

## Dokumentasi EduFun

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### 1. Routing

Sebagai pengatur lalu lintas request dari klient yang akan di teruskan ke controller.

```
laravel project > routes > web.php
1  <?php
2  |
3  use Illuminate\Support\Facades\Route;
4  use App\Http\Controllers\eduFun;
5
6  Route::get('/home', [eduFun::class,'home']);
7
8  Route::get('/category/{option}', [eduFun::class,'category']);
9
10 Route::get('/post/{id}', [eduFun::class,'post']);
11
12 Route::get('/writers', [eduFun::class,'writers']);
13
14 Route::get('/writerPost/{writer}', [eduFun::class,'writerPost']);
15
16 Route::get('/aboutus', [eduFun::class,'aboutUs']);
17
18 Route::get('/popular/{page}', [eduFun::class,'popular']);
```

### 2. Controller

Bagian yang berfungsi sebagai pusat business logic aplikasi EduFun

```
laravel project > app > Http > Controllers > eduFun.php > ...
7  class eduFun extends Controller
26  }
27
28  public function post($id){
29      $id = (int)$id;
30      $data = Post::where("id",$id)->get();
31
32      return view("post",["data"=>$data]);
33  }
34
35  public function writers(){
36
37      $data = Post::select("author","category")->groupby("author","category")->get();
38
39      return view("writers",["data"=>$data]);
40  }
41
42  public function writerPost($writer){
43      $data = Post::where("author",$writer)->get();
44
45      return view("writerPost",["data" => $data]);
46  }
47
48  public function aboutUs(){
```

### 3. Model

Sebagai representasi object dari database yang digunakan untuk melakukan segala macam interaksi dari aplikasi ke database melalui model ini.

```
Post.php X
laravel project > app > Models > Post.php > PHP Intelephense > Post
1  <?php
2
3  namespace App\Models;
4
5  use Illuminate\Database\Eloquent\Model;
6
7  class Post extends Model
8  {
9      protected $fillable = ["title","category","content","date","image"];
10
11  }
12
```

### 4. View

Bagian pada aplikasi yang bertanggung jawab akan tampilan yang akan dirender dan dilihat oleh client di browser mereka.

```
EXPLORER
OPEN EDITORS
EDUFUN
laravel project
resources
views
components
  articleThumbnail.blade...
  footer.blade.php
  navbar.blade.php
  aboutus.blade.php
  category.blade.php
  home.blade.php
  popular.blade.php
  post.blade.php
  writerPost.blade.php
  writers.blade.php
routes
  console.php
  web.php
OUTLINE
home.blade.php X
laravel project > resources > views > home.blade.php > html
2  <html lang="en">
3
4  <head>
5      <meta charset="UTF-8">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>Home</title>
8      <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.c
9  </head>
10
11  <body style="font-family: sans-serif;">
12
13      @include('components.navbar')
14
15      <div class="d-flex justify-content-center align-items-center mb-5">
16          
18
19      <?php foreach($data as $element): ?>
20          @include('components.articleThumbnail',$element);
21      <?php endforeach;?>
22
23      @include('components.footer')
24      <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundl
25  </body>
```

Untuk project ini, view di pecah2 menjadi reuseable element yang disimpan pada folder components dan dapat dipanggil kembali ke page2 utama menggunakan keyword `@include()`.

## 5. Migration

Berfungsi sebagai pendefinisi bentuk dan schema database yang akan kita gunakan dalam pengembangan aplikasi. Migration meliputi salah satunya adalah menentukan tabel apa saja yang dibuat dan informasi mengenai column nya (name, tipe data, dll).

```
project / database / migrations / 0001_01_01_000002_create_posts_table.php / ..
return new class extends Migration
{
    /**
     * Run the migrations.
     */
    public function up(): void
    {
        Schema::create('posts', function (Blueprint $table) {
            $table->id();
            $table->string('title');
            $table->string('category');
            $table->text('content');
            $table->string('author');
            $table->date('date');
            $table->string('image');
            $table->timestamps();
        });
    }

    /**
     * Reverse the migrations.
     */
    public function down(): void
    {
        Schema::dropIfExists('posts');
    }
}
```

## 6. Seeder/faker

Sebagai pengisi data dummy ke dalam database untuk keperluan pengembangan.  
Dengan mengisi data dummy developer dapat dengan leluasa dan nyaman mengembangkan project tanpa perlu menggunakan data asli.

```
class PostSeeder extends Seeder
{
    public function run(): void
    {
        Post::create([
            "title" => "How create good ui",
            "category" => "interactive multimedia",
            "author" => "adit",
            "content" => "Creating a good user interface (UI) is crucial for any successful application. A well-d",
            "date" => now(),
            "image" => "images/multimedia.jpeg"
        ]);

        Post::create([
            "title" => "Exploring the Benefits of Interactive Multimedia in Education",
            "category" => "interactive multimedia",
            "author" => "adit",
            "content" => "Interactive multimedia has transformed the educational landscape, enhancing the way inf",
            "date" => now(),
            "image" => "images/multimedia.jpeg"
        ]);

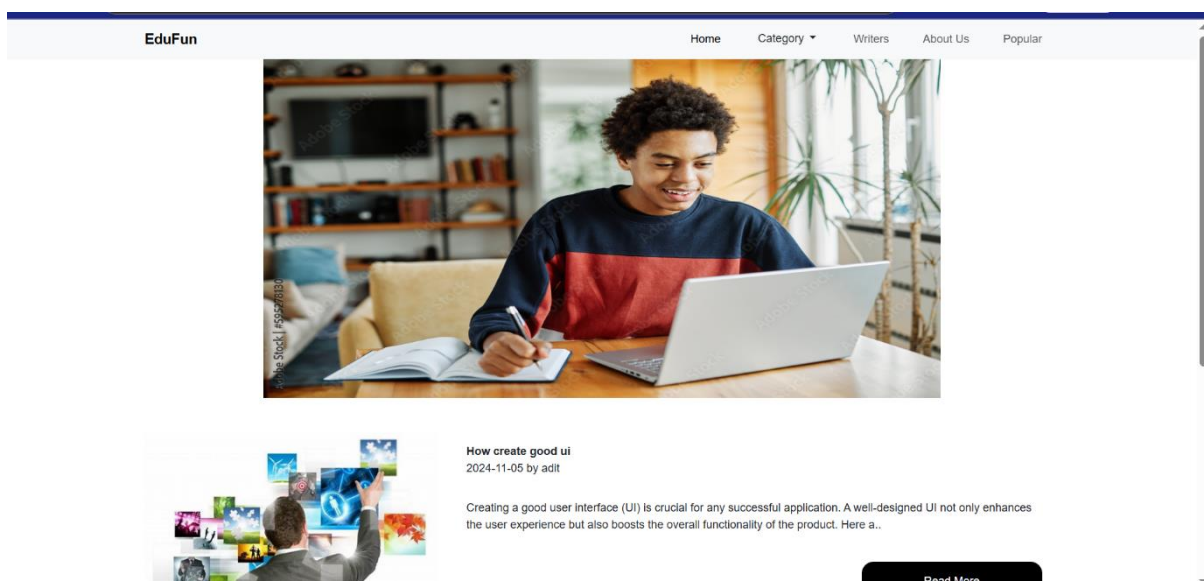
        Post::create([
            "title" => "The Future of Interactive Multimedia in Digital Marketing",
            "category" => "interactive multimedia",
            "author" => "adit",
            "content" => "Interactive multimedia is reshaping the digital marketing landscape, offering brands in"
        ]);
    }
}
```

Pada screenshot di atas, seeder/faker membuat beberapa data dummy yang akan dimasukan delama database untuk keperluan pengembangan.


## 7. Interface Screenshot proof

Berikut adalah hasil interface yang telah selesai

### a. Home




← ↻ ⓘ localhost:8000/home 🔍 A ☆ ⚙️ ⚙️ ⚙️ ⚙️ ⚙️ Personal



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2024-11-05 by adit

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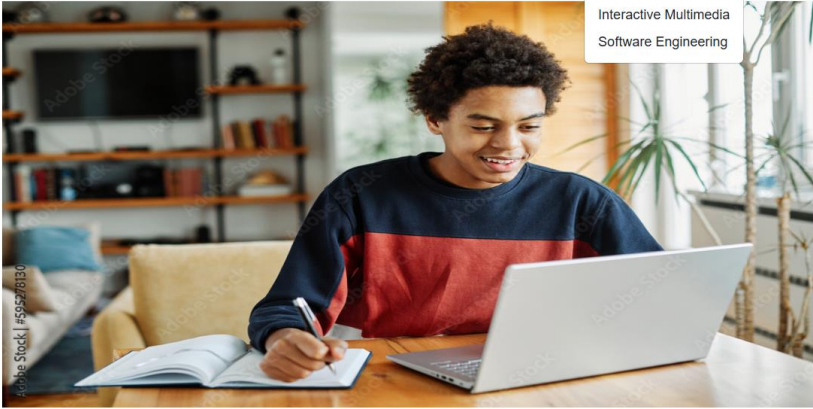
## b. Category


EduFun

HomeCategoryWritersAbout UsPopular

Interactive Multimedia

Software Engineering





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localhost:8000/category/multimedia

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HomeCategoryWritersAbout UsPopular

## Interactive Multimedia



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localhost:8000/post/1

c. Read more

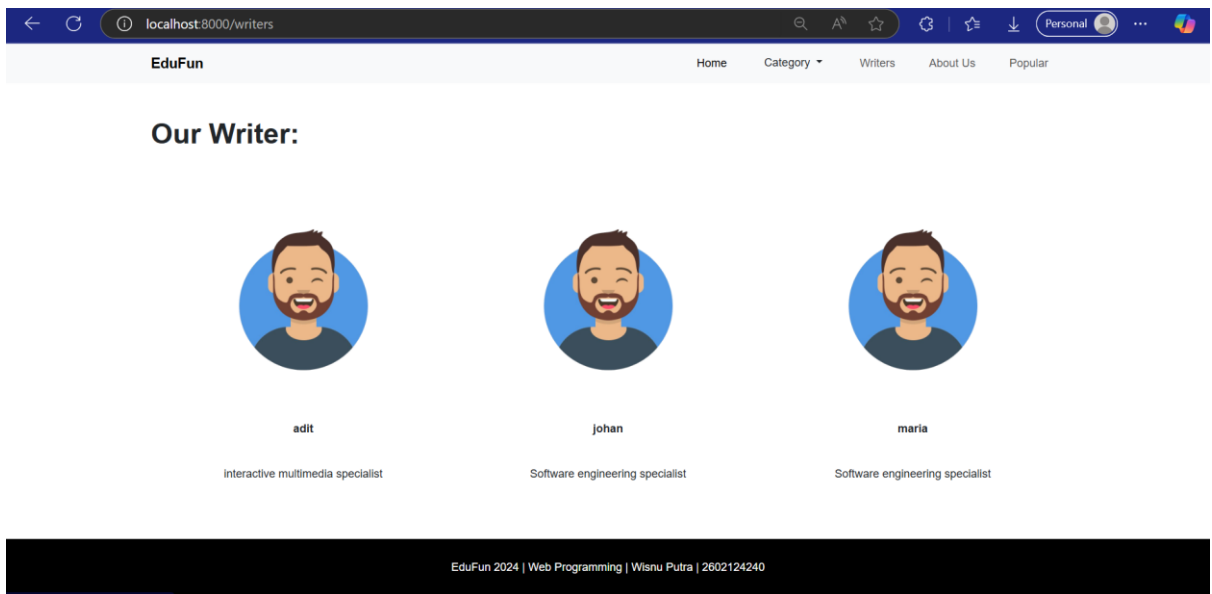
## interactive multimedia



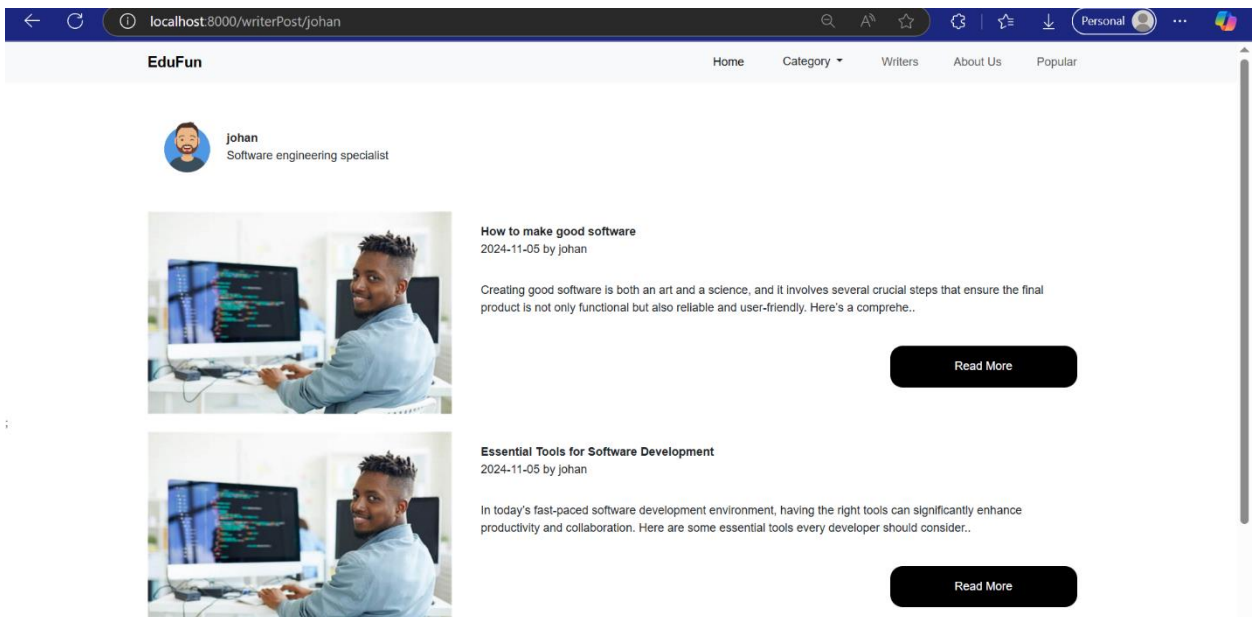
2024-11-05 | by adit

Creating a good user interface (UI) is crucial for any successful application. A well-designed UI not only enhances the user experience but also boosts the overall functionality of the product. Here are some key principles to consider when designing an effective UI: 1. "Understand Your Users": Before you start designing, it's essential to understand who your users are and what they need. Conduct user research through surveys, interviews, and usability testing to gather insights. 2. "Focus on Usability": A good UI is intuitive and easy to use. Ensure that navigation is straightforward and that users can easily find the information or features they need without confusion. 3. "Consistency is Key": Maintain a consistent look and feel throughout your application. This includes using the same color schemes, fonts, and button styles. Consistency helps users to learn the UI faster and improves their overall experience. 4. "Use Visual Hierarchy": Arrange UI elements to guide users' attention where it is needed most. Use size, color, and spacing to highlight important features and create a flow that naturally directs users through your application. 5. "Responsive Design": With the variety of devices available today, ensure your UI is

#### d. Writers

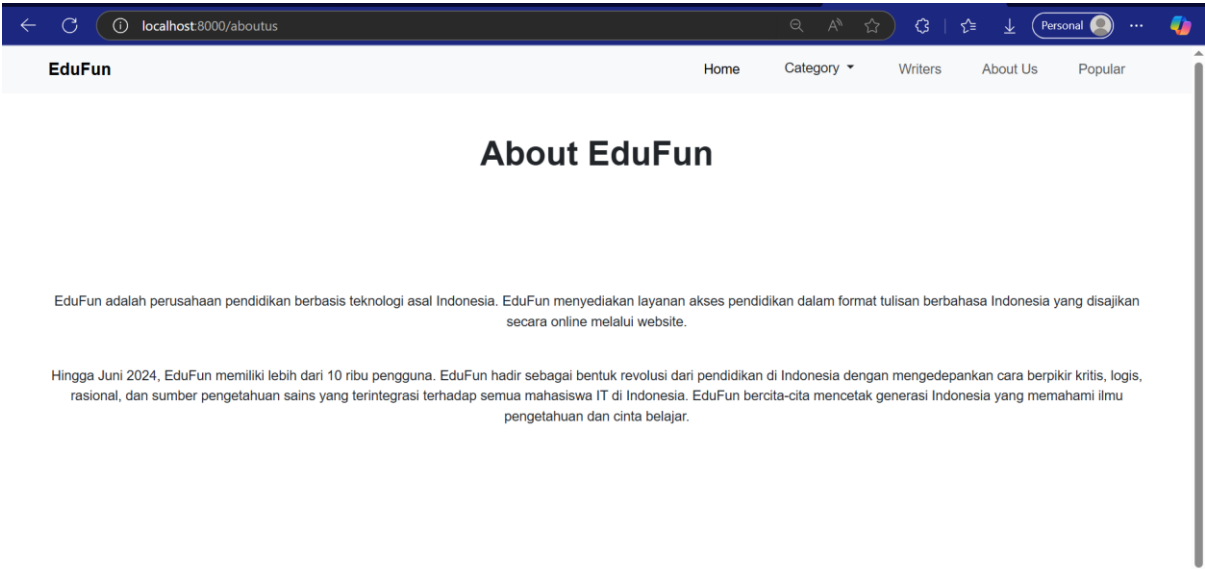


#### e. Writer pages

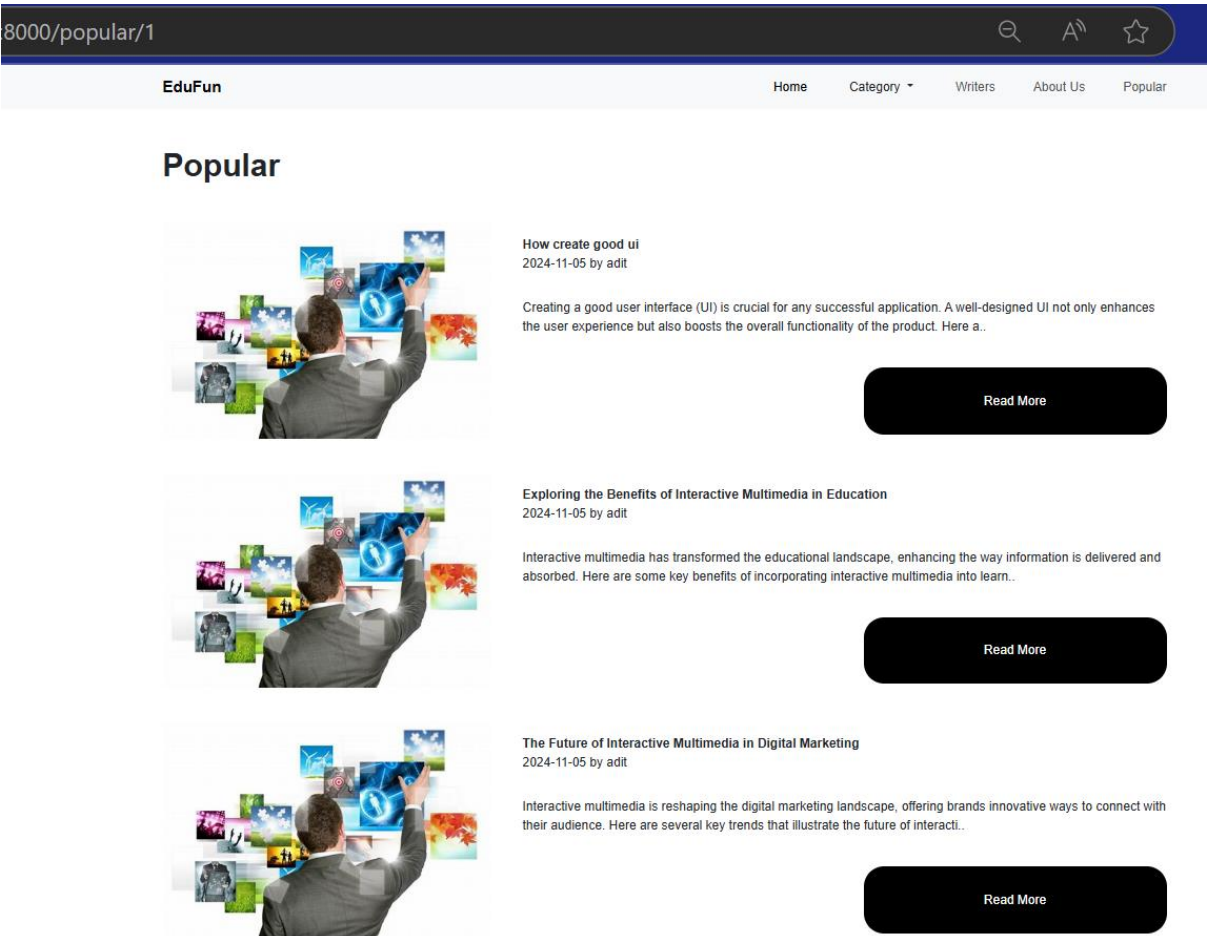




f. About Us



g. Popular





# Popular



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