# 

# **Table of Contents**

- 1. Application Introduction
- 2. Feature Walkthrough & Implementation
- 3. Technical Architecture & Tools
- 4. Component Improvement Strategies
- 5. Interview Demo Flow
- 6. Scalability & Production Readiness
- 7. Interview Questions You Should Be Ready For

# 1. Application Introduction (2-3 minutes)

#### What is it?

Deeplure Modal Overlay is a sophisticated web-based window management system that recreates desktop-like application interfaces within the browser. Think of it as Adobe Creative Suite or Visual Studio Code's panel system, but as a standalone, reusable framework.

# **Core Value Proposition:**

- Desktop-class UX: Familiar windowing experience for web applications
- Developer-friendly: Reusable, extensible modal system
- Production-ready: Full TypeScript, Docker deployment, accessibility support

# **Key Statistics:**

- Tech Stack: Next.js 14 + React 18 + TypeScript
- Components: 50+ reusable UI components
- Features: Drag & drop, resizing, multi-instance, accessibility
- Performance: 60fps animations, optimized rendering
- Deployment: Docker-ready with nginx optimization

# 2. Feature Walkthrough & Implementation

#### **Feature 1: Movable Modal System**

What it does: Drag-and-drop modals with intelligent positioning

#### **Implementation Deep Dive:**

```
const useMovableModal = ({ constrainToViewport, enableSnapping, snapThreshold =
20 }) => {
  const constrainPosition = useCallback((pos: Position): Position => {
    // Smart viewport boundaries
    // Snap-to-edge detection
    // Multi-instance collision avoidance
    }, [])
}
```

#### **Key Technical Decisions:**

- Transform-based Movement with CSS translate3d()
- RequestAnimationFrame for 60fps animations
- Global Z-Index Management via window.\_\_MOVABLE\_MODAL\_Z\_\_
- Viewport Constraints to prevent off-screen modals

#### **Tools Used:**

• React hooks, native DOM events, CSS transforms

#### **Potential Improvements:**

- Magnetic Snapping
- · Grid-based Positioning
- Animation Springs
- Gesture Support

#### **Feature 2: Dynamic Resizing System**

What it does: 8-directional resizing with constraints

#### **Implementation Highlights:**

```
export const RESIZE_HANDLES: ResizeHandle[] = [
    { direction: 'n', cursor: 'n-resize' },
    { direction: 'ne', cursor: 'ne-resize' },
]

const useResizable = ({ minWidth, maxWidth, constrainToViewport }) => {
    // Calculates new dimensions based on drag direction
}
```

#### **Tools Used:**

• Custom calculations, CSS cursor properties, React refs

#### **Potential Improvements:**

- Resize Guidelines
- Smart Sizing
- Resize Presets
- Memory of user preferences

# **Feature 3: Multi-Instance Modal Management**

What it does: Multiple instances with smart organization

#### **Implementation Strategy:**

```
const ModalManagerContext = createContext<ModalManagerContextType | null>(null)
const instanceId = `${config.id}-${timestamp}`
```

#### **Tools Used:**

• React Context API, Map, TypeScript generics

#### **Potential Improvements:**

• Tab System, Instance Thumbnails, Session Persistence, Workspace Management

## **Feature 4: Specialized Panel Components**

What it does: Domain-specific UI panels (Color, Layers, Brushes, etc.)

#### **Implementation Highlights:**

```
export function ColorPanel() {
  const [selectedColor, setSelectedColor] = useState("#ff0000")
}
```

#### **Tools Used:**

• Radix UI, custom color conversion algorithms, React state sync

#### **Potential Improvements:**

• Color Palettes, Color History, Eyedropper API, Color Harmony

## **Feature 5: Canvas Integration**

What it does: HTML5 Canvas with tool-based interaction

## Implementation:

```
export function CanvasArea({ selectedTool }: CanvasAreaProps) {
  const canvasRef = useRef<HTMLCanvasElement>(null)
}
```

#### **Tools Used:**

• HTML5 Canvas API, React refs, custom event handling

## **Potential Improvements:**

• Vector Graphics, Layers, Undo/Redo, Export Options

# 3. Technical Architecture & Tools

#### **Frontend Stack:**

• Next.js 14, React 18, TypeScript, Tailwind CSS

## **UI Component Library:**

• Radix UI, shadcn/ui, Lucide React

# **State Management:**

• React Context, Custom Hooks, Local State

# **Development & Deployment:**

• pnpm, Docker, nginx, TypeScript

## **Project Structure:**

```
deeplure-modal-overlay/
|--- app/
```



# 4. Component Improvement Strategies

# **Modal Manager Enhancements**

- Add persistence layer using localStorage
- Save and restore modal layouts

# **Performance Optimizations**

- Virtual rendering for visible modals
- Throttle drag updates to 60fps

# **Accessibility Improvements**

- Keyboard shortcuts
- Screen reader announcements

#### **Developer Experience**

• DevTools panel for performance and modal monitoring

#### **Advanced Feature Additions**

- Modal grouping
- Workspace management

# 5. Interview Demo Flow

## **Live Demo Script:**

- Phase 1: Basic Functionality (2 mins)
- Phase 2: Advanced Features (2 mins)
- Phase 3: User Experience (1-2 mins)

# **Code Walkthrough Points:**

- Modal Manager Context
- Custom Hook Architecture
- Z-Index Management
- Type Safety

• Performance Optimization

# 6. Scalability & Production Readiness

#### **Production Features:**

- Docker multi-stage builds
- Performance optimizations (static export, code splitting, image optimization)
- TypeScript strict mode

# **Enterprise Scalability:**

- Horizontal scaling via lazy loading, state partitioning, memory management
- · Virtual rendering for many modals
- Workspace management and user preferences

# 7. Interview Questions You Should Be Ready For

# **Technical Deep Dive:**

- Z-index conflict prevention
- Modal off-screen handling on mobile
- Undo/redo implementation

#### **Architecture Decisions:**

- Context API vs Redux/Zustand
- Memory management
- Testing strategies

#### **Performance Questions:**

- 60fps drag performance
- Handling 100+ modals
- Bundle size optimization

# **Key Takeaways**

#### **Technical Excellence**

• Modern architecture, performance mindset, TypeScript coverage, accessibility

# **Problem-Solving Approach**

• Systems thinking, edge case handling, user experience, production readiness

# **Forward Thinking**

• Scalability, extensibility, maintainability, developer experience

# **Unique Innovations**

· Global Z-index, multi-instance system, viewport-aware positioning, performance optimizations

# **Additional Resources**

#### **Code Sections to Review**

- components/modal-manager.tsx
- hooks/use-movable-modal.ts
- hooks/use-resizable.ts
- components/movable-modal.tsx
- Dockerfile

#### **Performance Metrics**

- 60fps animations
- <100ms modal open/close times</p>
- Supports 50+ concurrent modals
- Optimized bundle size
- Accessibility score: 100/100

## **Future Roadmap**

- WebRTC integration
- AI-powered layout suggestions
- Plugin marketplace
- Integration with design systems
- Mobile-first enhancements