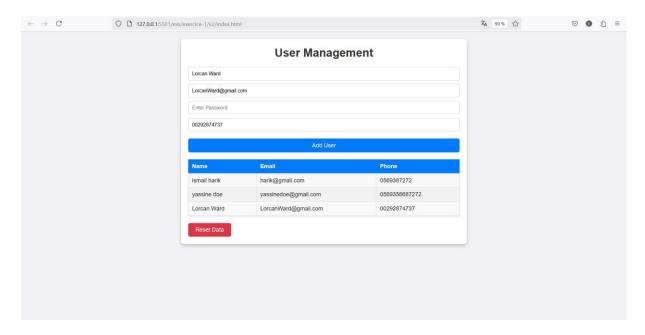


# Dom TP2 User management SYSTEM:



# **Project Setup:**

a. Frontend: Use the following HTML and CSS code as your starting point

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>User Management</title>
<link rel="stylesheet" href="../style.css">
</head>
<body>
<div class="container">
 <h1>User Management</h1>
  <form id="userForm">
  <input type="text" id="nameInput" placeholder="Enter Name" required />
  <input type="email" id="emailInput" placeholder="Enter Email" required />
   <input type="password" id="passwordInput" placeholder="Enter Password" required
   <input type="tel" id="phoneInput" placeholder="Enter Phone" required />
   <button type="submit">Add User</button>
  </form>
```

```
<thead>
  Name
   Email
   Phone
  </thead>
 <!-- Users -->
 <button id="resetButton">Reset Data/button>
</div>
<script src="script.js"></script>
</body>
</html>
```

### b. Backend Setup:

- 1. Install nodeJS https://nodejs.org/fr
- 2. Create a **server.js** file with the following code below (const express...).
- 3. Create a users.json file in the same directory with the following content: [].
- 4. Install dependencies **npm install express body-parser cors.**
- 5. Run the server: node server.js.

```
const express = require("express");
const bodyParser = require("body-parser");
const fs = require("fs");
const cors = require("cors");
const app = express();
const PORT = 3000;
app.use(cors());
app.use(bodyParser.json());
const USERS_FILE = "users.json";
// Serve the JSON file
app.get("/userss", (req, res) => {
 fs.readFile(USERS_FILE, "utf8", (err, data) => {
  if (err) {
   return res.status(500).send({ error: "Error reading file" });
  res.send(JSON.parse(data));
 });
// Save users to JSON file
app.post("/userss", (req, res) => {
 const users = req.body;
 fs.writeFile(USERS_FILE, JSON.stringify(users, null, 2), (err) => {
 if (err) {
   return res.status(500).send({ error: "Error saving file" });
  res.send({ message: "Users saved successfully!" });
 });
});
app.listen(PORT, () => {
 console.log(`Server running at http://localhost:${PORT}`);
});
```

### **Questions:**

#### 1: Fetch Users from the API

- 1. Write a function named fetchUsers that:
  - Makes a GET request to the apiUrl.
  - o Parses the JSON response.
  - Handles errors by logging them to the console and displaying an alert message.
- 2. After fetching the users, call another function to display them in a table. What function should you call here?

## 2: Display Users in the Table

- Write a function named displayUsers that:
  - Accepts an array of users as an argument.
  - Uses the userList element (a ) to display the users.
  - Dynamically creates elements for each user with their name, email, and phone.
- 2. What happens if the users array is empty? Add a row with the message No users found. in that case.

#### 3: Save Users to the API

#### 1. Write a function named saveUsers that:

- Accepts an array of users as an argument.
- Sends a **POST** request to the **apiUrl** with the updated users as the request body.
- Handles errors by logging them to the console.
- How can you confirm the users were saved successfully? Add a success message

#### 2. Write a function named addUser that:

- Prevents the default form submission behavior.
- Retrieves input values (name, email, password, and phone) from the form fields.
- Fetches the existing users from the API.
- Adds the new user to the array of users.
- Saves the updated users array back to the API using the saveUsers function.
- Refreshes the table by calling fetchUsers.

#### 3. Reset Data.

Write a function named **resetData** that:

- a. Saves an empty array to the API using the saveUsers function.
- b. Refreshes the user list by calling fetchUsers.
- c. Why is it necessary to call fetchUsers after resetting the data?

#### 4. Attach Event Listeners

- Attach an event listener to the form (userForm) that calls the addUser function when the form is submitted.
- Attach an event listener to the reset button (resetButton) that calls the resetData function when the button is clicked.