Danish Bashar

Final Journal

* Task: Adding a google map of dog parks
  + Group decided to stick to seattle, so I didn’t need to implement location search
  + Used react-google-maps to render the map, the documentation used something called recompose, so it was kind of hard to follow
  + The google map in react-google-maps is wrapped in two higher level components which I only could make with functions, which weren’t allowed in a component’s render function
  + Spent hours trying to find an api to search for dog parks, eventually I found one, but was having issues using it in react with redirect errors, so I ended up saving the json and opening it locally
  + After hours of struggle to get props into the map, I realized that if I just use the recompose package that the documentation was using, I could actually get props in relatively easily
  + Finally got the map to render after using multiple different types of documentation
  + Examples only showed how to add an infobox to one marker on the map, I would have to write a lot of logic through recompose’s weird syntax to get one to appear at a time
  + After getting messages from gabe confused why we had a map, and seeing that ross didn’t feel it connected well to the rest of the project, I gave up and just cut the map, but I did leave the files in
* Task: Debugging
  + First task was to fix the switch routing, they had made a blank page that gets routed to in certain situations, by adding some text to it, I realized the core of our issue was that we were getting stuck on that page
  + Found out that there is a contingency in the card object if we run out of swipes, so I removed the blank route and just rendered the card.
  + App was crashing because it was trying to load some props before checking if the props weren’t there, I split the card into two separate “content” possibilities to fix that
  + I then had to make the “pulse” card on click load any new cards that might have come up
  + I had two instances up and kept making new dogs to test the pulse card, it wasn’t working
  + Asked gabe for help, took him an hour or two to get to it, but he wrote a function (that didn’t work)
  + I realized that reloading the page did load new dogs, so to save time, I just coded the onclick to cause a reload.
  + I then did a test run to make sure everything was working, I found that when you clicked on the conversation buttons, the app crashed.
  + To test if the crash was because of too much garbage in the database, I deleted almost everything, and made some new accounts and had them make a conversation
  + Still crashed, did some console.log checking, found out that the chat was loading some sort of test variable
  + Looked into the app.js code, and I got very confused, so I ended up having gabe check it out after messaging him and waiting out for an hour or two
* Task: UI
  + Added a jumbotron header and a footer
  + Put things into containers to make them more responsive
  + Footer was overlapping with the match cards and conversations for some reason, robin ended up cutting the footer
  + I moved the attribution to the header
  + Did some other assorted cleanup