

Me: review => function

<https://stackoverflow.com/questions/24900875/whats-the-meaning-of-an-arrow-formed-from-equals-greater-than-in-javas>

Me: review then() function

[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Promise/then](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Promise/then)

<https://stackoverflow.com/questions/3884281/what-does-the-function-then-mean-in-javascript>

- Used for asynchronous programming

Me: review fetch() API

[https://developer.mozilla.org/en-US/docs/Web/API/Fetch\\_API](https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API)

Following the JS Practice Project:

<https://github.com/learn-co-curriculum/woof-woof-js-practice/tree/solution>

Step 2: Add Pups to Dog Bar

What are the steps to do that?

1. Add an event listener to the page, listening for the event: page loading content
  - a. `document.addEventListener("DOMContentLoaded", init)`
2. Once that event is triggered, a function gets called, let's implement that function!
  - a. Start with a hello world first

```
function init(e){
  //getDogs().then(addAllDogsToDogBar)
  console.log("page loaded")
}
```
  - b. make sure to open JS console window
3. Fetch the dogs from the server, from init function
4. Once you have JSON array, parse it and display the values in the dog bar. Don't forget to create the span for the display

Step 3: Show More Info about each dog

What are the steps to do that?

1. Add an event listener (click) to the dog span bar
2. Implement the function that gets called when the dog span bar gets clicked
  - a. When you click on a dog in the dog span bar
    - i. Do a fetch to grab that dog's data
    - ii. Parse the JSON returned and display on the page

Step 4: Toggle Good Dog / Bad Dog

What are the steps to do that?

1. Add an event listener to the good / bad dog button for a dog

2. Implement the function that gets called when the button is clicked
  - a. This function will submit a PATCH request to update the good/ bad characteristic of the dog
  - b. Fetch the individual dog's good / bad status (which should be updated now)
  - c. Update the individual dog's good / bad status in the button
  - d. Update info of all dogs in dog bar
    - i. This will show updated info for future clicks in the dog bar

Step 5: BONUS: Filter displays good dogs only!

1. Add an event listener to the Filter Good Dogs button
2. Implement the function that gets called when the button is clicked
  - a. Update which dogs get displayed in the dog bar, based on the filter