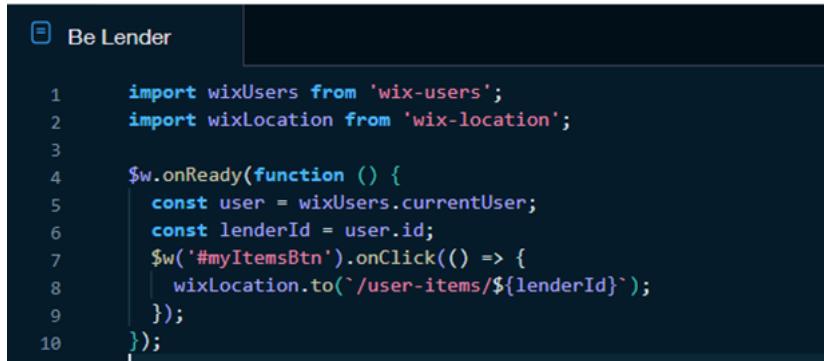·   The code on the Be a Lender page, which directs users to their unique page when "View My Items" is clicked.

```
Be Lender

1    import wixUsers from 'wix-users';
2    import wixLocation from 'wix-location';
3
4    $w.onReady(function () {
5      const user = wixUsers.currentUser;
6      const lenderId = user.id;
7      $w('#myItemsBtn').onClick(() => {
8        wixLocation.to(`/user-items/${lenderId}`);
9      });
10   });
```

·   The code on the My Requests page directs users to their unique page accordingly, depending on the button they clicked.

```
My Requests

1    import wixUsers from 'wix-users';
2    import wixLocation from 'wix-location';
3
4    $w.onReady(() => {
5        $w("#outgoing").onClick(() => {
6            const user = wixUsers.currentUser;
7            const userId = user.id;
8            wixLocation.to(`/requests/${userId}`);
9        });
10   });
11
12   $w.onReady(() => {
13       $w("#incoming").onClick(() => {
14           const user = wixUsers.currentUser;
15             const userId = user.id;
16           wixLocation.to(`/requests-1/${userId}`);
17       });
18   });
```

·   The code for the lender to approve or reject the borrower's request.

```
1    import wixData from 'wix-data';
2
3    $w.onReady(() => {
4        $w("#listRepeater").onItemReady(($item, itemData) => {
5                // Hide buttons if already decided
6            if (itemData.Status === "Approved" || itemData.Status === "Rejected") {
7            $item("#approvebutton").hide();
8            $item("#rejectbutton").hide();
9        }
10            $item("#approvebutton").onClick(() => {
11                updateStatus(itemData._id, "Approved", $item);
12            });
13            $item("#rejectbutton").onClick(() => {
14                updateStatus(itemData._id, "Rejected", $item);
15            });
16        });
17    });
18
19    function updateStatus(itemId, newStatus, $item) {
20        wixData.get("Requests1", itemId)
21            .then((item) => {
22                item.Status = newStatus;
23                return wixData.update("Requests1", item);
24            })
25            .then(() => {
26                $item("#approvebutton").hide();
27                $item("#rejectbutton").hide();
28            })
29            .catch((err) => {
30                console.error("Error updating status:", err);
31            });
32    }
```

· The code to calculate the total amount price, by adding the deposit and pricePerHour*total hours.

```javascript
import wixData from 'wix-data';
$w.onReady(() => {
    $w("#listRepeater").onItemReady(($item, itemData) => {
        const startStr = $item("#startTime").text?.trim();
        const endStr = $item("#endTime").text?.trim();
        const pricePerHour = parseFloat($item("#pricePerHour").text);
        const deposit = parseFloat($item("#deposit").text);

        // Convert text like "9.00 am" or "15.30" → 24h decimal hour
        function parseTimeToHours(str) {
            let time = str.toLowerCase().replace(/\s+/g, "");
            let hours = 0;
            let minutes = 0;
            const isPM = time.includes("pm");
            const isAM = time.includes("am");
            time = time.replace("am", "").replace("pm", "");
            // Split by ":" or "."
            const parts = time.split(/[.:]/);
            hours = parseInt(parts[0]) || 0;
            minutes = parseInt(parts[1]) || 0;
            if (isPM && hours < 12) hours += 12;
            if (isAM && hours === 12) hours = 0;
            return hours + (minutes / 60);
        }
        const startH = parseTimeToHours(startStr);
        const endH = parseTimeToHours(endStr);
        const totalHours = endH - startH;
        const totalAmount = (totalHours * pricePerHour) + deposit;
        // Save to CMS
        wixData.get("Requests1", itemData._id)
            .then((record) => {
                record.paymentAmount = totalAmount;
                return wixData.update("Requests1", record);
            })
            .catch((err) => {
                console.error("Error updating Requests:", err);
            });
    });
});
```