

ENGLISH PROJECT 1.4.6

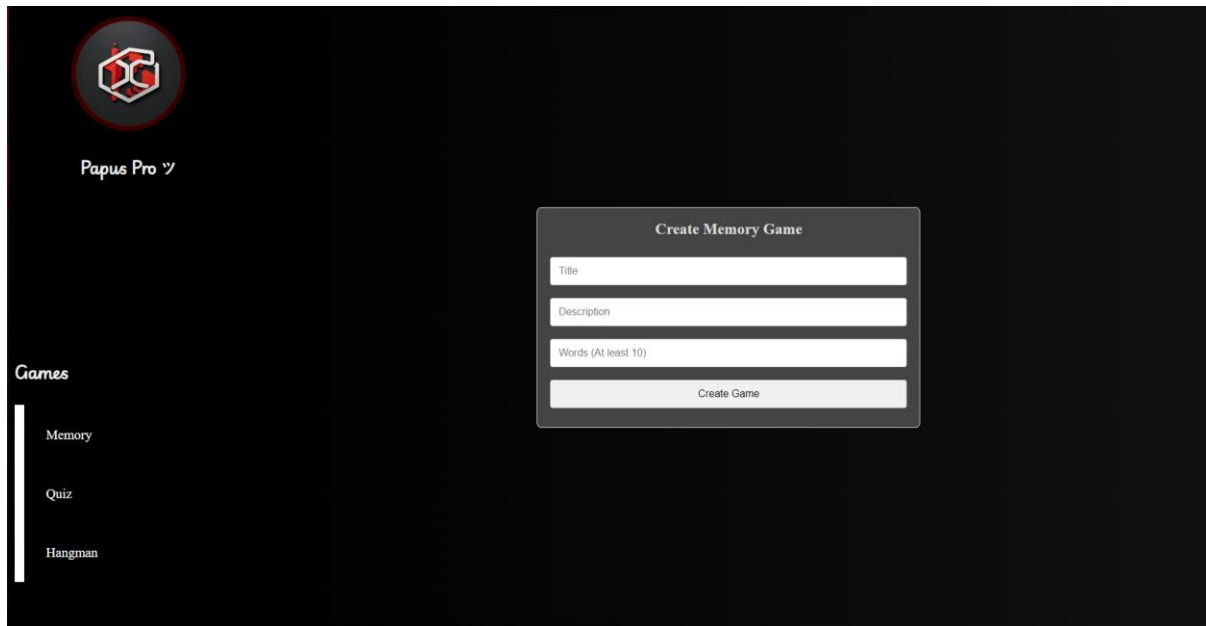


Colaboradores:

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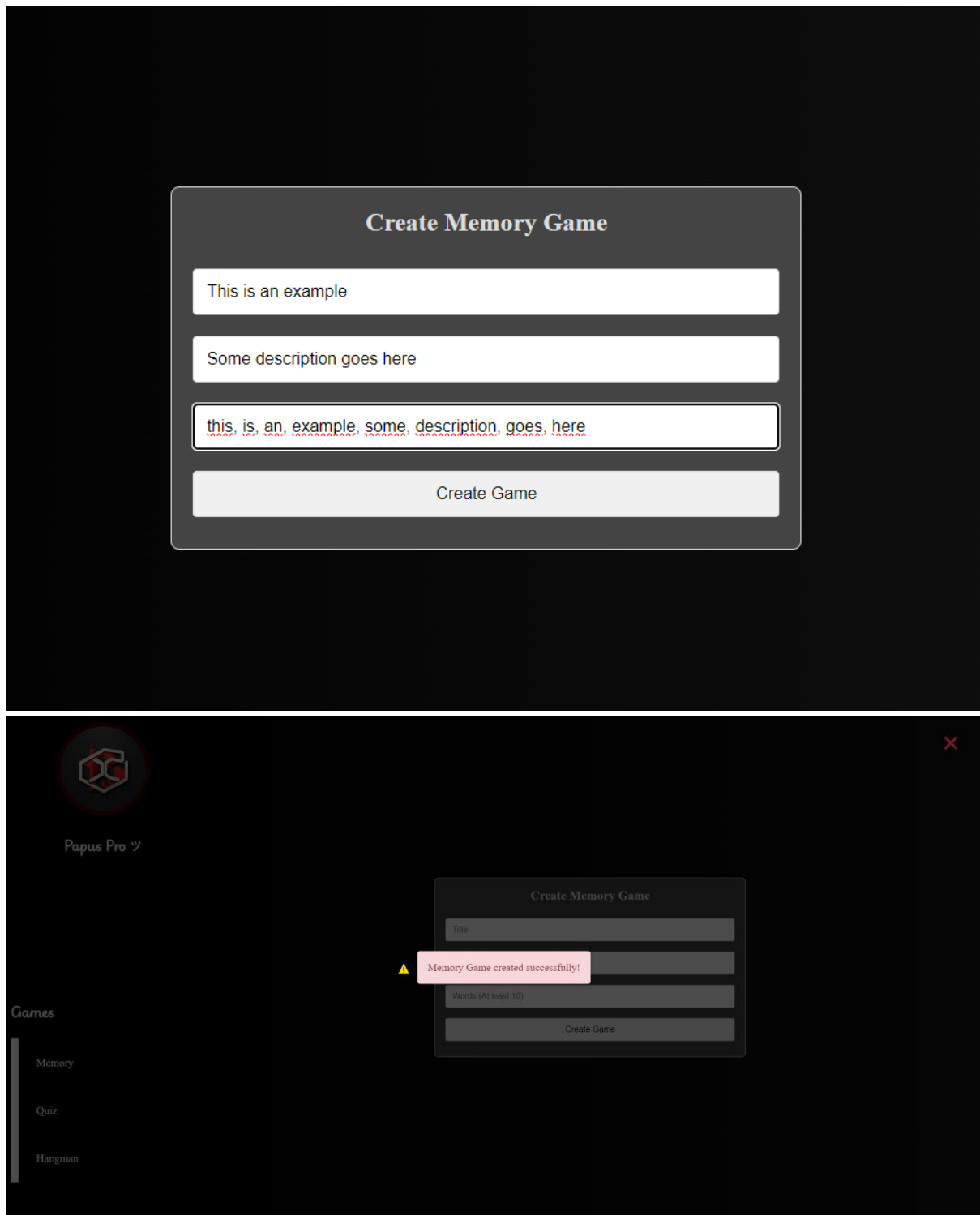
Creacion de interfaz para la creación de memory games

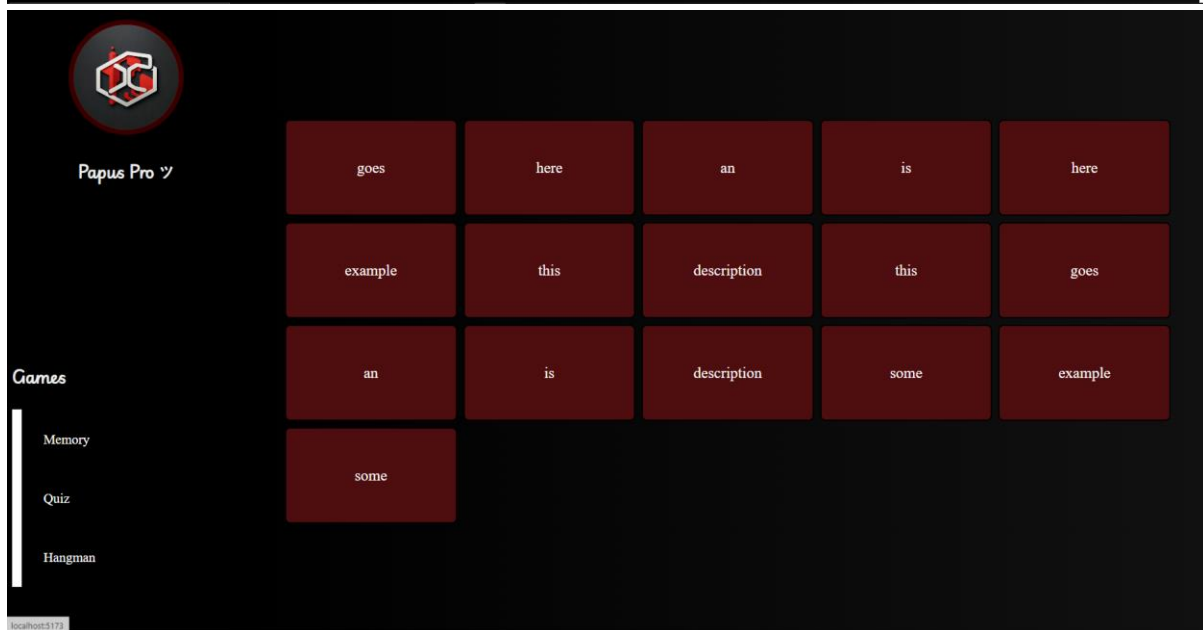
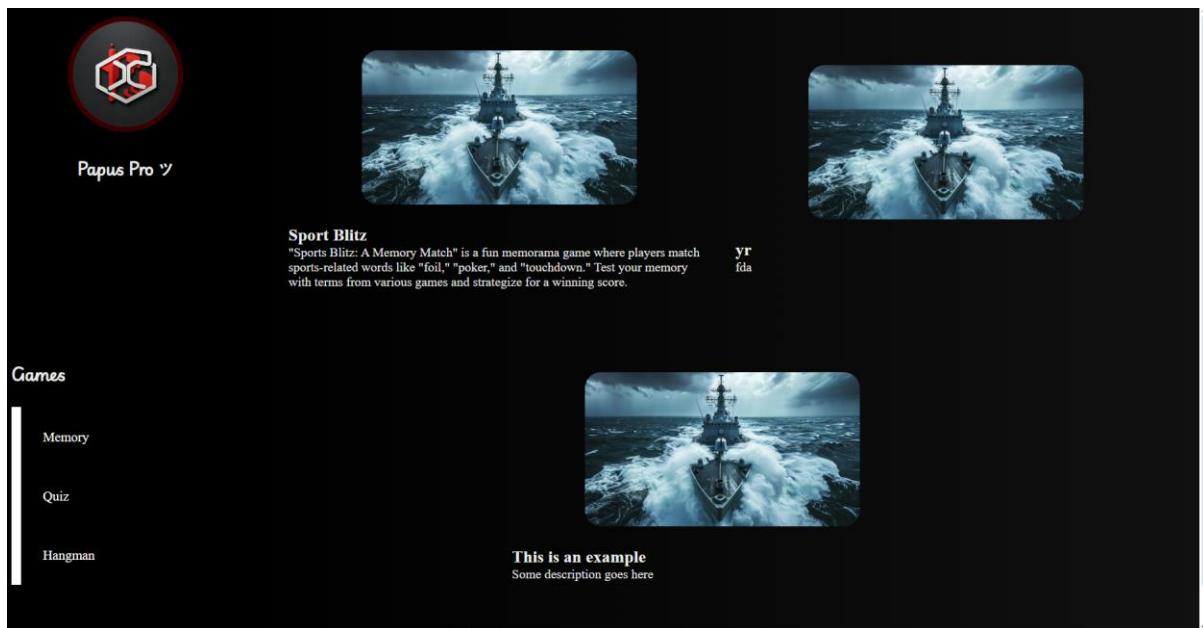


The screenshot shows a web application interface with a dark theme. In the top left corner, there is a circular logo with a red and white geometric design, and the text "Papus Pro" below it. On the left side, there is a sidebar with the heading "Games" and three menu items: "Memory", "Quiz", and "Hangman". The "Memory" item is highlighted with a white bar. In the center of the page, there is a modal form titled "Create Memory Game". The form contains three input fields: "Title", "Description", and "Words (At least 10)". Below these fields is a button labeled "Create Game".

```
const handleSubmit = (e) => {
  e.preventDefault();
  axios
    .post("http://127.0.0.1:3001/create-memory-game", data)
    .then((response) => {
      //hace un post en la url correspondiente y le pasa el objeto data, despues resetea los datos
      console.log(data);
      setData({
        title: "",
        content: "",
        words: [],
      });
      setArrayText("");
      setIsPosted(true);
    });
};
```

//Example





//PROXIMAMENTE SE VAN A AGREGAR LOS DEMAS JUEGO, LA ESTRUCTURA DEL CODIGO YA ESTA BIEN HECHA PARA PODER AGREGAR JUEGOS MAS FACILMENTE