This project was made as a way to flaunt my skills that I learnt in DGL-204. The purpose of this project was to create a Fetch class, that calls movie-data from an api and stores it in an array of movies. But due to many complications this wasn’t possible, so I had to mimic the database call by simple adding the data to the movies array.

The movies array holds data of type Movie. Movie is a self defined type. It is a structure that adheres to the protocol of Equatable. It contains a movie name, a release date, an IMDB ratting and a description.

The Matcher class holds the main operation of the program. It contains a two optional arrays of type Movie. I’ve extended the Matcher class to add a generate function. The class Matcher adheres to the protocol Matchable, the protocol ensures that any type has a likedMovies variables( both one and two) and a generate function that returns a Movie.

The Card class is something that holds the data for the frontend to be displayed. It feels a bit incomplete, because I don’t know how to execute the front-end portion yet. The card class has a computed property data. The computed property returns a string that contains a blurb about the movie name, release date and description.

I’ve tested the code by instantiating two arrays for two different users - Stefan and Jude. The arrays contains movies that are liked by Stefan and Jude. I’ve then instantiated the Matcher class, by using the liked movies by Stefan and Jude as the liked movies parameters.