

# Exercise: Routing

Lab problem for the ["JavaScript Applications" course @ SoftUni](https://softuni.org/courses/javascript-applications).

## Team Manager

Create a JS application for managing teams. Use Handlebars for rendering, Sammy.js for routing and Firebase as a backend provider. Structure your work so that it is easy to manage. The example is styled using [Bootstrap](#).

### 1. App Structure

- **Home Page** – show relevant info, depending on the status of the user
- **Catalog** – a list of all registered teams
- **About** – dummy page that would hold information about the app
- **Register User**
- **Create Team**
- **Edit Team**
- **View Team Details** – a detailed page that shows all members of the team and management controls

Create a header that is shared across all pages and place links to the relevant sections in it.

### 2. CRUD Operations

The app must support user registration, login and logout. Store the user credential in **session storage**. Once logged in, the user is free to browse all registered teams and **join** or **create** a new team. At any point, the user is able to **leave** the team he is a member of. The user can only join **one** team at a time. Also when a user **creates** a team he **automatically** joins it. He **cannot** create a team **again** unless he leaves the newly created team.

### 3. Entity Structure

A team has a **name** and a **comment** that are displayed while browsing. A user has a **username**. You may create databases and entries as you see fit. A sample collection structure is as follows:

```
teams {  
  name,  
  comment  
}
```

Add a column **teamId** to the default **users** collection, showing which team they have joined currently.

### Screenshots

Use this information as a guideline. You may style and structure your solution differently, so long as the required functionality is present.

Home page when the user is logged in and a header, that is shared across all pages.

The screenshot shows a web browser at localhost:3000 displaying the 'Team Manager' application. The header features the title 'Team Manager' and navigation links: Home, About, Login, and Register. The main content area is titled 'Home Page' and includes a message: 'You are currently not logged in. Please, log in or register to view team options.'

## User registration form

The registration form contains three input fields labeled 'Username:', 'Password:', and 'Repeat Password:'. A 'Register' button is located at the bottom left of the form.

## Login form

The login form is titled 'Login Page' and contains two input fields labeled 'Username:' and 'Password:'. A 'Login' button is located at the bottom left of the form.

Home page view for a registered user. Note the header navigation has changed to reflect that.

The screenshot shows the 'Team Manager' application for a registered user. The header now includes a 'Welcome, vvv' message and the navigation links are: Home, Catalog, About, and Logout. The main content area is titled 'Home Page' and includes a message: 'You are currently not a member of a team. View the [catalog](#) to join or create one.'

## Team browser.

## Catalog Page

Create team

Team name

**Chereshka**

Description

No description

Team name

**ttt**

Description

No description

Team name

**Malinka**

Description

Need one member

Team name

**Yagodka**

Description

No description

Team name

**Greipfrut**

Description

The end is nigh

Team name

**Krusha**

Description

kkk

Create team and edit team forms are identical.

## Create Page

Name:

Description:

Submit changes

Team details with option to join the team and a list of all current members.

### Chereshka details

Team members

aaa

Description

No description

Team management

Join team

Team management. If the user is a member, they can leave the team. If the user is the creator, they can edit it.

```
<!-- Libraries -->
<script src="./node_modules/jquery/dist/jquery.js"></script>
<script src="./node_modules/bootstrap/dist/js/bootstrap.js"></script>
<script src="node_modules/handlebars/dist/handlebars.js"></script>
<script src="node_modules/sammy/lib/sammy.js"></script>
<script src="./node_modules/sammy/lib/plugins/sammy.handlebars.js"></script>
```