

Hands-on Activity 8.2   Using Modal Component			
<b>Course Code:</b> CPE 026		<b>Program:</b> Computer Engineering	
<b>Course Title:</b> Emerging Technologies 3		<b>Date Performed:</b> 10/14/2024	
<b>Section:</b> CPE41S8		<b>Date Submitted:</b> 10/20/2024	
<b>Name:</b> Efa,Christian Ed B. Joshua Alferos L.		<b>Instructor:</b> Engr. Roman Richard	
<b>1. Instructions</b>			
<p>Perform the given tasks.            Follow the Hands-on Activity format from the previous activities to accomplish the given instructions below.            Perform the Procedures and Outputs in Section 6.            Answer the Supplementary Activity in Section 7.            Provide the following in section 8:</p> <ul style="list-style-type: none"> <li>A concise summary of this activity performed.</li> <li>Your personal conclusions/ reflections.</li> <li>An overview of the lessons you learned from this module.</li> </ul> <p>Submission Requirements:            All files must be submitted as PDF only.</p>			
<b>2. Task</b>			
<ol style="list-style-type: none"> <li>1. Define a Modal and create a table of the different props.</li> <li>2. Using the app goal list, test the different props and include these results in your table from task 1. What are your observations?</li> <li>3. At least one member per group should be able to test the application on their devices; show the difference of modal on iOS and Android. Are they any different?</li> <li>4. Access the material icons API through <a href="https://mui.com/material-ui/material-icons/">https://mui.com/material-ui/material-icons/</a></li> <li>5. Choose a user icon and add the icon on your goal list's navigation bar.</li> <li>6. Modify the list item so that each component can be deleted from the list.</li> </ol>			
<b>3. Output</b>			
ALFEROS Modal is a component used to display content on top of the current screen, often to capture user attention or input.			
Props	Type	Description	Test
accessibilityActions	array	Accessibility	Custom actions

		actions allow an assistive technology to programmatically invoke the actions of a component. The accessibilityActions property should contain a list of action objects. Each action object should contain the field name and label.	appear in the screen reader
accessibilityElementsHidden	bool	A value indicating whether the accessibility elements contained within this accessibility element are hidden. Default is false.	Modal content is hidden from the screen reader
accessibilityHint	string	An accessibility hint helps users understand what will happen when they perform an action on the accessibility element when that result is not clear from the accessibility label.	Screen reader reads the hint as expected
accessibilityLanguage	string	A value indicating which language should be used by the screen reader when the user interacts with the element. It should follow the BCP 47 specification.	Screen reader reads content in the specified language
accessibilityIgnoresInvertColors	bool	A value indicating this view should or	Modal colors stay the same with color

		should not be inverted when color inversion is turned on. A value of true will tell the view to not be inverted even if color inversion is turned on.	inversion
aria-checked	boolean, 'mixed'	Indicates the state of a checkable element. This field can either take a boolean or the "mixed" string to represent mixed checkboxes.	Screen reader announces "checked" or "unchecked"
aria-disabled	boolean	Indicates that the element is perceivable but disabled, so it is not editable or otherwise operable.	Screen reader announces "disabled" state
aria-expanded	boolean	Indicates whether an expandable element is currently expanded or collapsed.	Screen reader announces "expanded" or "collapsed"
aria-hidden	boolean	Indicates whether the accessibility elements contained within this accessibility element are hidden.	Modal content is ignored by the screen reader
aria-label	string	Defines a string value that labels an interactive element.	Screen reader uses the custom label for the element

```

PS C:\Users\admin\Documents\CPE-026\awesomeProject> npm install @mui/icons-material @mui/material @emotion/styled @emotion/react
added 39 packages, and audited 1623 packages in 59s

156 packages are looking for funding
  run `npm fund` for details

8 vulnerabilities (5 low, 3 moderate)

To address all issues (including breaking changes), run:
  npm audit fix --force

Run `npm audit` for details.
PS C:\Users\admin\Documents\CPE-026\awesomeProject>

```

## EFA

Define a Modal and create a table of the different props.

A modal is a dialog box/popup window that is displayed on top of the current page.

Props	Type	Default Value	Description	Test Result
open	boolean	false	Controls whether the modal is open (true) or closed (false).	Works as expected modals shows when open is true
onClose	function	undefined	Function called when modal is requested to close.	Works the modal closes when the function is triggered
children	node	null	The content of the modal	Displays the content passed as children.
aria-labelledby	string	null	Used for accessibility to specify the ID of the modal title.	Improves screen reader experience
aria-describedby	string	null	Used for accessibility to specify the ID of the modal content.	Screen reads the content as expected.

Using the app goal list, test the different props and include these results in your table from task 1. What are your observations?

- There are slight differences in animation and appearance due to the underlying operating system's handling of modals, but the functionality remains the same across platforms.

At least one member per group should be able to test the application on their devices; show the difference of modal on iOS and Android. Are they any different?

Access the material icons API through <https://mui.com/material-ui/material-icons/>  
[Links to an external site.](#)

## Material Icons

2,100+ ready-to-use React Material Icons from the official website.

Ad

**Premium Themes.** Kickstart your application development with a ready-made theme. [Get started](#)

ad by MUI

Feedback

Bundle size

Material Design

Figma

Adobe

Sketch

@mui/icons-material includes the 2,100+ official [Material Icons](#) converted to [SvgIcon](#) components. It depends on [@mui/material](#), which requires Emotion packages. Use one of the following commands to install it:

```
npm      pnpm      yarn

npm install @mui/icons-material @mui/material @emotion/styled @emotion/react
```

Copy

See the [Installation](#) page for additional docs about how to make sure everything is set up correctly.

ⓘ

Google also offers [Material Symbols](#) as the successor of Material Icons. [@mui/icons-material](#) only covers Icons at this time, there are no support for Symbols yet.

### Search Material Icons

Browse through the icons below to find the one you need. The search field supports synonyms—for example, try searching for "hamburger" or "logout."

```

PS C:\Users\chris\Downloads\efa\awesomeProject> npm install @mui/icons-material @mui/material @emotion/styled @emotion/react
up to date, audited 1623 packages in 9s

156 packages are looking for funding
  run `npm fund` for details

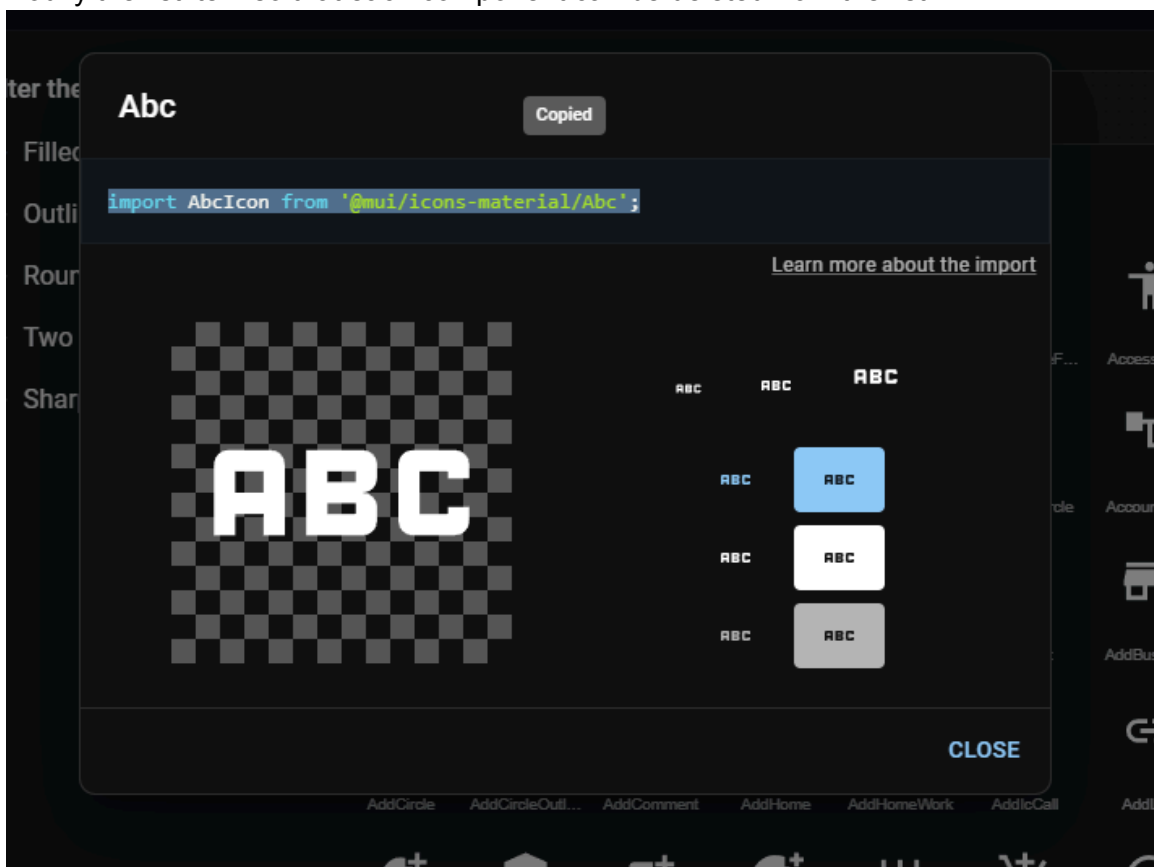
8 vulnerabilities (5 low, 3 moderate)

To address all issues (including breaking changes), run:
  npm audit fix --force

Run `npm audit` for details.
PS C:\Users\chris\Downloads\efa\awesomeProject>

```

Choose a user icon and add the icon on your goal list's navigation bar.  
 Modify the list item so that each component can be deleted from the list.



```

1  import AbcIcon from '@mui/icons-material/Abc';
2  import GoalItem from './components/GoalItem';
3  import GoalInput from './components/GoalInput';
4  import React, { useState } from 'react';
5  import { StyleSheet, View, Text, Image, Alert, Pressable

```

## 4. Supplementary Activity

On your goal list application, perform the following:

1. Modify the user icon component so that everytime it is clicked, it shows a pop-up that welcomes the user to the application.
2. Once your goal list has more than 5 items in the list, your application should show a Modal that warns the user about overwhelming themselves with too much burden.
3. When clicking the delete item for an item in the list, a pop up must show asking for confirmation from the user.

For each task, you are required to provide screenshots and observations.

### ALFEROS

```
at Module.require (node:internal/modules/cjs/loader:1311:19)
PS C:\Users\admin\Documents\CPE-026\awesomeProject> npm start

> awesomeproject@1.0.0 start
> expo start

WARNING: The legacy expo-cli does not support Node +17. Migrate to the new local Expo CLI: https://blog.expo.dev/the-new-cli-f4250d8e3421.

The global expo-cli package has been deprecated.

The new Expo CLI is now bundled in your project in the expo package.
Learn more: https://blog.expo.dev/the-new-expo-cli-f4250d8e3421.

To use the local CLI instead (recommended in SDK 46 and higher), run:
> npx expo <command>
```

After installing mui icons on the terminal, my environment was bombarded with errors.

I tried everything starting from uninstalling expo and then installing it again, clearing cache, still I cannot start the expo.

```
npm help
PS C:\Users\admin\Documents\CPE-026\awesomeProject> npm install expo@latest
npm warn ERESOLVE overriding peer dependency
npm warn While resolving: awesomeproject@1.0.0
npm warn Found: expo@45.0.8
npm warn node_modules/expo
npm warn peer expo@"*" from expo-application@4.1.0
npm warn node_modules/expo-application
npm warn expo-application@"~4.1.0" from expo@45.0.8
npm warn 12 more (expo-constants, expo-error-recovery, expo-file-system, ...)
npm warn
npm warn Could not resolve dependency:
npm warn peer expo@"^49.0.0" from expo-router@3.1.0
npm warn node_modules/expo-router
npm warn expo-router@"^3.1.0" from the root project

added 56 packages, removed 189 packages, changed 25 packages, and audited 1713 packages in 28s
```

```
155 packages are looking for funding
  run `npm fund` for details
```

```
8 vulnerabilities (3 moderate, 5 high)
```

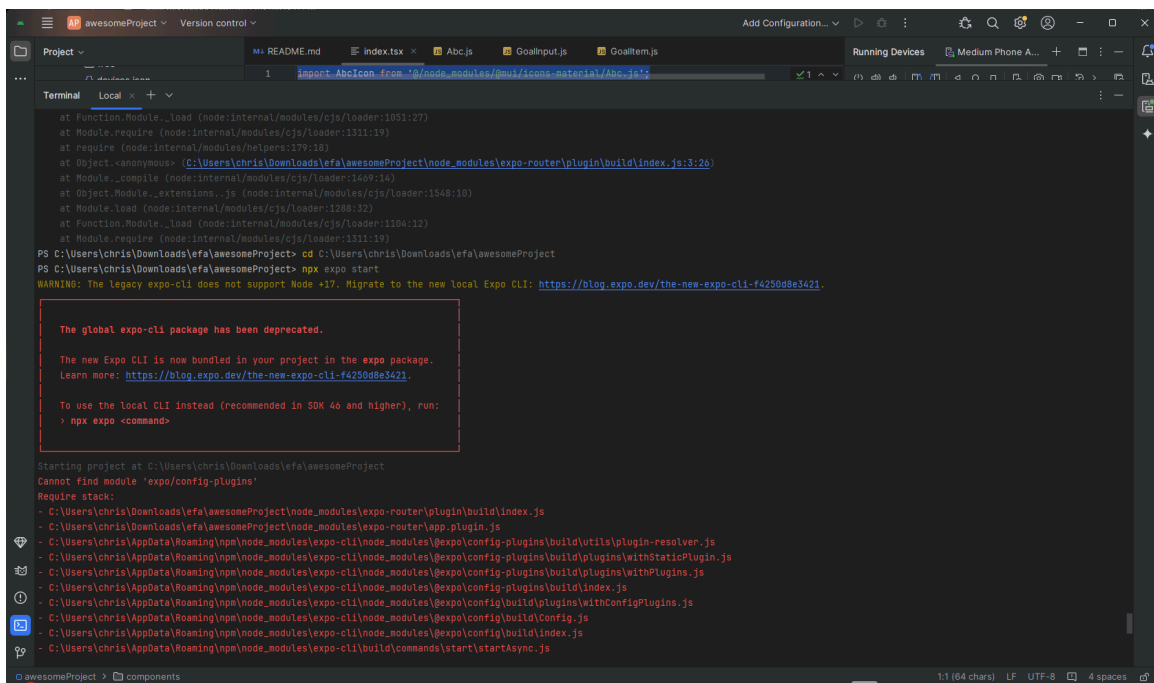
```
To address issues that do not require attention, run:
  npm audit fix
```

```
To address all issues (including breaking changes), run:
  npm audit fix --force
```

```
Run `npm audit` for details.
```

```
PS C:\Users\admin\Documents\CPE-026\awesomeProject> |
```

## EFA



```
awesomeProject - Version control
Project - index.tsx | index.txt | Abc.js | GoalInput.js | GoalItem.js
Terminal - Local +
at Function.Module._load (node:internal/modules/cjs/loader:1051:27)
at Module.require (node:internal/modules/cjs/loader:1311:19)
at require (node:internal/modules/helpers:179:18)
at Object.<anonymous> (C:\Users\chris\Downloads\efa\awesomeProject\node_modules\expo-router\plugin\build\index.js:3:26)
at Module._compile (node:internal/modules/cjs/loader:1409:14)
at Object.Module._extensions..js (node:internal/modules/cjs/loader:1548:10)
at Module.load (node:internal/modules/cjs/loader:1288:32)
at Function.Module._load (node:internal/modules/cjs/loader:1304:12)
at Module.require (node:internal/modules/cjs/loader:1311:19)
PS C:\Users\chris\Downloads\efa\awesomeProject> cd C:\Users\chris\Downloads\efa\awesomeProject
PS C:\Users\chris\Downloads\efa\awesomeProject> npx expo start
WARNING: The legacy expo-cli does not support Node +17. Migrate to the new local Expo CLI: https://blog.expo.dev/the-new-expo-cli-f4250d8e3421.

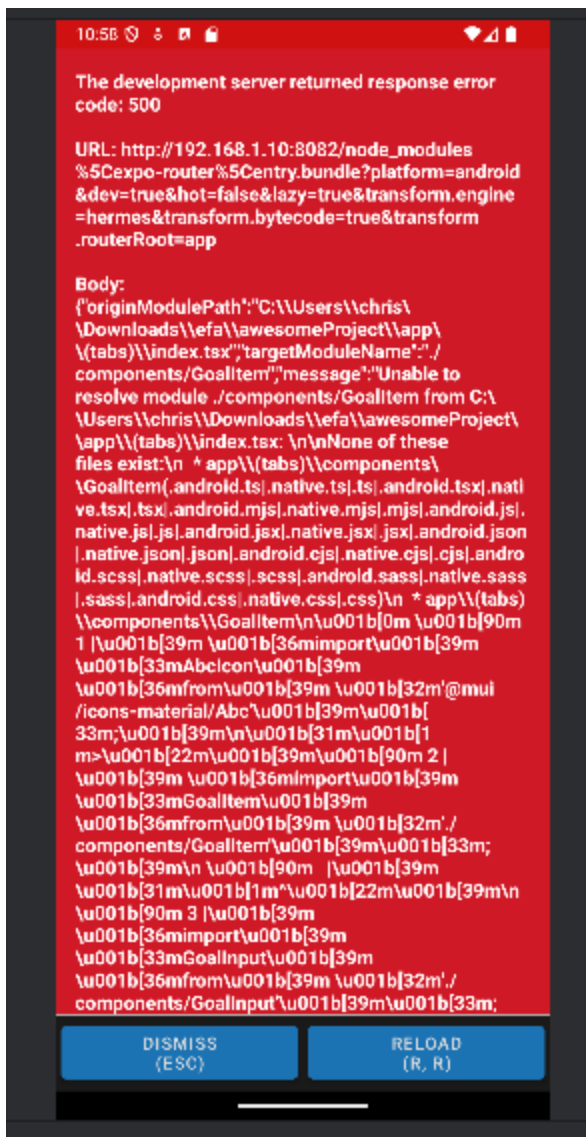
The global expo-cli package has been deprecated.

The new Expo CLI is now bundled in your project in the expo package.
Learn more: https://blog.expo.dev/the-new-expo-cli-f4250d8e3421.

To use the local CLI instead (recommended in SDK 46 and higher), run:
> npx expo <command>

Starting project at C:\Users\chris\Downloads\efa\awesomeProject
Cannot find module 'expo/config-plugins'
Require stack:
- C:\Users\chris\Downloads\efa\awesomeProject\node_modules\expo-router\plugin\build\index.js
- C:\Users\chris\Downloads\efa\awesomeProject\node_modules\expo-router\app.plugin.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config-plugins\build\utils\plugin-resolver.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config-plugins\build\plugins\withStaticPlugin.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config-plugins\build\plugins\withPlugins.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config-plugins\build\index.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config\build\plugins\withConfigPlugins.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config\build\Config.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\node_modules\@expo\config\build\index.js
- C:\Users\chris\AppData\Roaming\npm\node_modules\expo-cli\build\commands\start\startAsync.js
```





- I have been checking all the directories and reinstalling all but the output still shows an error. Have fixed the global expo error by upgrading it, after that a new error that is shown.

## 5. Conclusion

### ALFEROS

In this activity, we explored modal component. Modal is used to present content that takes focus, such as dialogs or forms, while blocking interaction with the screen. It enhances user experience by enabling focused actions without navigating away from the current view. Unfortunately, I was not able to continue the activity due to one part of it requiring to install the mui icons on the terminal. After running the syntax to install it, my expo started to stopped working. After some reinstalling and clearing, still I was not able to start my expo.

EFA

In this activity, we are tasked to define the modal and test for various props, with observations recorded in a table, including differences between iOS and Android. The goal list's navigation bar was updated with a material icon, and list items were modified to be deletable.