# **Day 4 - Dynamic Frontend Components - EcoFurnish**

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### 1. Functional Deliverables

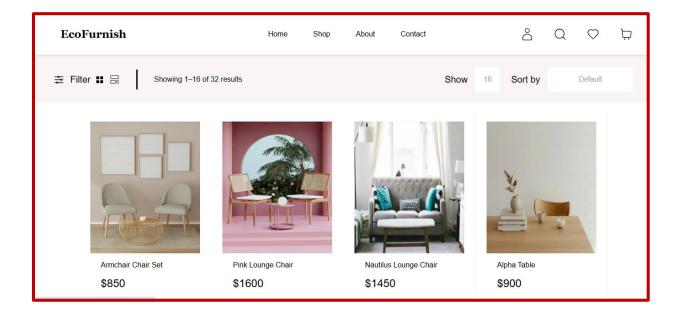
### **Video Demonstration:**

To see these features in action, watch the video demonstration: Watch Video

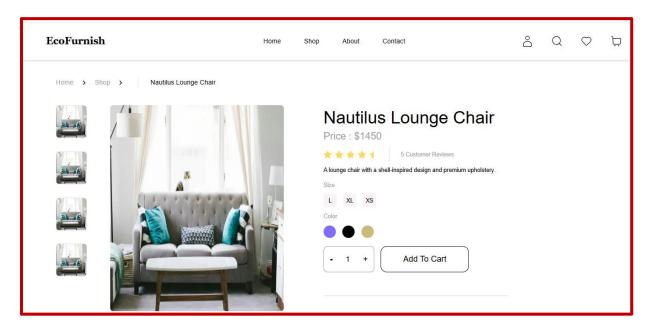
### **Screenshots:**

Below are the screenshots showcasing the implemented features:

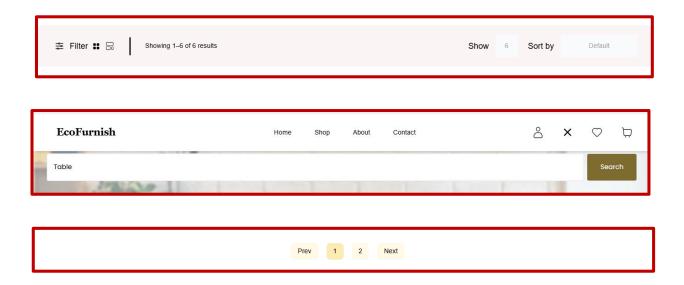
• **Product Listing Page:** Displaying dynamically fetched product data.



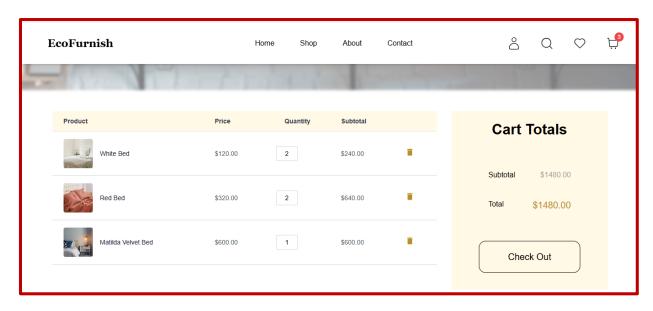
• **Individual Product Detail Pages:** Proper routing and data rendering for selected products.



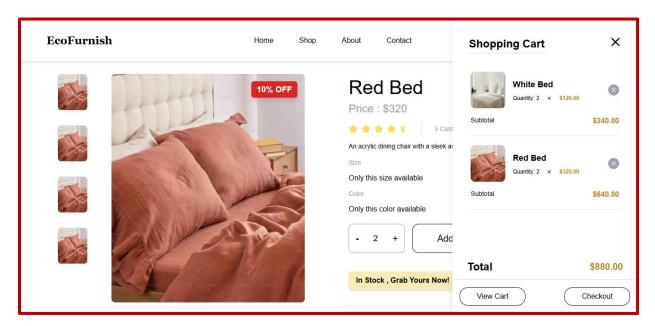
• Category Filters, Search Bar, and Pagination: Demonstrating functionality.



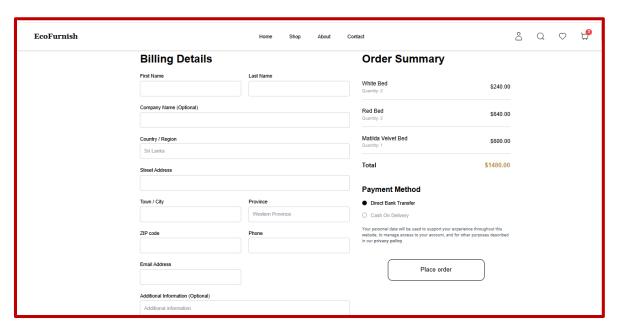
• Cart Page: Displaying items added to the cart dynamically with data persisted in Sanity CMS.



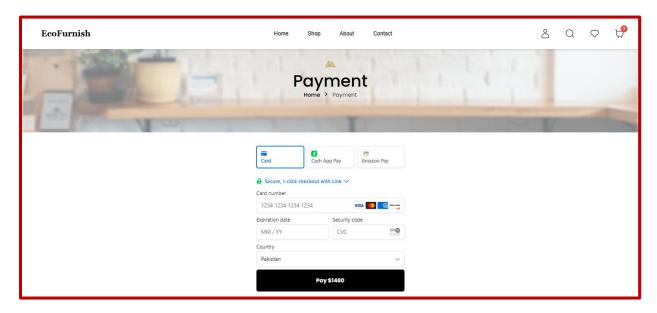
• **Sidebar Cart**: Displaying items added to the cart dynamically with data persisted in **Sanity CMS**.



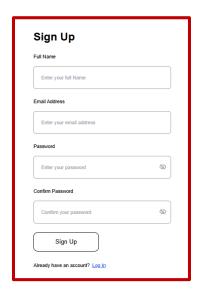
• **Checkout Page:** Reviewing items and processing orders with checkout data saved in **Sanity** to retain information after page refreshes.



• Payment Page: Payment processing integrated with the checkout flow.



• Account Page: User profile, order history, and account settings.





### 2. Code Deliverables

Here are key component code snippets from the project:

#### GitHub Repo

- ProductList.tsx: Displays the list of products fetched from Sanity CMS.
- Pagination.tsx: Manages pagination logic and UI.
- **SearchBar.tsx:** Enables search functionality to filter products.
- **CartPage.tsx:** Displays products added to the cart and syncs with **Sanity CMS** for persistent cart data, even after page refresh.
- **CheckoutPage.tsx:** Handles order review and submits checkout data to **Sanity** to simulate real-world order persistence.
- **Sidebar.tsx:** Provides navigation links for the application.
- PaymentPage.tsx: Integrates payment options for completing purchases.
- AccountPage.tsx: Displays user information, order history, and allows profile updates.

## 3. Scripts and Logic for API Integration & Dynamic Routing

## Global State Management (Redux) + Sanity Integration:

- **Redux Toolkit** is used for fast, efficient global state management.
- **productSlice** stores fetched product data for fast rendering.
- cartSlice manages cart state locally and syncs with Sanity CMS to persist cart data across sessions.
- checkoutSlice handles checkout information, storing it in Redux for quick UI updates and in
  Sanity for persistent storage.
- authSlice manages user authentication state.
- createAsyncThunk is used for asynchronous API calls, making data fetching and state updates seamless.

## Cart & Checkout Data Persistence (Sanity + Redux):

- Cart and checkout data are saved in Sanity CMS to ensure persistence even after page reloads or browser refreshes.
- **Redux** is used for real-time updates and faster page load times, while **Sanity** ensures that data is always backed up and retrievable, simulating a real-world e-commerce setup.
- When users add or remove items from the cart:
  - o The **Redux state** updates instantly for a fast, responsive UI.
  - o The cart data is also **pushed to Sanity**, ensuring it's saved in the backend.
  - On page refresh, cart data is **fetched from Sanity** and synced with Redux for consistency.
- During checkout:
  - Order details are saved both in **Redux** (for immediate feedback) and **Sanity** (to simulate order processing and tracking).
  - This ensures that users can refresh the page or revisit later, and their order history remains intact.

### 4. Documentation

### Steps Taken:

- Designed Components: Created reusable components like ProductCard, ProductList, SearchBar, and Sidebar.
- 2. **Implemented Routing:** Used Next.js dynamic routes for individual product pages and account-related pages.
- 3. **Integrated API:** Connected frontend to **Sanity CMS** for fetching product, user, cart, and order data
- 4. Added Filters & Pagination: Implemented search, category filters, and pagination for better UX.
- 5. **Built Cart & Checkout:** Developed a cart system with checkout functionality, syncing data between **Redux** and **Sanity** for both speed and persistence.
- User Authentication: Created login and sign-up pages, storing user data in Sanity for secure, persistent account management.

## Challenges & Solutions:

- Challenge: Ensuring cart data persists after page refresh (real-world scenario).
  Solution: Synced cart data between Redux (for fast UI) and Sanity CMS (for persistent storage).
- Challenge: Handling asynchronous data fetching and state updates without performance issues.
  - **Solution:** Used **Redux Toolkit's createAsyncThunk** for efficient API handling and **lazy loading** techniques for optimization.
- Challenge: Managing multiple data sources (Sanity + Redux) without data conflicts.
  Solution: Implemented a robust synchronization strategy to keep local state (Redux) and backend data (Sanity) consistent.
- Challenge: Building a responsive UI that adapts to different devices.
  Solution: Leveraged Tailwind CSS for responsive design and mobile-first development.

### **Best Practices Followed:**

- **Data Persistence:** Used **Sanity CMS** to ensure cart, checkout, and user data remain intact even after page refreshes, mimicking real-world e-commerce functionality.
- **Fast UI Updates:** Utilized **Redux** for quick state management, ensuring fast rendering and a responsive user experience.
- **Component Reusability:** Modular, reusable components for efficient development and maintenance.
- State Management: Efficiently combined useState, useEffect, and Redux Toolkit for seamless data flow.
- **Error Handling:** Implemented comprehensive error handling for API requests and user input validation.
- **Performance Optimization:** Optimized rendering using lazy loading, efficient state management, and memoization techniques.
- **Secure Data Handling:** Stored sensitive data like user credentials securely in **Sanity**, with proper authentication mechanisms in place.

## 5. Submission Format

- **Document Title:** Day 4 Dynamic Frontend Components EcoFurnish
- Format: PDF
- Contents:
  - 1. Screenshots/Recordings
  - 2. Code Snippets
  - 3. Technical Documentation