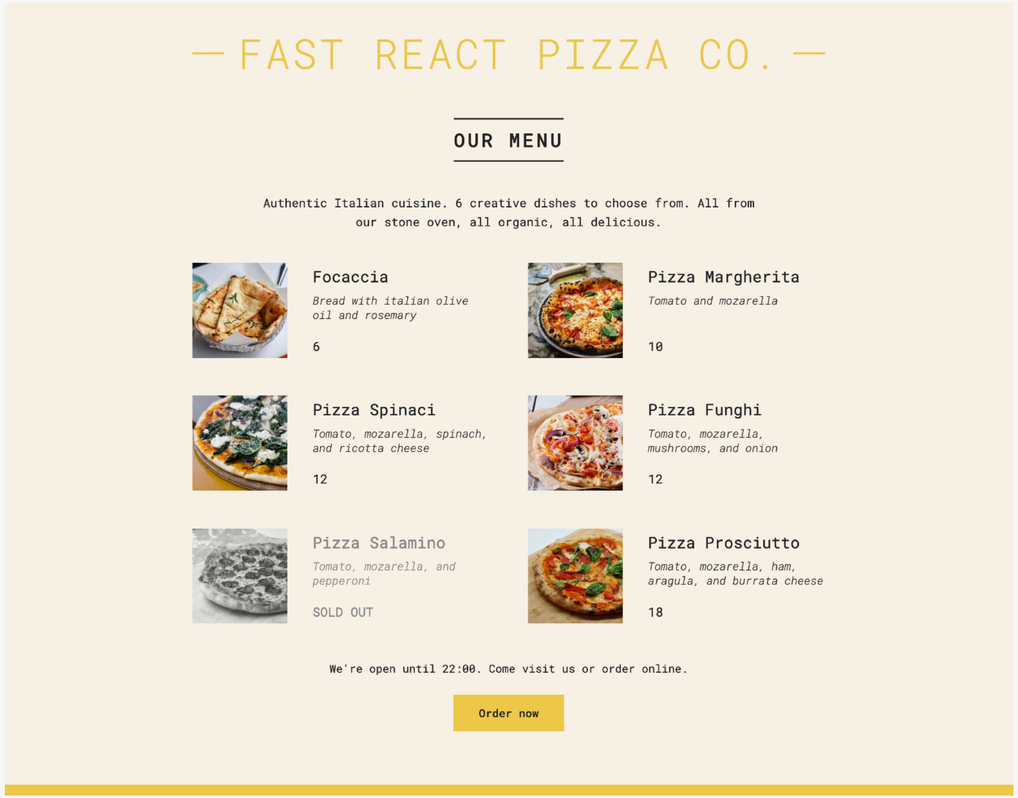
THE PROJECT: 🍕 FAST REACT PIZZA CO.

REMEMBER OUR VERY FIRST PROJECT?



🍕 FAST REACT PIZZA CO.

- 👉 Now the same restaurant (business) needs a simple way of allowing customers to **order pizzas and get them delivered** to their home
- 👉 We were hired to build the application front-end 🎉

🎯 HOW TO **PLAN** AND **BUILD** A REACT APPLICATION

FROM THE EARLIER “THINKING IN REACT” LECTURE:

1. Break the desired UI into **components**
2. Build a **static** version (no state yet)
3. Think about **state management + data flow**

👉 This works well for small apps with **one page and a few features**

👉 In **real-world apps**, we need to adapt this process

🎯 HOW TO **PLAN** AND **BUILD** A REACT APPLICATION

1. Gather application **requirements and features**

2. Divide the application into **pages**

   - 👉 Think about the **overall** and **page-level** UI
   - 👉 Break the desired UI into **components** ← From earlier
   - 👉 Design and build a **static** version (no state yet) ← From earlier

3. Divide the application into **feature categories**

   - 👉 Think about **state management + data flow** ← From earlier

4. Decide on what **libraries** to use (technology decisions)

This is just a rough overview. In the real-world, things are never this linear

👨‍💼 PROJECT **REQUIREMENTS** FROM THE BUSINESS

STEP 1

- 👉 Very simple application, where users can order **one or more pizzas from a menu**
- 👉 Requires **no user accounts** and no login: users just input their names before using the app
- 👉 The pizza menu can change, so it should be **loaded from an API** ✅ DONE
- 👉 Users can add multiple pizzas to a **cart** before ordering
- 👉 Ordering requires just the **user's name**, **phone number**, and **address**
- 👉 If possible, **GPS location** should also be provided, to make delivery easier
- 👉 User's can **mark their order as "priority"** for an additional 20% of the cart price
- 👉 Orders are made by **sending a POST request** with the order data (user data + selected pizzas) to the API
- 👉 Payments are made on delivery, so **no payment processing** is necessary in the app
- 👉 Each order will get a **unique ID** that should be displayed, so the **user can later look up their order** based on the ID
- 👉 Users should be able to mark their order as "priority" order **even after it has been placed**

From these requirements, we can understand the features we need to implement

FEATURES + PAGES

STEP 2 + 3

FEATURE CATEGORIES

1. User
2. Menu
3. Cart
4. Order

All features can be placed into one of these. So this is what the app will essentially be about

NECESSARY PAGES

1	Homepage	`/`
2	Pizza menu	`/menu`
3	Cart	`/cart`
4	Placing a new order	`/order/new`
5	Looking up an order	`/order/:orderID`

STATE MANAGEMENT + TECHNOLOGY **DECISIONS**

STEP 3 + 4

STATE "DOMAINS" / "SLICES"

These usually map quite nicely to the app features

TYPES OF STATE

1. **User** → **Global UI** state *(no accounts, so stays in app)*
2. **Menu** → **Global remote** state *(menu is fetched from API)*
3. **Cart** → **Global UI** state *(no need for API, just stored in app)*
4. **Order** → **Global remote** state *(fetched and submitted to API)*

This is just one of many tech stacks we could have chosen

👉 **Routing**	**React Router**	*The standard for React SPAs*
👉 **Styling**	**tailwindcss**	*Trendy way of styling applications that we want to learn*
👉 **Remote state management**	**React Router**	*New way of fetching data right inside React Router (v6.4+) that is worth exploring ("**render-as-you-fetch**" instead of "**fetch-on-render**"). Not really state **management**, as it doesn't persist state.*
👉 **UI State management**	**Redux**	*State is fairly complex. Redux has many advantages for UI state. Also, we want to practice Redux a bit more*