Recruiter

- *id: int*
- *name: string*
- *handle: string*
- *role/position: string*
- *location: string*
- *bio: string*
- *email: string*
- *link: string*
- *contact-num: string*
- *postings: set (JobPosting)*

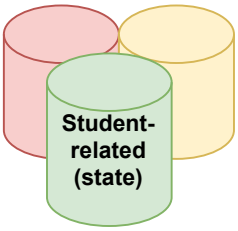
Job Posting

- id: int
- jobTitle: string
- companyName: string
- startDate: date
- positionLength: string
- positionType: string
- experienceLength: **int**
- gpaRequired: boolean
- gpaPercentage: string
- codingLanguages: set **Array**
- frameworks: set **Array**
- workTools: set **Array**
- concepts: set **Array**
- jobDescription: string
- locationType: set
- salary: string
- citizenshipReqs: **Array**
- academicReqs: set
- coopReqs: boolean

Student

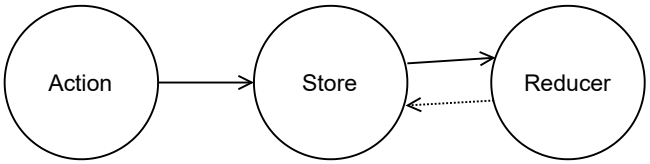
- *id: int*
- ~~*f_name: string*~~
- ~~*l_name: string*~~
- *gpa: double*
- *coop: boolean*
- *seeking: boolean*
- *citizenship: boolean* **Array**
- *work_experience: int* ***set?***
- *coding_languages: set*
- *frameworks: set*
- *work_tools: set*
- *concepts: set*
- *location: String*
- *degree: set*

STORE



students: {....}
matches: {id(*JobPosting*): students, ...}
...

Action dispatches to **store** (a global state where student/posting data exists), passing in action as an argument (how we want to modify our state). In the store, a **reducer** processes this action; many possible behaviors exist, which are handled by types for a reducer (this modifies the state)



DATA FLOW (for page 5)

Job posting state information is going to be JSON at /create4 → User hits 'Continue', onclick dispatch an **action** of type 'PROCESS' to **store,** which sends to **reducer** → Reducer modifies the **store**, and then returns the desired data (matching students)

↓

UI Components update based on new data in store

ACTIONS *type, payload (desc, data...)*

1. ADD_STUDENT, ("adding a student", student obj)
2. REMOVE_STUDENT("removing a student", id)
3. UPDATE_STUDENT("updating", obj (id, newStudent)
~~4. MATCH_STUDENT("matching", student obj)~~

→ **Student Reducer**

1. PROCESS ("update matches according to id", posting obj)
~~2. UPDATE ("pool of students modified")~~

→ **Matches Reducer**

Preliminary Code: https://codeshare.io/vw8LQn