Create a CRUD Web Page Labs

Perform these labs on your own computer using VS Code or any editor and command prompt to ensure you understand the lessons presented in the corresponding videos and lectures.

Lab 1: Create Website Using lite-server

Open the folder where you like to create your projects in a terminal window and create a new folder named **PeopleMaintenance**.

```
mkdir PeopleMaintenance
```

Create a new project in this folder.

```
npm init -y
```

Next, install lite-server.

```
npm install lite-server --save-dev
```

Open folder in VS Code

Open the **package.json** file and modify the "start" property to use node**mon** instead of just **node**.

```
"scripts": {
   "start": "lite-server"
},
```

Create a file named index.html.

```
<!DOCTYPE html>
<head>
    <title>People Maintenance</title>
    </head>
    <body>
        <h1>People Maintenance</h1>
        </body>
        </bth>
```

Try it Out

Open a terminal window in VS Code and type in

```
npm start
```

Your browser should open, and you should see the <h1> header appear.

Lab 2: Add Bootstrap and Site Styles

Right mouse-click on the root folder and add a new folder named **styles**.

Right mouse-click on the **styles** folder and add a new file named **site.css**.

Put the following CSS styles into this new file.

```
.infoMessage {
  font-weight: bold;
  padding: 0.5em;
}

.errorMessage {
  font-weight: bold;
  background-color: red;
  color: white;
  padding: 0.5em;
}
```

Open the index.html file and make the <head> tag look like the following.

```
<head>
     <title>People Maintenance</title>
     link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css"
     integrity="sha384-
xOolHFLEh07PJGoPkLv1IbcEPTNtaed2xpHsD9ESMhqIYdOnLMwNLD69
Npy4HI+N" crossorigin="anonymous">
     link rel="stylesheet" type="text/css"
href="/styles/site.css">
     </head>
```

Lab 3: Add the HTML for the CRUD Page

Replace the current <body> tag and add some <script> tags with the following code.

```
<body>
 <div class="container">
   <main role="main" class="pb-3">
     <h1>People Maintenance</h1>
     <div class="row mt-3 mb-3">
       <div class="col">
         <span id="message" class="infoMessage d-none">
         </span>
         <span id="error" class="errorMessage d-none">
         </span>
       </div>
     </div>
     <div id="list" class="d-none">
       <div class="row">
         <div class="col">
          <button type="button" class="btn btn-primary</pre>
mt-2 mb-2" onclick="peopleController.add();">
            Add Person
          </button>
         </div>
       </div>
       table-striped table-collapsed">
         <thead>
          <t.r>
            Actions
            Person ID
            First Name
            Last Name
            Email Address
            Start Date
          </thead>
         </div>
     <form id="detail" class="d-none">
       <div class="form-group">
         <label for="personId">Person ID</label>
         <input type="text" id="personId"</pre>
name="personId" readonly="readonly" class="form-control"
/>
       </div>
```

```
<div class="form-group">
          <label for="firstName">First Name
          <input type="text" id="firstName"</pre>
name="firstName" class="form-control" />
        </div>
        <div class="form-group">
          <label for="lastName">Last Name</label>
          <input type="text" id="lastName"</pre>
name="lastName" class="form-control" />
        </div>
        <div class="form-group">
          <label for="emailAddress">Email
Address</label>
          <input type="email" id="emailAddress"</pre>
name="emailAddress" class="form-control" />
        </div>
        <div class="form-group">
          <label for="startDate">Start Date</label>
          <input type="date" id="startDate"</pre>
name="startDate" class="form-control" />
        </div>
        <div class="form-group">
          <button type="button" class="btn btn-primary"</pre>
id="saveButton" onclick="peopleController.save();">
            Save
          </button>
          <button type="button" class="btn btn-info"</pre>
id="cancelButton" onclick="peopleController.cancel();">
            Cancel
          </button>
        </div>
      </form>
    </main>
  </div>
</body>
<script id="listTmpl" type="text/html">
    {{#list}}
    <t.r>
      <t.d>
        <button type="button" class="btn btn-primary"</pre>
onclick="peopleController.getEntity({{personId}});">
          Edit
        </button>
         
        <button type="button" class="btn btn-danger"</pre>
onclick="peopleController.deleteEntity({{personId}});">
```

```
Delete
       </button>
     { {personId} } 
     {firstName}}
     { lastName } 
     { {emailAddress} } 
     { startDate } 
   {{/list}}
 </script>
<script
src="https://cdnjs.cloudflare.com/ajax/libs/mustache.js/
4.1.0/mustache.min.js"></script>
<script src="/scripts/common.js"></script>
<script src="/scripts/people.js"></script>
<script>
 'use strict';
 window.onload = function () {
   peopleController.get();
</script>
```

Lab 4: Add a People Script File

Right mouse-click on the root folder and add a new folder named **scripts**.

Right mouse-click on the **scripts** folder and add a new file named **people.js**.

Into this file place the following code.

```
// *********
// Global Variable for people Page
// *********
let peopleController = (function () {
 // **********
 // Private Variables
 // ********
 let vm = {
   "list": [],
   "entity": {},
   "data": null,
   "mode": "list",
   "apiUrl": "http://localhost:5000/api/people",
   "ok": false,
   "status": 0,
   "statusText": "",
   "message": "",
   "lastResponse": {}
 }
 // *********
 // Private Functions
 // *********
 function get() {
   vm.mode = "list";
   vm.entity = {};
   fetch(vm.apiUrl)
     .then(response => processResponseObject(response))
     .then(data \Rightarrow {
       // Check if response was successful
       if (vm.ok) {
         // Assign data to view model's list property
         vm.list = data.data;
         // Use template to build HTML table
        buildList(vm);
       }
       else {
         common.displayError(common.handleError(vm));
       }
     .catch(error =>
common.displayError(common.handleNetworkError(error)));
 function getEntity(id) {
   vm.mode = "edit";
```

```
vm.list = [];
    fetch(`${vm.apiUrl}/${id}`)
      .then(response => processResponseObject(response))
      .then(data \Rightarrow {
        // Check if response was successful
        if (vm.ok) {
          // Assign data to view model's entity property
          vm.entity = data.data;
          // Display entity
          setInput();
          // Unhide Save/Cancel buttons
          common.displayButtons();
          // Unhide detail area
          common.displayDetail();
        else {
          common.displayError(common.handleError(vm));
      })
      .catch(error =>
common.displayError(common.handleNetworkError(error)));
  function insertEntity() {
    setEntityFromInput();
    let options = {
      method: 'POST',
      body: JSON.stringify(vm.entity),
      headers: {
        'Content-Type': 'application/json'
    };
    fetch(vm.apiUrl, options)
      .then(response => processResponseObject(response))
      .then(data => {
        if (vm.ok) {
          // Hide buttons while 'success message' is
displayed
          common.hideButtons();
          // Display a success message
```

```
common.displayMessage(vm.message);
          // Redisplay entity returned from Web API
          setInput();
          // Clear messages
          clearMessages(true);
        }
        else {
          common.displayError(common.handleError(vm));
        }
      .catch(error =>
common.displayError(common.handleNetworkError(error)));
  function updateEntity() {
    setEntityFromInput();
    let options = {
      method: 'PUT',
      body: JSON.stringify(vm.entity),
      headers: {
        'Content-Type': 'application/json'
    };
    fetch(`${vm.apiUrl}/${vm.entity.personId}`, options)
      .then(response => processResponseObject(response))
      .then(data => {
        if (vm.ok) {
          // Hide buttons while 'success message' is
displayed
          common.hideButtons();
          // Display a success message
          common.displayMessage(vm.message);
          // Redisplay entity returned from Web API
          setInput();
          // Clear messages
          clearMessages(true);
        else {
          common.displayError(common.handleError(vm));
        }
```

```
})
      .catch(error =>
common.displayError(common.handleNetworkError(error)));
  function deleteEntity(id) {
    if (confirm(`Delete Person ${id}?`)) {
      let options = {
        method: 'DELETE'
      };
      fetch(`${vm.apiUrl}/${id}`, options)
        .then(response =>
processResponseObject(response))
        .then(data \Rightarrow {
          // Check if response was successful
          if (vm.ok) {
            // Display success message
            common.displayMessage("Person Deleted.");
            // Redisplay all data
            get();
            // Clear messages
            clearMessages(false);
          else {
            common.displayError(common.handleError(vm));
        })
        .catch(error =>
common.displayError(common.handleNetworkError(error)));
  }
  async function processResponseObject(response) {
    let resp = await
common.processResponseObject(response);
    vm.ok = resp.ok;
    vm.status = resp.status;
    vm.statusText = resp.statusText;
    vm.message = resp.message;
    vm.data = resp.data;
    vm.lastResponse = response;
    return vm;
```

```
}
  function buildList(vm) {
    // Get HTML template from <script> tag
    let template =
document.getElementById("listTmpl").text;
    // Call Mustache passing in the template and
    // the object with the collection of data
    let html = Mustache.render(template, vm);
    // Insert the rendered HTML into the DOM
document.getElementById("people").getElementsByTagName('
tbody')[0].innerHTML = html;
    // Display HTML table and hide <form> area
    common.displayList();
  }
  function setInput() {
   document.getElementById("personId").value =
vm.entity.personId;
    document.getElementById("firstName").value =
vm.entity.firstName;
    document.getElementById("lastName").value =
vm.entity.lastName;
   document.getElementById("emailAddress").value =
vm.entity.emailAddress;
   document.getElementById("startDate").value =
vm.entity.startDate;
  function setEntityFromInput() {
   vm.entity.personId =
Number.parseInt(document.getElementById("personId").valu
e);
   vm.entity.firstName =
document.getElementById("firstName").value
   vm.entity.lastName =
document.getElementById("lastName").value;
   vm.entity.emailAddress =
document.getElementById("emailAddress").value;
   vm.entity.startDate =
document.getElementById("startDate").value;
  }
```

```
function cancel() {
    // Hide detail area
    document.getElementById("detail").classList.add('d-
none');
    // Clear any messages
    common.displayMessage("");
    // Display all data
    get();
  function clearInput() {
    vm.entity.personId = 0;
    vm.entity.firstName = "";
    vm.entity.lastName = "";
    vm.entity.emailAddress = "";
    vm.entity.startDate = "2024-01-01";
    setInput();
  }
  function add() {
    vm.mode = "add";
    // Display empty entity
    clearInput();
    // Make sure buttons are displayed
    common.displayButtons();
    // Unhide detail area
    common.displayDetail();
  }
  function save() {
    // Determine method to call based on the mode
property
    if (vm.mode === "add") {
      insertEntity();
    } else if (vm.mode === "edit") {
      updateEntity();
    }
  }
  function clearMessages(redisplayList) {
    setTimeout(() => {
      if (redisplayList) {
        get();
```

```
}
     // Clear message
     common.displayMessage("");
   }, 2000);
 // **********
 // Public Functions
 // *********
 return {
   "get": get,
   "getEntity": getEntity,
   "cancel": cancel,
   "add": add,
   "save": save,
   "deleteEntity": deleteEntity
 };
})();
```

Lab 5: Add a Common Script File

Right mouse-click on the **scripts** folder and add a new file named **common.js**. Into this file place the following code.

```
// **********
// Global Variable for Common Functions
// **********
let common = (function () {
 // ********
 // Private Functions
 // ********
 async function processResponseObject(response) {
   let text = "";
   let data = \{\};
   // Create custom response object
   let ret = {
     "ok": response.ok,
     "status": response.status,
     "statusText": response.statusText,
     "url": response.url,
     "message": ""
   };
   try {
     // Get text first
     text = await response.text();
     // Attempt to convert to JSON
     data = JSON.parse(text);
     // Return JSON data
     ret.message = data.message;
     ret.data = data.data;
   catch {
     // Return the text
     ret.data = text;
   }
   return ret;
 }
 function handleNetworkError(error) {
   let msg = "A network error has occurred. Check the
apiUrl property to ensure it is set correctly.";
   console.error(error + " - " + msg);
   return msg;
 function handleError(vm) {
   let msg = "";
```

```
switch (vm.status) {
     case 400:
       msg = JSON.stringify(vm.data);
       break;
     case 404:
       if (vm.data) {
         msg = vm.data;
       }
       else {
         msg = `${vm.statusText} - ${vm.apiUrl}`;
       break;
     case 500:
       msg = JSON.parse(vm.data).message;
       break;
     default:
       msg = JSON.stringify(vm.data);
       break;
    }
   if (msq) {
     console.error(msg);
   return msg;
  //*********
  //* Generic Display Methods
  //********
  function displayList() {
   document.getElementById("list").classList.remove('d-
none');
   document.getElementById("detail").classList.add('d-
none');
  }
  function displayMessage(msg) {
   if (msq) {
     document.getElementById("message").textContent =
msg;
document.getElementById("message").classList.remove('d-
none');
   else {
```

```
document.getElementById("message").classList.add('d-
none');
  }
  function displayError(msg) {
    if (msq) {
     document.getElementById("error").textContent =
msq;
document.getElementById("error").classList.remove('d-
none');
   else {
     document.getElementById("error").classList.add('d-
none');
  }
  function displayButtons() {
document.getElementById("saveButton").classList.remove('
d-none');
document.getElementById("cancelButton").classList.remove
('d-none');
  }
  function displayDetail() {
    document.getElementById("list").classList.add('d-
none');
document.getElementById("detail").classList.remove('d-
none');
  }
  function hideButtons() {
document.getElementById("saveButton").classList.add('d-
none');
document.getElementById("cancelButton").classList.add('d
-none');
  }
  // *********
```

```
// Public Functions
// *******************
return {
    "processResponseObject": processResponseObject,
    "handleNetworkError": handleNetworkError,
    "handleError": handleError,
    "displayList": displayList,
    "displayMessage": displayMessage,
    "displayError": displayError,
    "displayButtons": displayButtons,
    "displayDetail": displayDetail,
    "hideButtons": hideButtons
};
})();
```

Lab 6: Modify Insert Method in Web API

Open the repos\peopleRepo.js file in the Web API server.

Just past the **else** statement change the code to look like the following.

```
else {
  let resp = JSON.parse(data);
  // Get array of personId values
  let ids = resp.map(row => { return row.personId; });
  // Get max id and add one
  let maxId = Math.max(...ids) + 1;
  // Assign new personId
  newData.personId = maxId;
  // Add new person to array
  resp.push(newData);
  // REST OF THE CODE HERE
```

Try It Out

Make sure the Web API server is still running.

Run the website to see the page appear.