# Salalberry Team

# Presentation - <http://prezi.com/guqvxmmexax6/js-applicationsalalberry/>

# Repository - <https://code.google.com/p/js-app-telerik/>

# Project Management API

# classes.png

# Rest services

* **GET**
* getAllProjects
* getAllTraks
* getAllTrakItems
* getAllUsers
* **POST**
* registerUser
* loginUser
* addNewProject
* addNewItem
* addNewTrack

# Classes

* Controller – make connection between API logic and visualization
* Event – implement observer pattern
* Entry Object – abstract
* AttachmentObject, MilestoneObject, TaskObject – abstract – for future upgrades
* Track – TODO list for performing project management logic, use prototypal OOP, with properties task and list and methods addTask, deleteTask, completeTask, saveLocalStorage,
* User - registered user with properties username, password and isSessionSet (logged in)
* DataBase – connection with the REST services
* Session – defines is the user logged in and in which section of the API is in the moment
* View – keep the information about relationships between user interface and controller
* DataRequest – connect REST services with the controller, work със контролера, asynchronously
* Init – start the program

# Chat

Use functional (classical) OOP.

Three classes –

* User
* Post
* ChatRoom

User is generated by the function getUser() by reading user input from prompt box.

Object User – used to passed it as input parameter of init function of ChatRoom. Has one property name.

Object Post has properties text, user and method load() save the post in local Storage and render() create DOM element div from a post and append it to the chat

To create object of type ChatRoom are needed input parameters info, user.

Init method creates chat room using jQuery. There are to buttons close and send – the first close the cat room (to open it again should click on chat room info (title), the second send the message entered from the user and saved it in the local Storage.

Each five seconds the messages in the chat box are updated from the local Storage. Can simulate chat between two or more user in one browser.