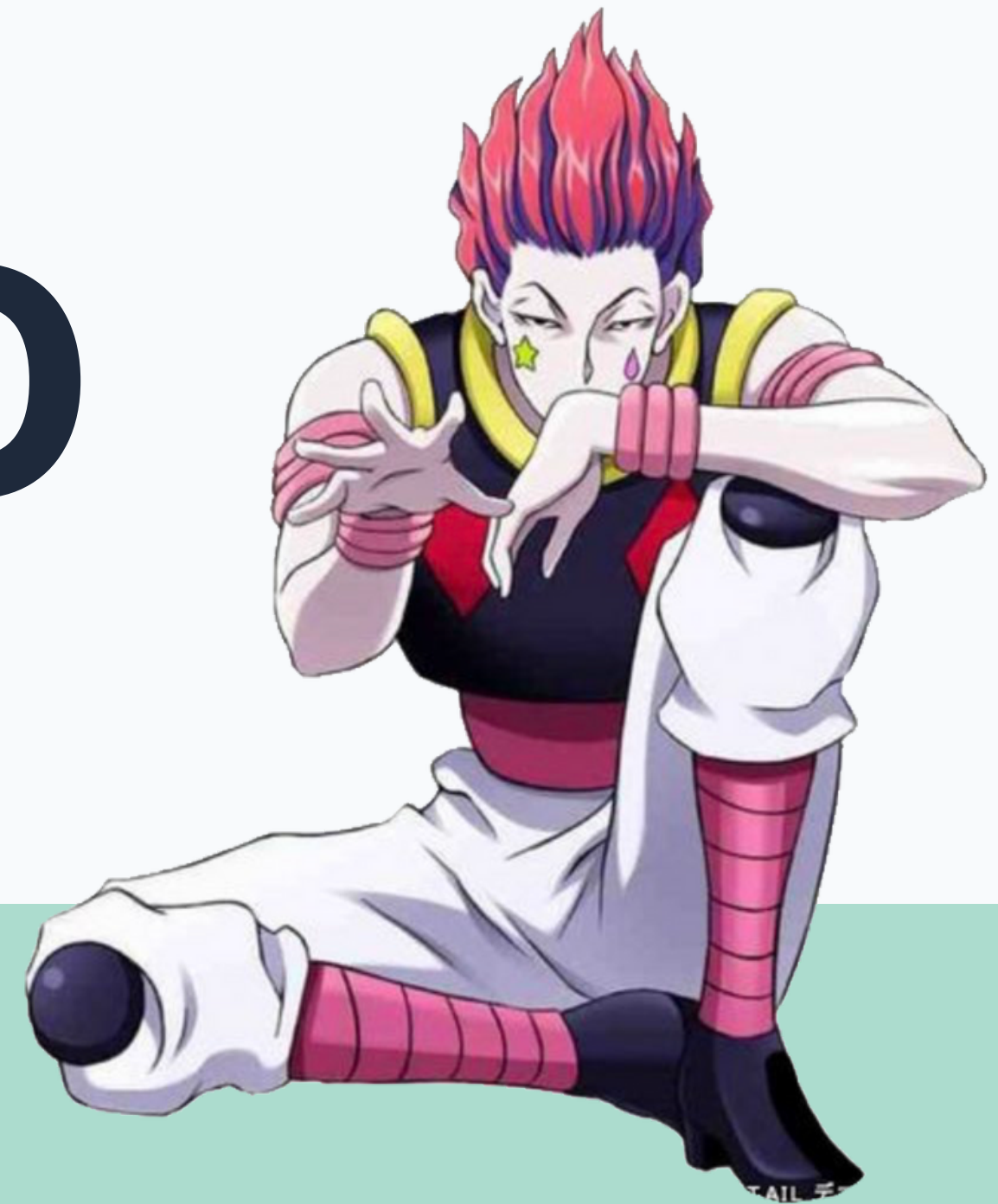


# Svelte

Grupo 4



# DEMO



# API 's

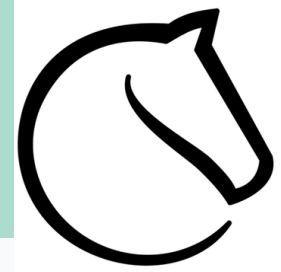
- **Lichess.org API**



- **Express.js API para los posts y usuarios**



# API 's



Lichess.org

Express

JS

```
{
  "game": {
    "id": "VpVdGbna",
    ...
    "pgn": "d4 Nf6 Nf3 g6 Nc3 d6 e4 c5",
  },
  "puzzle": {
    "id": "K69di",
    "solution": [
      "e1e7",
      "f4f6",
      "e7f6"
    ],
    "themes": [
      "short",
      "queenRookEndgame",
      "endgame",
      "mateIn2"
    ]
  },
}
```

```
[
  ...
  {
    "id": 4,
    "username": "KarryGasparov",
    "pgn": "e4 e6 d4 c5 Nf3 cxd4",
    "puzzle": {
      "solution": [
        "b6e3",
        "f1e2",
        "e3c3"
      ]
    },
    "description": "Find the best move for white 🧠",
    "tags": [
      "Mate in 2",
      "Endgame",
      "Short"
    ],
    "likes": 2
  },
  ...
]
```

# InstaChess

**7 Páginas**

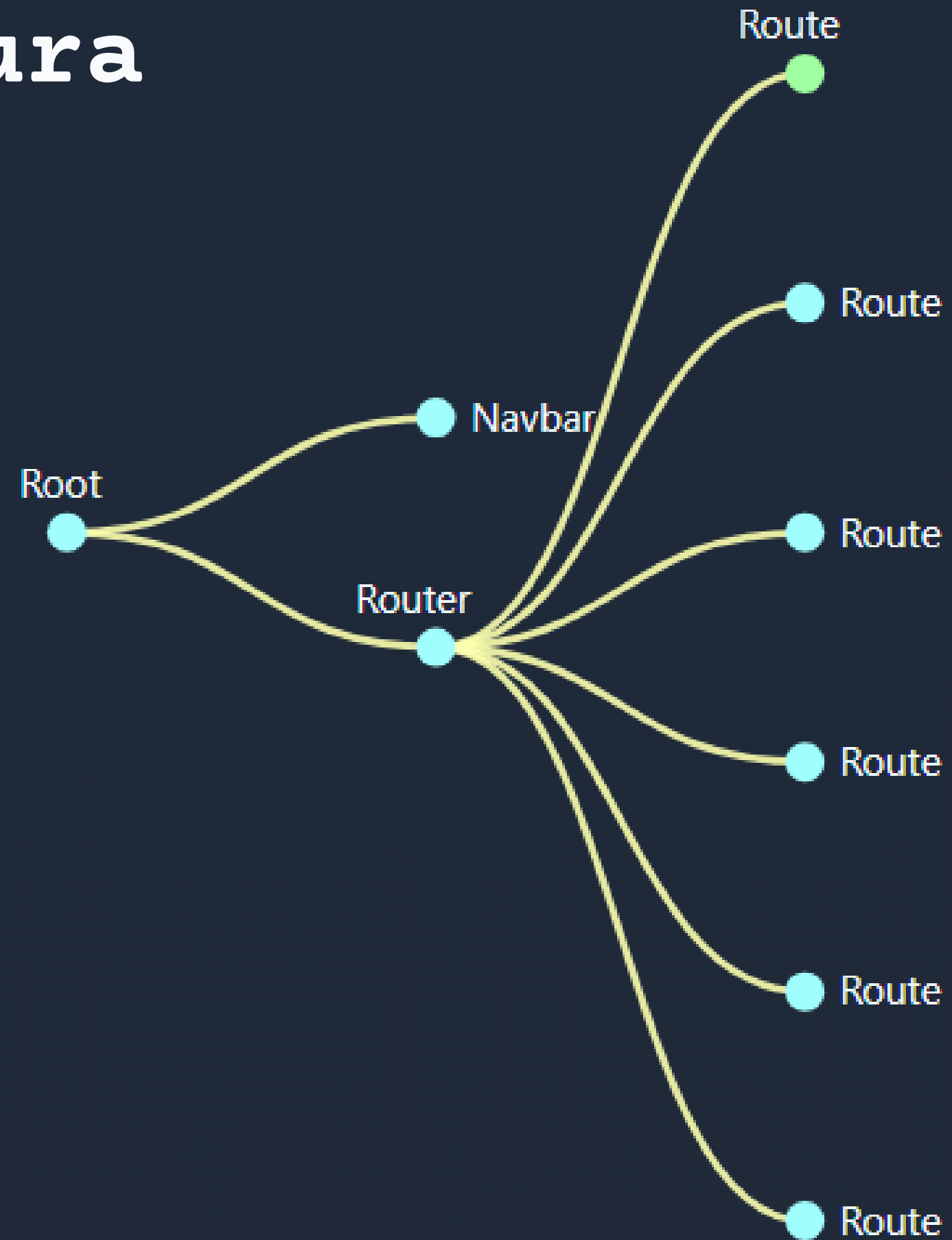
- **Home**
- **Puzzles**
- **Stockfish**
- **Login**
- **SignUp**
- **New Post**
- **NotFound**

# InstaChess

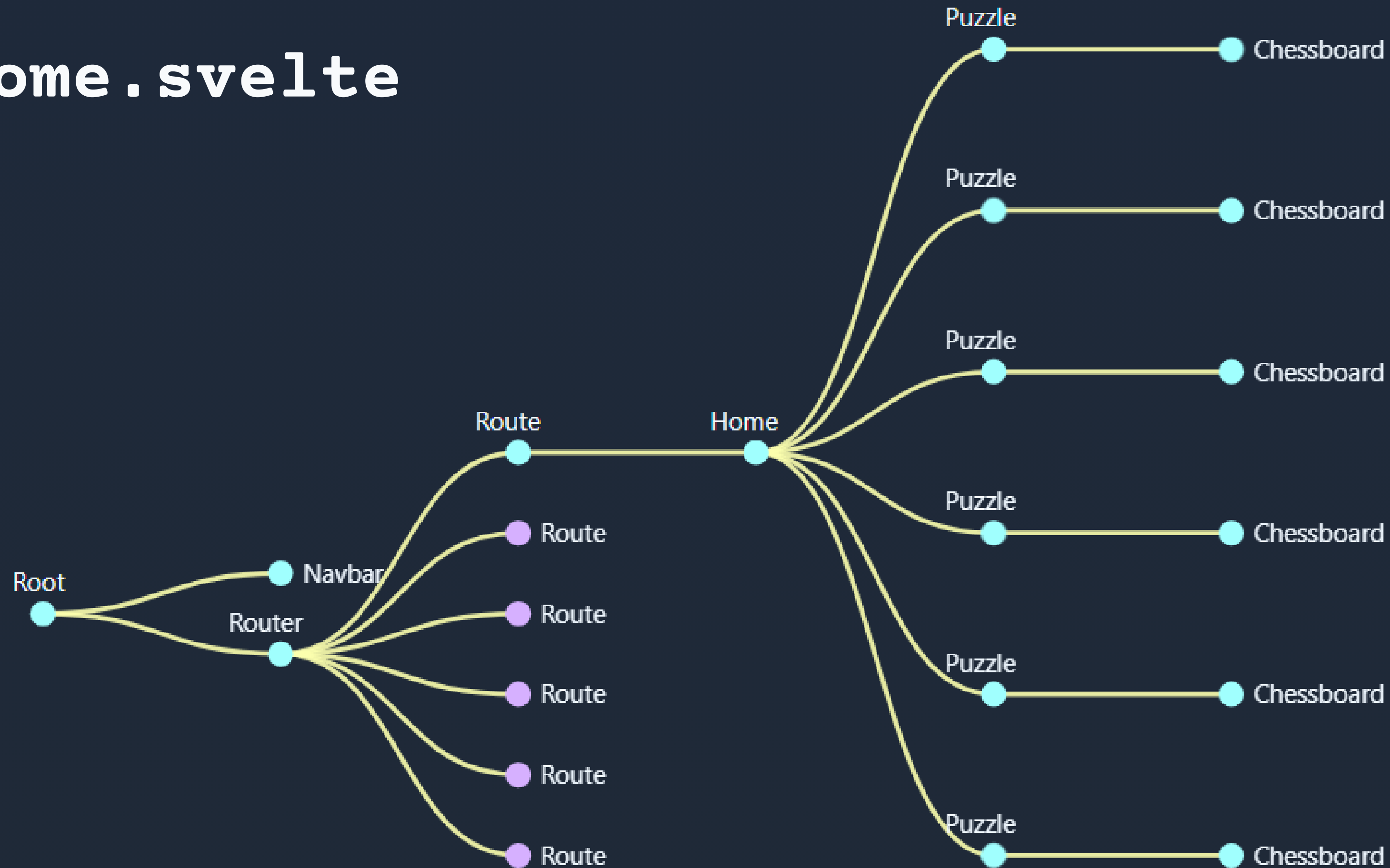
## 4 Componentes

- Chessboard
- Puzzle
- Navbar
- TableOfMoves

# Estructura

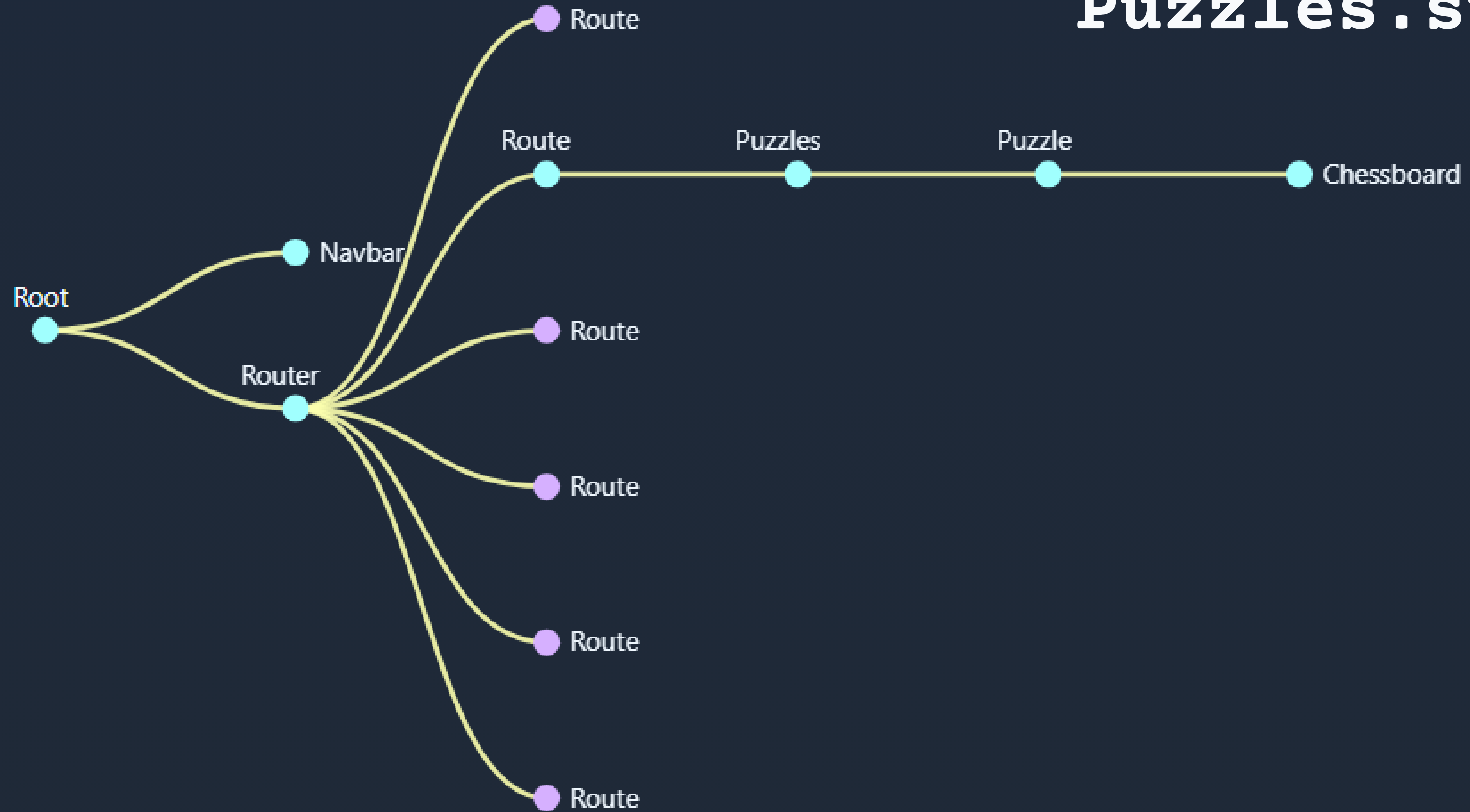


# Home.svelte

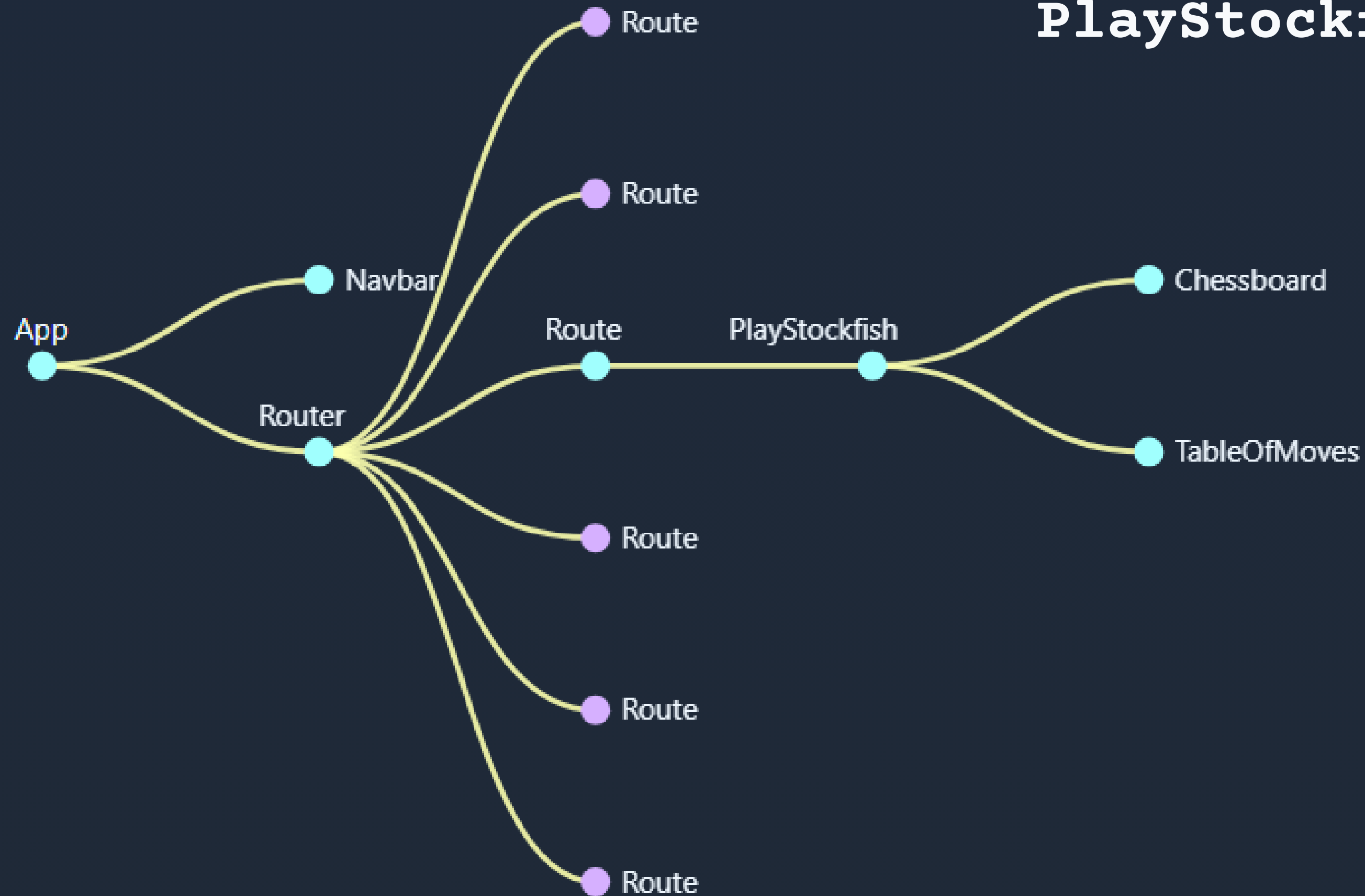




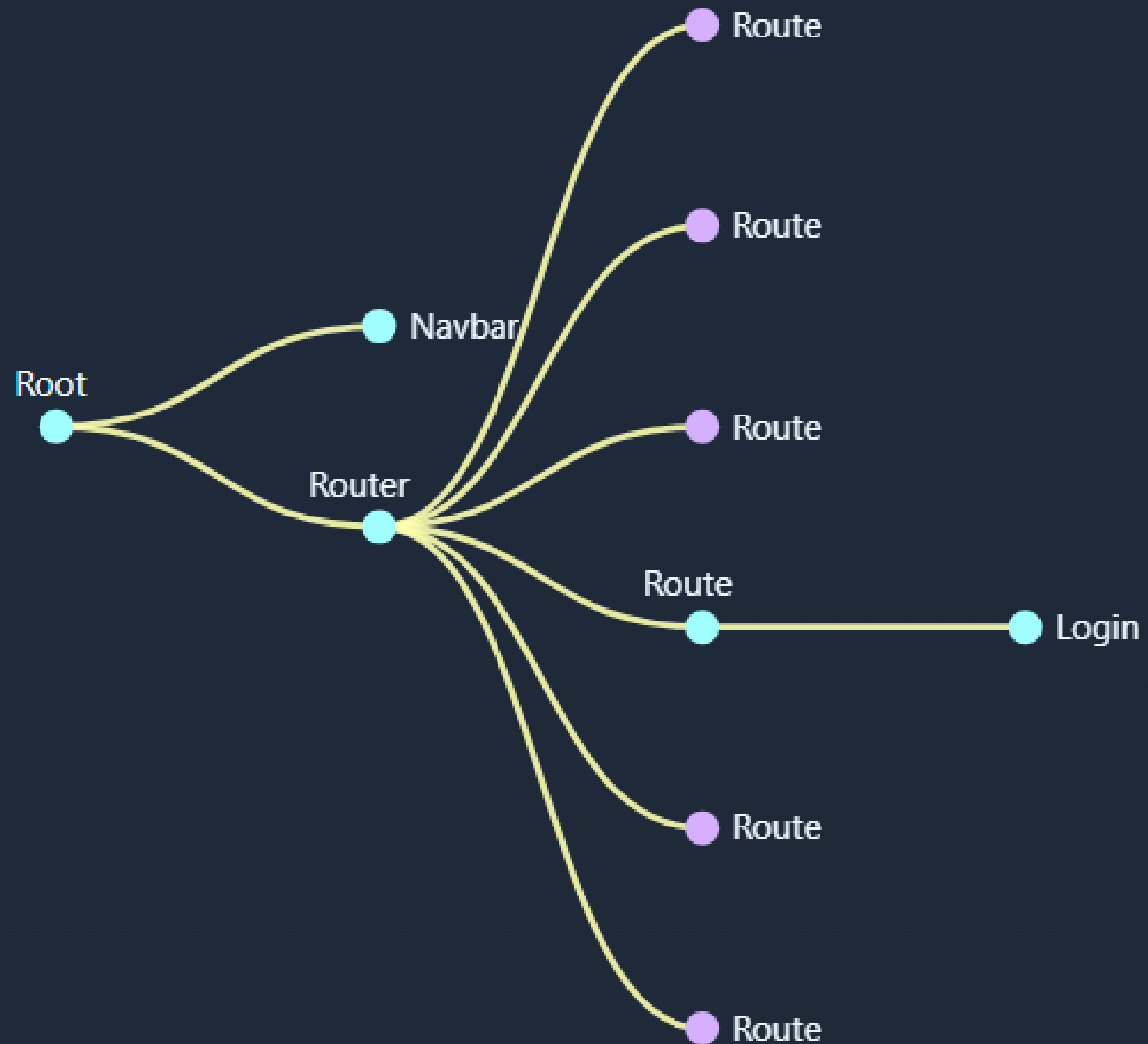
# Puzzles.svelte



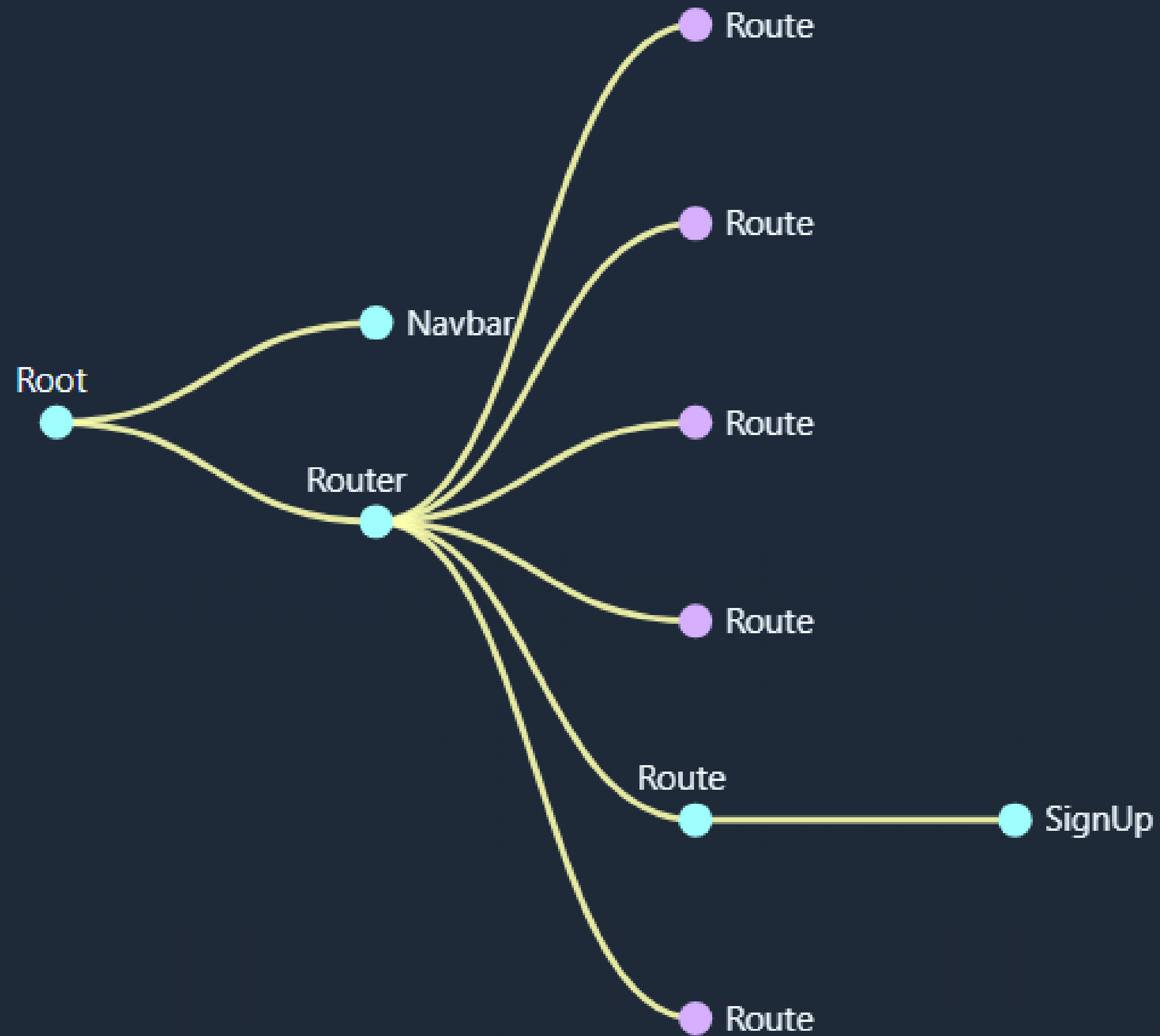
# PlayStockfish.svelte



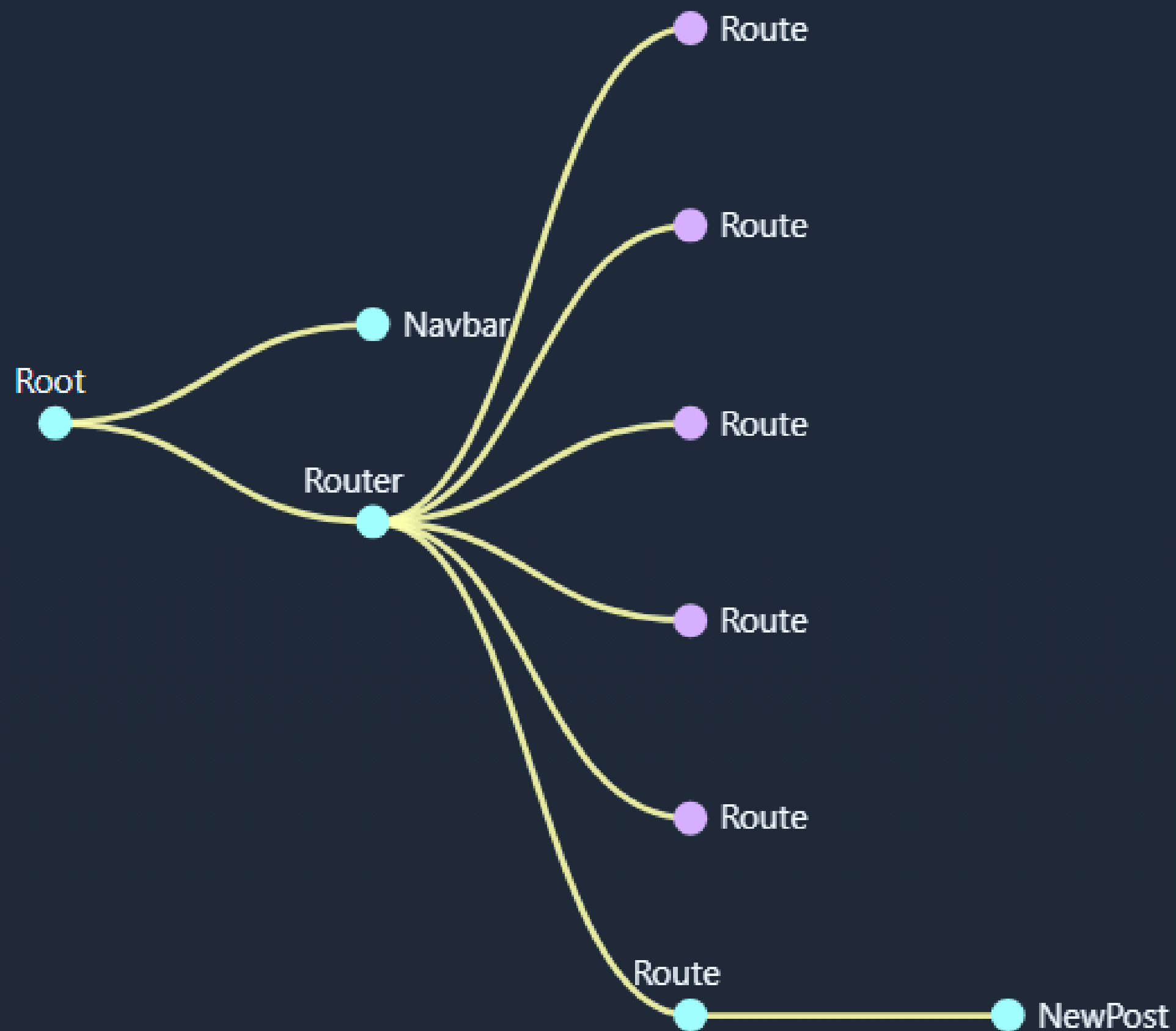
# Login.svelte



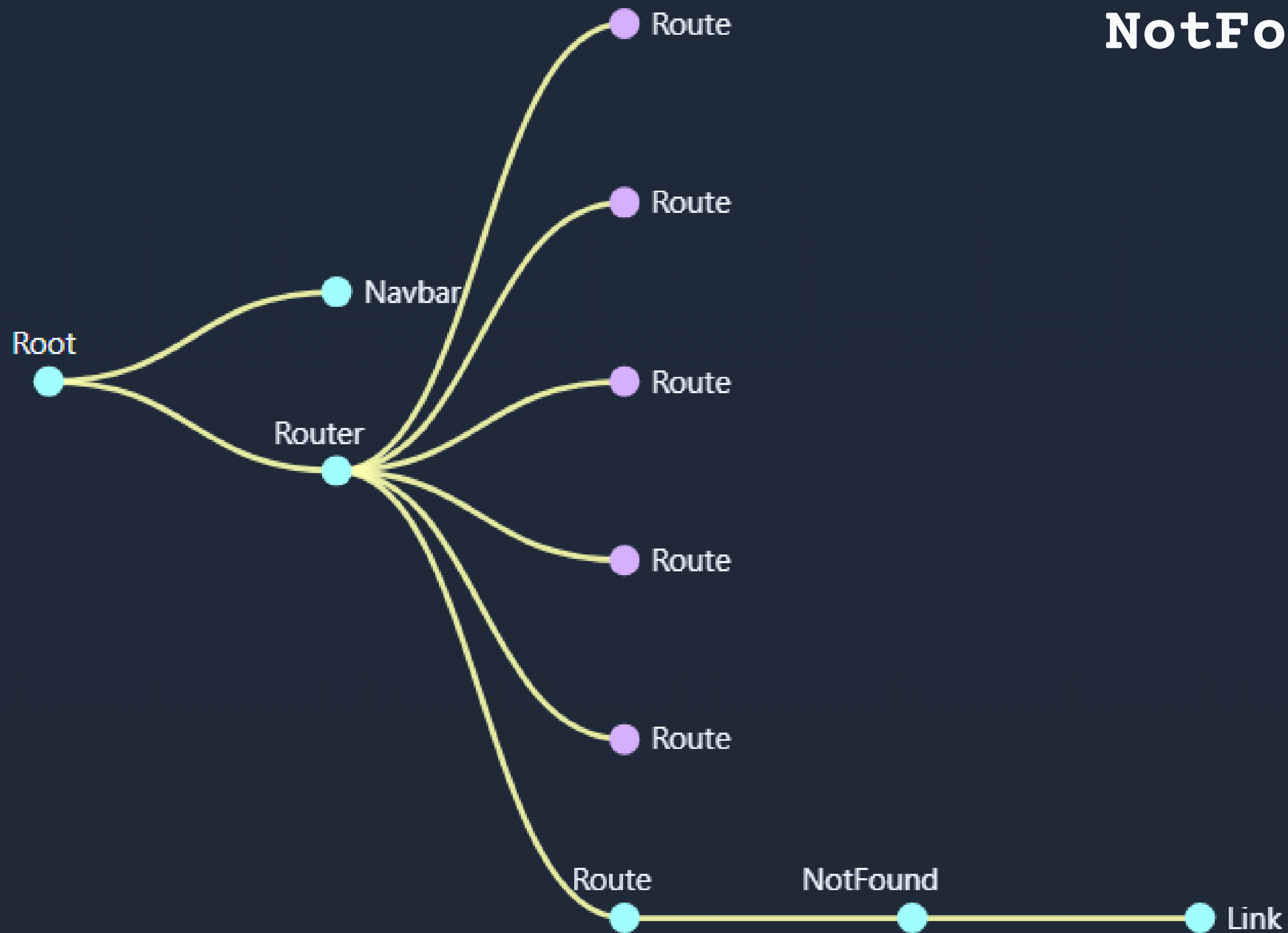
# SignUp.svelte



# NewPost.svelte



# NotFound.svelte



# Manejo de variables

➔ Uso de **props**

➔ Uso de **bind**

➔ Uso de **stores**



```
// userStore.js
import { writable } from "svelte/store";

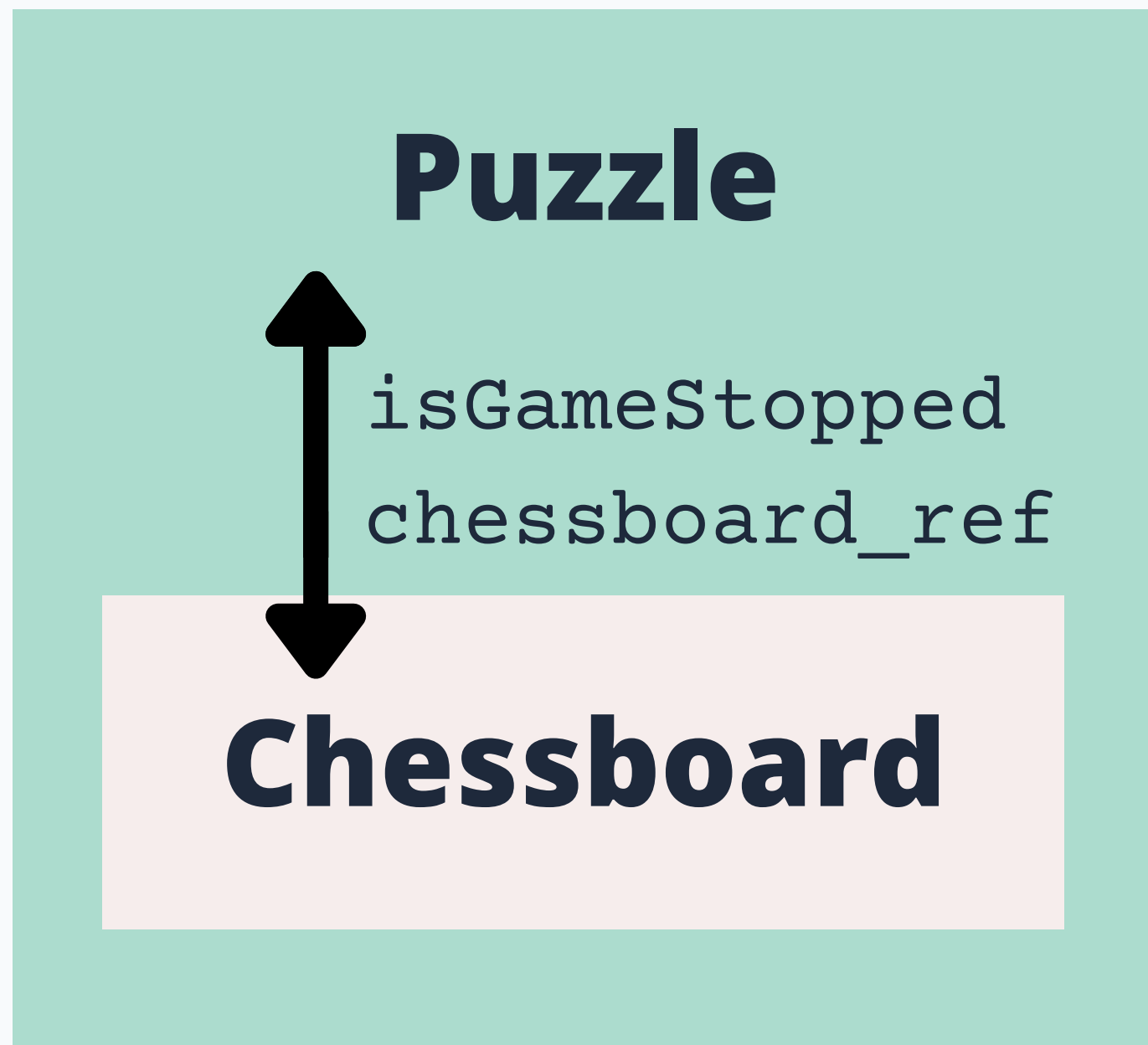
function saveToLocalStorage(user) {
  localStorage.setItem("user", JSON.stringify(user));
}

function getFromLocalStorage() {
  const storedUser = localStorage.getItem("user");
  return storedUser ? JSON.parse(storedUser) : null;
}

export const userStore = writable(getFromLocalStorage());

userStore.subscribe((user) => {
  if (user) {
    saveToLocalStorage(user);
  } else {
    localStorage.removeItem("user");
  }
});
```

# Puzzle



```
• • •  
  
<!-- Puzzle.svelte -->  
...  
<Chessboard  
  bind:this={chessboard}  
  {correctPuzzleMove}  
  {pgn}  
  {key}  
  bind:isGameStopped  
>  
...  

```



# Chessboard

→ "chess.js"



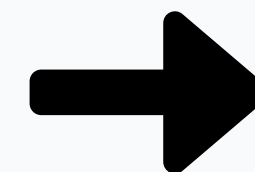
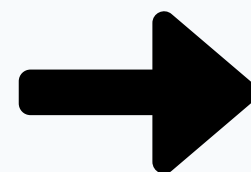
```
<!-- Chessboard.svelte -->
<script>
  ...
  import { Chess } from "chess.js";

  export let pgn = null;
  export let fen = null;
  export let key = Math.random().toString(36).substring(7);
  export let correctPuzzleMove = null;
  export let isGameStopped = false;
  export let chess = new Chess();
  export let history = [];
  export function makeMove(sourceSquare, targetSquare) {...}
  export function restartGame() {...}
  export function flipBoard() {...}
  ...
</script>
...
```

# Stockfish



**rnbqkbnr/pr1bqkb1r/pp3ppp/2n1pn2/2pp4/3P4  
/2PBPN2/PP3PPP/RNBQK2R w KQkq - 0  
1pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w  
KQkq - 0 1**



**{from: "e1"  
to: "g1"}**



# en Svelte + Vite

→ Compilar con  
**emscripten**

→ Instalar Plugins  
necesarios

→ Configurar  
**vite.config.js**

```
● ● ●  
  
// vite.config.js  
import { defineConfig } from "vite";  
import { svelte } from "@sveltejs/vite-plugin-svelte";  
  
import crossOriginIsolation from  
"vite-plugin-cross-origin-isolation";  
import wasm from "vite-plugin-wasm";  
  
// https://vitejs.dev/config/  
export default defineConfig({  
  plugins: [svelte(), crossOriginIsolation(), wasm()],  
  ...  
});
```

# Conclusiones

- Documentación limitada
- Reactividad de variables
- Rápido desarrollo





# Svelte



## Grupo 4

