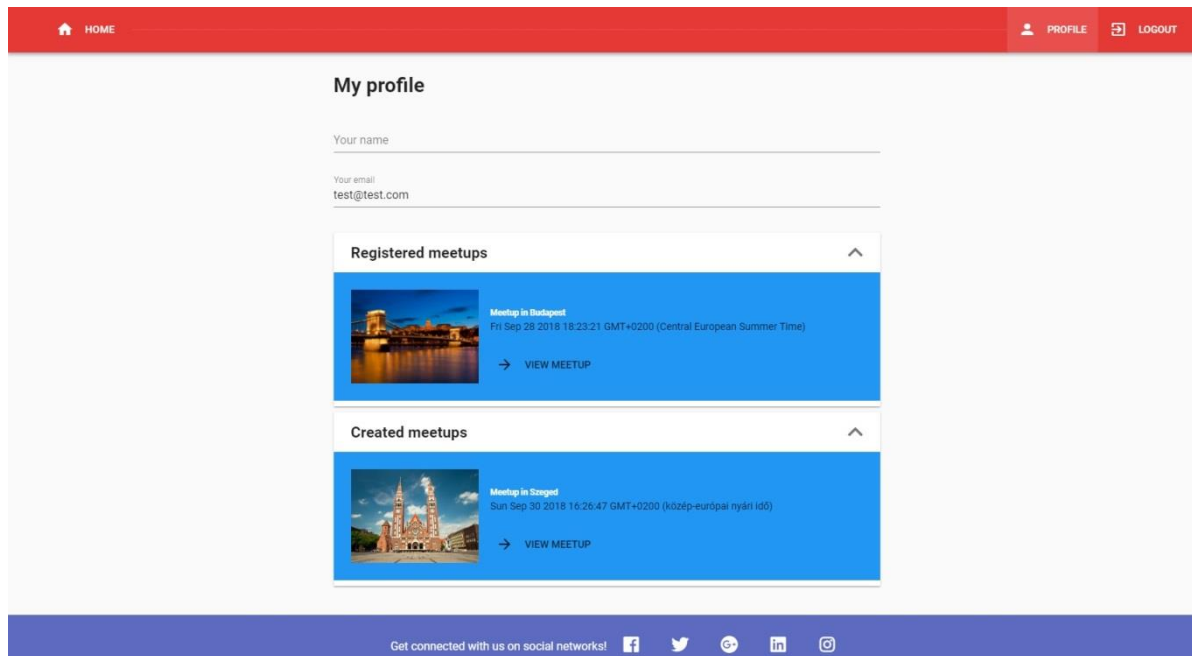


Figure 11. The user's profile page

3.6. Sign in and sign up

And last but not the least, this application have separated pages for sign up and sign in as well with all the key features that modern web pages can do. The authentication status changes once we sign in through Firebase and the status also affects our navigation bar. It displays different items on the bar depending on the user authentication status. Obviously it also affect to which pages we grant the user access. The sign in page has a group inputfields (basically a form) which allows the user to sign up into the application. Every single property (email address, password) is binded to the right input field. The fom is valid, if neither of them have empty or invalid value. When we hit the sign in button in the sign up page, the data propertities will be sent to the database. If we have a look at the sign in and sign up page we can see a Google sign in button on the bottom. When we click this button a dialog box will appear in which we can then login via existing Google account. If we have a look at the sign in page we can see a reset password button on the bottom. When we click this button we can send a password reset email to an existing email address.

Mail

Password

SIGN IN

You already have a Google account?

SIGN IN WITH GOOGLE G+

Forgot your password?

RESET PASSWORD BY EMAIL

Please check your emails and follow the instructions!

Figure 12. The sign in form

Sign in - Google Accounts - Opera

accounts.google.com/signin/oauth/identifier

Sign in with Google

Sign in

to continue to full-project-e823c.firebaseio.com

Email or phone

[Forgot email?](#)

[Create account](#)

Next

English (United States) ▼

[Help](#) [Privacy](#) [Terms](#)

Figure 13. Google login window

The sign up page has a group inputfields (basically a form) which allows the user to sign up into the application. Every single property (email, password, confirmpassword) is binded to the right input field. The form is valid, if neither of them have empty or invalid value. The fom is valid, if neither of them have empty or invalid value. When we hit the sign up button the data will be sent to the database. By clicking on the „reset” link, it will redirect us to a page with an input field where we are allowed to change our password.

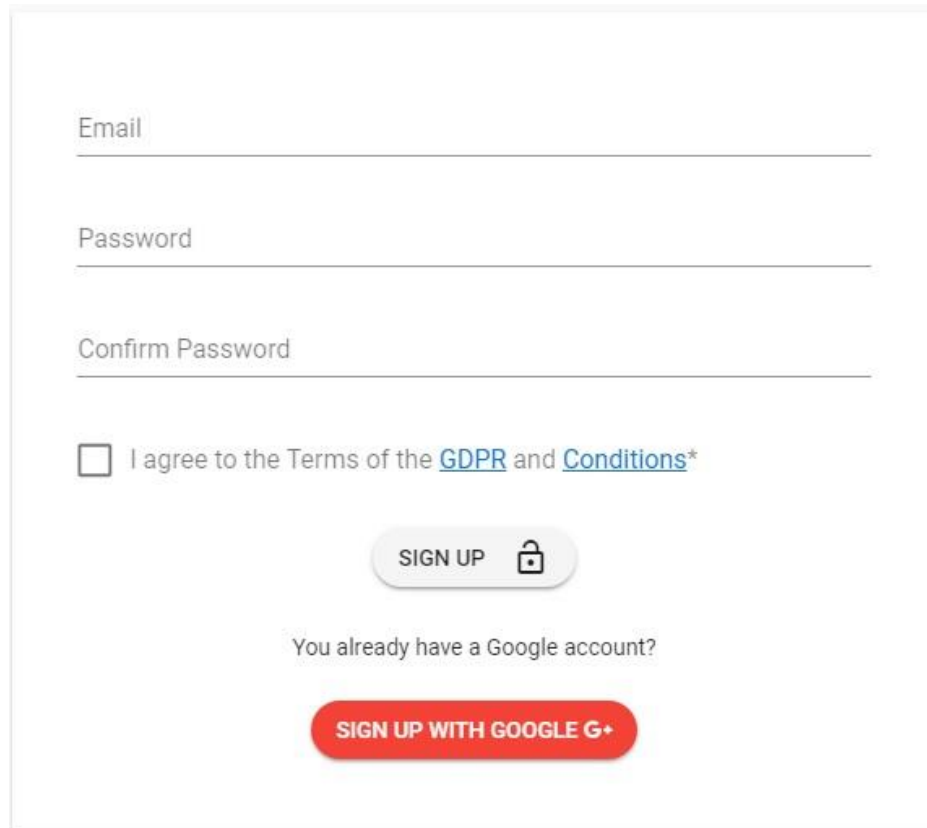
A sign up form with three input fields: 'Email', 'Password', and 'Confirm Password'. Below the fields is a checkbox labeled 'I agree to the Terms of the [GDPR](#) and [Conditions](#)*'. A 'SIGN UP' button with a lock icon is positioned below the checkbox. Below the button is the text 'You already have a Google account?' and a red 'SIGN UP WITH GOOGLE G+' button.

Figure 14. The sign up form

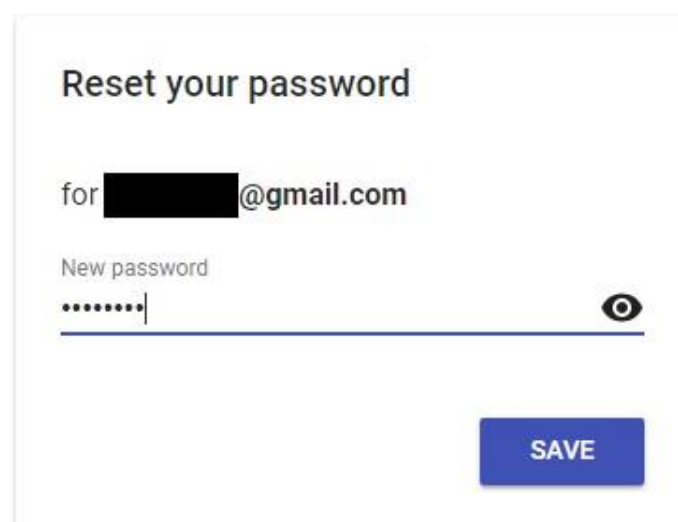
A 'Reset your password' form. It shows 'for [redacted]@gmail.com'. Below this is a 'New password' input field with a password strength indicator (dots) and a toggle icon (eye). A blue 'SAVE' button is at the bottom right.

Figure 15. The reset password form

4. Developer documentation

4.1. Installing Node.js

1. „Download the Windows installer from the Nodes.js® web site [3].
2. Run the installer (the .msi file you downloaded in the previous step.)
3. Follow the prompts in the installer (Accept the license agreement, click the NEXT button a bunch of times and accept the default installation settings).
4. Restart your computer. You won't be able to run Node.js® until you restart your computer. [4]”

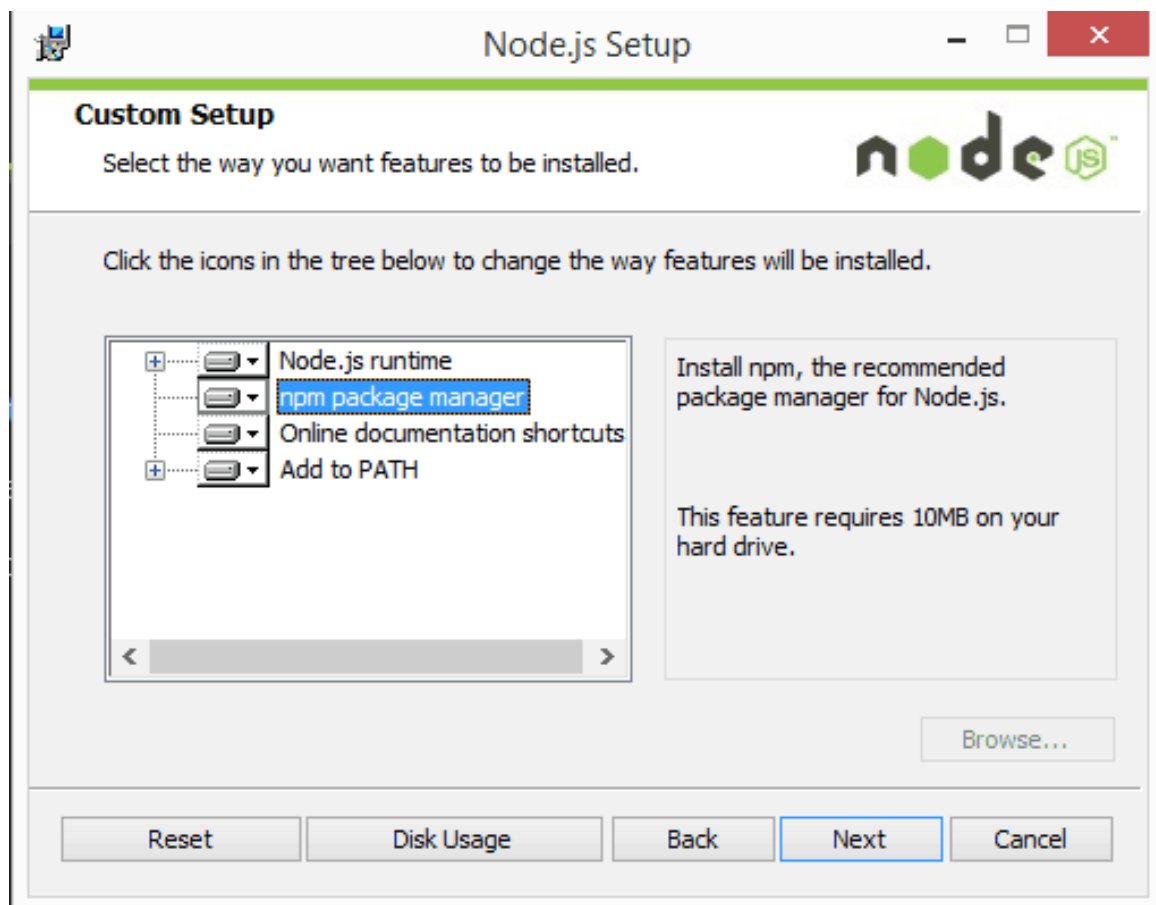


Figure 6. installing Node.js

4.2. Developer setup

1. *install dependencies*
>npm install
2. *serve with hot reload at localhost:8080*
>npm run dev
3. *build for production with minification*
>npm run build
4. *build for production and view the bundle analyzer report*
>npm run build --report

4.3. Hosting

1. *install Firebase tools dependency*
>npm install -g firebase-tools
2. *login with your Firebase account*
>firebase login
3. *Allow Firebase to collect anonymus CLI usage information? <Y/n>*
>y
4. *build for production*
>npm run build
5. *create a folder called public and paste the builded files into that folder*
6. *initialize Firebase*
>firebase init
7. *Are you ready to proceed? <Y/n>*
>y
8. *What Firebase CLI features do you want to setup for this folder?*
>(*) Hosting: Configure and deploy Firebase Hosting sites
9. *What do you want to use as your public directory? (public)*
>public
10. *Configure as a single-page app (rewrite all urls as /index.html)? <Y/n>*
>n
11. *File public/index.html already exists. Overwrite? <Y/n>*
>n
12. *What Firebase project do you want to associate as default? (Use arrow keys)*
13. *deploy application*
>firebase deploy

5. Legal background

5.1. MIT License

Copyright (c) 2018 I-like-PhysiX (Github account)

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6. Enclosed Files and data

Meetup-organizer.zip – The source code in a compressed library.

Website: <https://full-project-e823c.firebaseio.com/>

Email address: test@test.com

Password: password

7. References

- [1] Google Chrome (Wikipedia)
https://en.wikipedia.org/wiki/Google_Chrome (2018.10.11.)
- [2] Mozilla Firefox (Wikipedia)
<https://en.wikipedia.org/wiki/Firefox> (2018.10.11.)
- [3] Node.js
<https://nodejs.org/en/> (2018.10.11.)
- [4] How to Install Node.js® and NPM on Windows
<https://blog.teamtreehouse.com/install-node-js-npm-windows> (2018.10.11.)