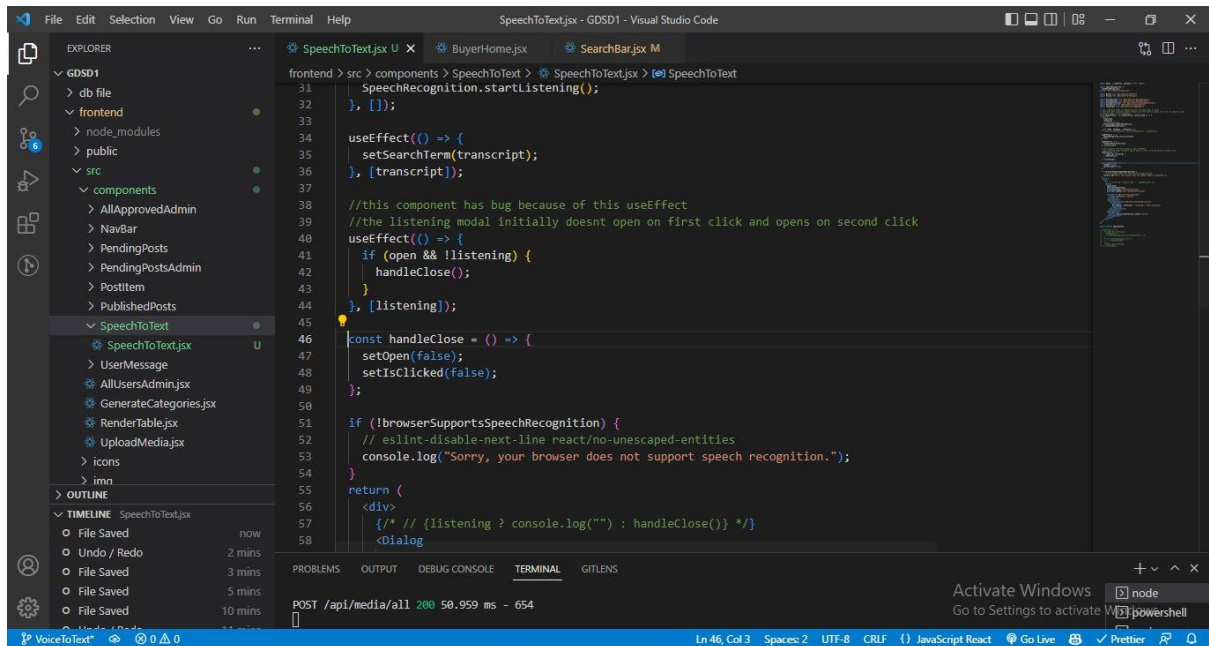


Code Review

Abdullah Khalid & Tarmah Iqbal



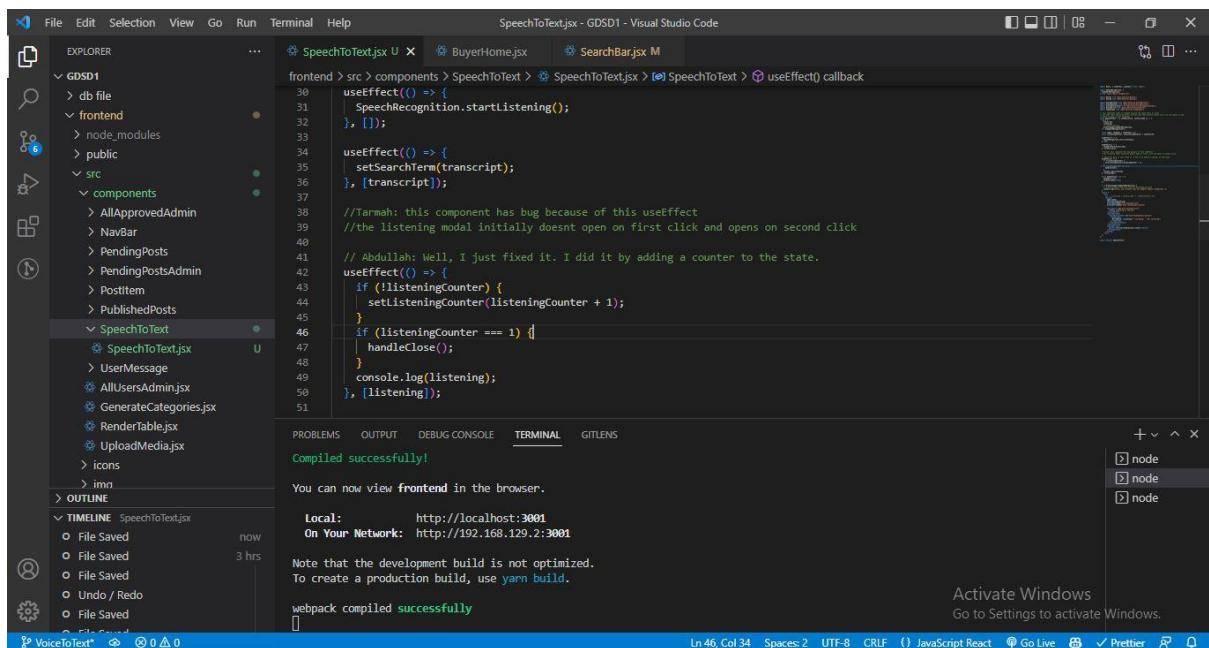
SpeechToText.jsx - GDS01 - Visual Studio Code

```
31 SpeechRecognition.startListening();
32 }, []);
33
34 useEffect(() => {
35   setSearchTerm(transcript);
36 }, [transcript]);
37
38 //this component has bug because of this useEffect
39 //the listening modal initially doesnt open on first click and opens on second click
40 useEffect(() => {
41   if (open && !listening) {
42     handleClose();
43   }
44 }, [listening]);
45
46 const handleClose = () => {
47   setOpen(false);
48   setIsClicked(false);
49 };
50
51 if (!browserSupportsSpeechRecognition) {
52   // eslint-disable-next-line react/no-unescaped-entities
53   console.log("Sorry, your browser does not support speech recognition.");
54 }
55 return (
56   <div>
57     /* // {listening ? console.log("") : handleClose()} */
58     <Dialog
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL GITLENS

POST /api/media/all 200 50.959 ms - 654

Activate Windows
Go to Settings to activate Windows.



SpeechToText.jsx - GDS01 - Visual Studio Code

```
38 useEffect(() => {
39   SpeechRecognition.startListening();
40 }, []);
41
42 // Tarmah: this component has bug because of this useEffect
43 // Abdullah: Well, I just fixed it. I did it by adding a counter to the state.
44 useEffect(() => {
45   if (!listeningCounter) {
46     setListeningCounter(listeningCounter + 1);
47   }
48   if (listeningCounter === 1) {
49     handleClose();
50   }
51   console.log(listening);
52 }, [listening]);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL GITLENS

Compiled successfully!

You can now view frontend in the browser.

Local: http://localhost:3001
On Your Network: http://192.168.129.2:3001

Note that the development build is not optimized.
To create a production build, use `yarn build`.

webpack compiled successfully

Activate Windows
Go to Settings to activate Windows.

Re: [abdullah-khalid1/GDSD1] make authorized page role protected also (PR #48)

Inbox x



Abdullah Khalid <notifications@github.com> [Unsubscribe](#)
to abdullah-khalid1/GDSD1, me, Author

Tue, Jun 14, 2:24 AM



As you're working on component Refactoring and code cleaning. So, it's ideal to keep components small. Try to split Navbar Component as it's exceeding 200 lines of code.

—
Reply to this email directly, [view it on GitHub](#), or [unsubscribe](#).
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Abdullah Khalid <notifications@github.com>
to abdullah-khalid1/GDSD1, me, Author

Tue, Jun 14, 2:33 AM



Merged [#48](#) into main.

—
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Reply all

Forward

Visual Studio Code interface showing a project named 'GDSD1'. The Explorer sidebar on the left lists files and folders: `GDSD1`, `SpeechToText`, `SpeechToText.jsx`, `UserMessage`, `AllUsersAdmin.jsx`, `GenerateCategories.jsx`, `RenderTable.jsx`, `UploadMedia.jsx`, `icons`, `img`, `pages`, `redux`, `services`, `auth.service.js`, `slices`, `auth.js`, `errorMessage.js`, `store.js`, `router`, `sounds`, `App.css`, `App.js`, `App.test.js`, `index.css`, `index.js`, `logo.svg`, `reportWebVitals.js`, `OUTLINE`, and `TIMELINE`. The main editor displays the content of `auth.js`, which includes imports from `@reduxjs/toolkit`, `setMessage`, `clearMessage`, `localUserStorageHelper`, and `AuthService`. It also contains a comment about naming conventions and a `register` function using `createAsyncThunk` and `AuthService.register`. The bottom panel shows the `TERMINAL` with output from a command, including Delta compression statistics and a message to create a pull request on GitHub. The status bar at the bottom indicates the current file is `auth.js` at line 17, column 118, with 2 spaces, UTF-8 encoding, and CR/LF line endings. It also shows the active language is JavaScript and the Go Live extension is installed.

