Job Simulation: Book Explorer Application

Project Title: *Implementation of a Book Explorer*

Role: Front-End Developer Intern – Dynamic Search & API Rendering

Technology Stack: React, Material UI, useState, useEffect, useRef, Fetch API

Objective:

To design and implement a **dynamic book search application** that allows users to search, view, and load books using data from the Open Library API. The project highlights **real-world API integration**, **debounced search**, and **infinite scroll** to enhance user experience.

Features Implemented:

1. Live Search Functionality

- Users can search for books using keywords.
- Uses a <TextField> (Material UI) for a seamless UI.
- Debounced input using useRef and setTimeout prevents unnecessary API calls.

2. Book Grid Display

- Books are displayed in a card-based layout using Material UI's <Grid> and <Card> components.
- Each book card displays the **title**, **author**, and **cover image** (if available).

3. Infinite Scroll with Pagination

- More books are fetched as the user scrolls down.
- Scroll detection is implemented using window.onscroll and IntersectionObserver.

4. Loading Indicators

• Circular loaders (<Circular Progress>) show up while books are being fetched.

Project Structure:

App.jsx

- Handles main layout, search term state, book data state, fetch logic, and infinite scroll.
- Uses useEffect for API fetching and useRef for debounce control.
- Appends new results to the existing list on scroll (pagination).

BookCard.jsx

- Reusable component to render individual book data.
- Accepts props like title, author, and cover_id.

api.js

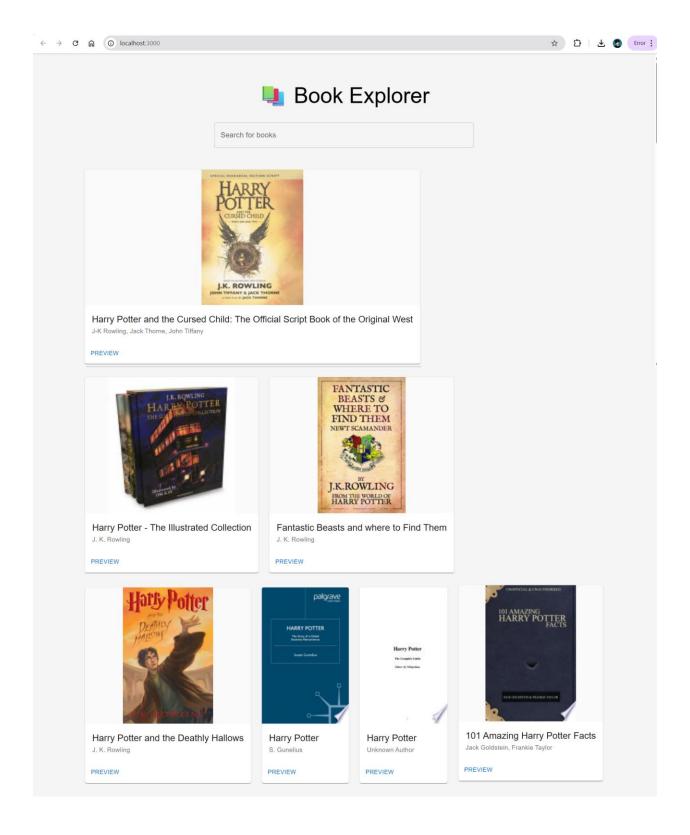
• Contains the fetch logic for retrieving book data using fetch().

Learning Outcomes:

By completing this Book Explorer app, I gained:

- Experience integrating third-party APIs (Open Library).
- Knowledge of **React hooks** (useState, useEffect, useRef).
- Understanding of **debounce patterns** and performance optimization.
- Skills in **responsive UI design** using only Material UI components.
- Ability to build reusable components and manage application state efficiently.

Project:



Project Preview:

