

# Mister-BITCoin native

### **Building stuff with React Native!**

Let's build a digital wallet for holding my bitcoins and sending (paying) them to my contacts.

Start by creating the following screens.

As we don't have routing yet – and to keep you focused, you can comment-out components or add some buttons to switch between pages.

# **Directory structure**

Please follow the regular structure. Use a screens folder instead of the regular pages folder.

# **Part 1 Contacts**



# **Services**

ContactService

#### **Use the previous ContactService!**

Example to contact model:

```
{
    "_id": "5a56640269f443a5d64b32ca",
    "name": "Ochoa Hyde",
    "email": "ochoahyde@renovize.com",
    "phone": "+1 (968) 593-3824"
}
```

#### **UserService**

Use the same userService you had in the previous project.

#### **BitcoinService**



Use the same bitcoinService you had in the previous project

# **Screens**

## <HomePage>

Use UserService.getUser and BitcoinService and display:

- User Name and Coins
- · Current Bitcoin rate

# <ContactPage>

Gets contacts from ContactService and renders a *ContactList>* component, passing down the contacts.

# <ContactDetailsPage>

Get the contact by given contactId from ContactService and render the contact details (currently get the contactId from props or hardcoded)

# **Components**

# <ContactPreview> Props: contact

Render a div with an image (You can use <u>robohash</u>) and a span for preview

# <ContactList> Props: contacts

Use a FlateList

# <ContactFilter> Props: onFilter

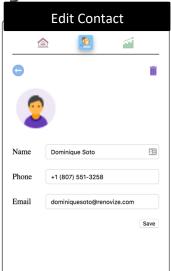
Allows free text search by name / phone and calls onFilter() on every keypress (onTextChange), passing a filter object e.g. : {term: 'puk'}

# GIT Push, Go Home.

# Part 2 CRUDL

Add Navigation, implement the full CRUDL on Contact.





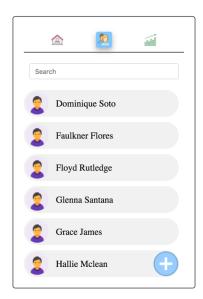


# **Screens**

<HomeScreen>

#### <ContactsScreen>

1) add new contact button (when user click it will move to < ContactEditScreen>)



# <ContactDetailsScreen>

- 1) Change the component so now you will receive an id as route param and gets a contact from the ContactService, display that contact in full.
- 2) Add navigation buttons:
  Back when clicking navigate back to <<u>ContactPage</u>>
  Edit when clicking navigate to <<u>ContactEditPage</u>>





# <ContactEditPage>

Allows Adding and Editing a contact

- Gets a contact from the service by id or start with a new contact
- Allow editing the name, email and phone of that contact





### EDIT MODE:



Add action buttons:

Back – back to contact details

Delete – remove the contact and navigate to < ContactPage>

# **Components**

# <Header>

Render a View with Buttons and use the navigation.navigate function

# <ContactList>

Add a press event to the element to add the ability navigate to contact details page when clicking on each contact



Edit the manifest with colors and icons

GIT Push, Go Home.



# Part 3 User authentication

# **Services**

**UserService** 

#### Add the functions:

- signup(name)
- addMove(contact, amount)

Use the local storage to save/ load the user.

#### Move model:

```
{
    toId: "d99e3u2ih329"
    to: "Moshiko",
    at: 2652712571,
    amount: 2
}
```

# **PAGES:**

<SignupPage> (route: '/signup')

Ask for user name and save the new user in local storage and local variable using the UserService.

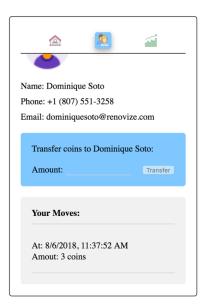
- When user is not known we route to this page
- The <SignupPage> just requests a name
- New user gets 100 coins when signup
- To keep it simple, do the signup process synchronously (no need for promises here in UserService)



<ContactDetailsPage>



- render a < TransferFund > component allow to move coins from user to this contact.
- render a < MovesList > component display all moves to current contact



# <HomePage>

- render a < MovesList > component - display the last 3 transactions



# **Components**

- < MovesList > props: title, moves-list
- display a list of moves using the UserService
- < TransferFund > props: contact, maxCoins, onTransferCoins
  - show a Transfer Fund form (with an amount field).
  - when submitted (call to onTransferCoins):
    - 1) call to UserService to add a move.
    - 2) reduce from the user balance (this money goes nowhere!) using the UserService.

**Note**: at this point you will need to refresh the page to see the new transaction in <<u>MovesList</u>>. you can add callback as props to render the <<u>ContactDetailsPage</u>> but when we will use the state management it will render automatically.



# Part 4 Getting serious - State management

Use Mobx, Add a store and manage your state like a pro

# Part 5 Over the edge

- 1. Support offline
  - o Show an Offline / Online indication (see <a href="mailto:navigator.onLine">navigator.onLine</a>)
  - o Keep the BTC and last charts data in local storage
  - o Use local data first, then get from network
- 2. Add unit testing
- 3. Deploy your components to storybook



# **Some Inspiration**

