Nama: Aida Hanifa

NIM: 2602078764

**LB01** 

Final Assignment Web Programming

#### Routes

```
use Illuminate\Support\Facades\Route;
use Illuminate\Support\Facades\Auth;
use App\Http\Controllers\PaymentController;
use App\Http\Controllers\ProfileController;
use App\Http\Controllers\HomeController;
use App\Http\Controllers\HomeController;
use App\Http\Controllers\WishlistController;
use App\Http\Controllers\ChatController;
use App\Http\Controllers\ChatController;
use App\Http\Controllers\AvatarController;
use App\Http\Controllers\AvatarController;
use App\Http\Controllers\AvatarController;

// fitur pembayaran
Route::get('/', [HomeController::class, 'index'])->name('payment.index');
Route::post('/payment/store', [PaymentController::class, 'store'])->name('payment.store');
Route::post('/payment/store', [PaymentController::class, 'addToWallet'])->name('payment.addToWallet');
Route::get('/payment/success', [PaymentController::class, 'success'])->name('payment.success');
```

Code di atas merupakan route address untuk mengakses berbagai fitur. Route ini mencakup berbagai halaman dan fungsi, namun dengan syarat harus ter autentikasi. Penjelasannya:

- Route '/': Mengakses halaman utama (home) menggunakan HomeController.
- Route '/payment': Mengakses halaman pembayaran.

```
Route::middleware(['auth'])->group(function (): void []

// Profil

Route::get('/profile', [ProfileController::class, 'show'])->name('profile.show');
Route::post('/profile/update', [ProfileController::class, 'update'])->name('profile.update');
Route::post('/profile/update-avatar', [ProfileController::class, 'update'])->name('profile.update.avatar');
Route::post('/profile/remove/{friendId}', [ProfileController::class, 'remove'])->name('profile.remove');

// Chat
Route::get('chat/{friendId}', [ChatController::class, 'show'])->name('chat.show');
Route::get('chat/{friendId}', [MishlistController::class, 'startChat'])->name('chat.start');

// Notif
Route::get('/hotif', [WishlistController::class, 'startChat'])->name('notif');

// Friends
Route::post('/wishlist/audf/{userId}', [WishlistController::class, 'add'])->name('wishlist.add');
Route::post('/wishlist/audf/{userId}', [WishlistController::class, 'add'])->name('wishlist.add');
Route::post('/wishlist/remove/(wishlistId)', [WishlistController::class, 'add'])->name('wishlist.add');
Route::post('/wishlist/remove/(wishlistId)', [WishlistController::class, 'removeNotification'])->name('wishlist.remove');

// Avatar
Route::get('/avatars', [AvatarController::class, 'index'])->name('avatars.index');
Route::post('/avatars/buy', [AvatarController::class, 'buy'])->name('avatars.buy');

]);

// Localization
Route::get('/set-locale/(locale)', function ($locale): mixed[RedirectResponse {
    if (in_array(needle: $locale, haystack: ['en', 'id'])) {
        session(['locale' >> $locale]);
    }
    return redirect()->back();
})->name('set-locale');
```

Code diatas merupakan route address untuk mengakses website pages yang perlu login terlebih dahulu. Dengan middleware auth untuk memastikan hanya pengguna yang sudah login yang dapat mengakses fitur pentignya

### Rute yang Memerlukan Autentikasi

Beberapa rute yang dikelompokkan middleware Auth:

### • Profil Pengguna:

- o GET /profile: Menampilkan halaman profil pengguna.
- o POST /profile/update: Memperbarui data profil.
- o POST /profile/update-avatar: Mengganti avatar pengguna.
- o DELETE /profile/remove/{friendId}: Menghapus teman dari daftar teman.

#### • Percakapan dan Chat:

- o GET /chat/{friendId}: Menampilkan percakapan dengan teman tertentu.
- o POST /chat/{friendId}/send: Mengirim pesan kepada teman tertentu.
- o GET /chat/start/{friendId}: Memulai chat dengan teman.
- Notifikasi: /notif: Menampilka notifikasi.

#### • Friends:

- POST /wishlist/{user} atau POST /wishlist/add/{userId}: Menambahkan pengguna ke wishlist.
- o PATCH /wishlist/remove/{wishlistId}: Meng Ok notifikasi pertemanan tertentu dan dihapuskan dari notif.

#### Avatar:

- o GET /avatars: Menampilkan daftar avatar yang tersedia.
- o POST /avatars/buy: Membeli avatar pada halaman avatar.

### Mengatur Bahasa

• Route '/set-locale/{locale}': Mengatur bahasa aplikasi (English atau Indonesia).

## **Database (Migration and Seeder/Faker)**

Terdapat total 5 database yang saya gunakan, 2 database digunakan untuk challenges

### **Migration User:**

```
public function up(): void
{
    Schema::table('users', function (Blueprint $table): void {
        $table->string('profile_photo')->nullable();
        $table->string('gender')->nullable();
        $table->string('instagram')->nullable();
        $table->string('mobile')->nullable();
        $table->json('hobbies')->nullable();
        $table->json('hobbies')->nullable();
        $table->integer('age')->nullable();
        $table->integer('registration_fee')->default(0);
        $table->integer('registration_fee')->default(0);
    }
});
}
```

Saya menambahkan column coin dan foreign key avatar untuk melakukan challenge

Pada ini tidak ada seeder karena data didapatkan dari user yang melakukan registration

#### **Table Users:**

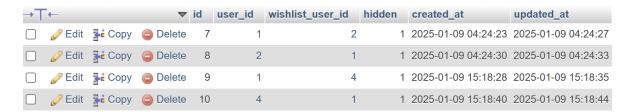
### **Migration Wishlist (Friends)**

```
Schema::create('wishlists', function (Blueprint $table): void {
    $table->id();
    $table->foreignId('user_id')->constrained('users')->onDelete('cascade');
    $table->foreignId('wishlist_user_id')->constrained('users')->onDelete('cascade');
    $table->timestamps();
});
```

```
public function up(): void
{
    Schema::table('wishlists', function (Blueprint $table): void {
        $table->boolean('hidden')->default(false)->after('wishlist_user_id');
    });
}
```

Tambahan columns 'hidden' agar notif Ketika sudah diterima dan ditekan button 'Ok' maka akan hilang

### **Tabele Whislist:**



Pada table ini berfungsi sebagai pengiriman request friends

### **Chats Migration:**

```
public function up(): void
{
    Schema::create('chats', function (Blueprint $table): void {
        $table->id();
        $table->foreignId('sender_id')->constrained('users')->onDelete('cascade');
        $table->foreignId('receiver_id')->constrained('users')->onDelete('cascade');
        $table->text('message');
        $table->toolean('read')->default(false);
        $table->timestamps();
    });
```

#### **Chats Table:**



Sender\_id akan sama dengan user mengirim walau dengan teman mana pun begitupun receiver\_id

### [Challenges Buy Avatar]

### **Avatar Migrations:**

# **Avatar Table:**

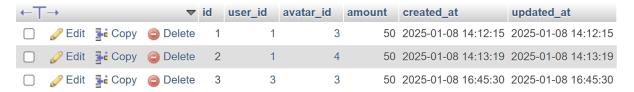
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I←T	→ Ø Edit	<b>≩</b> copy			image_url https://via.placeholder.com/150x150.png/007799?tex	price 5000	created_at 2025-01-08 14:02:48	updated_at 2025_01_08 14:02:48
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	Ø Edit	3 Copy	<ul><li>Delete</li></ul>		https://via.placeholder.com/150x150.png/0088ff?tex		2025-01-08 14:02:48	
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		3 Copy	<ul><li>Delete</li></ul>		https://via.placeholder.com/150x150.png/00cc88?tex		2025-01-08 14:02:48	
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			Delete		https://via.placeholder.com/150x150.png/00bb55?tex	50	2025-01-08 14:02:48	2025-01-08 14:02:48
		- Copy	Delete	31	https://via.placeholder.com/150x150.png/00bb88?tex	100000	2025-01-08 14:02:48	2025-01-08 14:02:48
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		- Copy	Delete	33	https://via.placeholder.com/150x150.png/005577?tex	5000	2025-01-08 14:02:48	2025-01-08 14:02:48
		- Copy	Delete	34	https://via.placeholder.com/150x150.png/00ccff?tex	5000	2025-01-08 14:02:48	2025-01-08 14:02:48
		- Copy	Delete	35	https://via.placeholder.com/150x150.png/007700?tex	500	2025-01-08 14:02:48	2025-01-08 14:02:48
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		<b>≩</b> сору	Delete	42	https://via.placeholder.com/150x150.png/009955?tex	100	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>≩-</b> Сору	Delete	43	https://via.placeholder.com/150x150.png/008877?tex	1000	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>≩</b> сору	Delete	44	https://via.placeholder.com/150x150.png/000077?tex	100000	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>≩</b> сору	Delete	45	https://via.placeholder.com/150x150.png/00ff99?tex	100000	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>∄</b> • Сору	Delete	46	https://via.placeholder.com/150x150.png/009922?tex	1000	2025-01-08 14:02:49	2025-01-08 14:02:49
	Edit	<b>≩-</b> Сору	Delete	47	https://via.placeholder.com/150x150.png/00ff88?tex	1000	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>≩</b> сору	Delete	48	https://via.placeholder.com/150x150.png/0088ff?tex	5000	2025-01-08 14:02:49	2025-01-08 14:02:49
	Ø Edit	<b>≩</b> сору	Delete	49	https://via.placeholder.com/150x150.png/00ee44?tex	500	2025-01-08 14:02:49	2025-01-08 14:02:49
		<b>≩</b> сору	Delete	50	https://via.placeholder.com/150x150.png/009955?tex	500	2025-01-08 14:02:49	2025-01-08 14:02:49

# Seeder

Pada Avatar menggunakan sedder faker untuk datanya sesuai ketentuan challenge

### **Transaction Migrations:**

#### **Transaction Table:**



Ini adalah database yang menyimpan transaksi dari avatar yang dibeli oleh para user.

### Model

Class User:

User dapat memiliki banyak request teman, dan dapat melakkukan banyak transaksi, Memilkki relasi ke avatar ntuk dapat mengganti profile dengan avatar yg dibeli.

Class Wishlist:

```
0 references | 0 overrides
public function user(): BelongsTo
{
    return $this->belongsTo(User::class, 'user_id');
}

0 references | 0 overrides
public function reverseWishlist(): HasOne
{
    return $this->hasOne(Wishlist::class, 'wishlist_user_id', 'user_id');
}
```

Memilkki relasi ke user yang mengirim pesan , dan memiliki hubungan satu arah dengan request teman untuk mengecek hubumgan mutual dalam berteman

Class Chat:

```
0 references | 0 overrides
public function sender(): BelongsTo
{
    return $this->belongsTo(User::class, 'sender_id');
}

0 references | 0 overrides
public function receiver(): BelongsTo
{
    return $this->belongsTo(User::class, 'receiver_id');
}
```

Memilkki relasi ke user yang mengirim pesan dan teman sebagai penerima.

Class Transactions:

```
0 references | 0 overrides
public function user(): BelongsTo
{
    return $this->belongsTo(User::class);
}

0 references | 0 overrides
public function avatar(): BelongsTo
{
    return $this->belongsTo(Avatar::class);
}
```

Memiliki relasi ke user dan ayatar

Class Avatar:

```
0 references | 0 overrides
public function user(): BelongsTo
{
    return $this->belongsTo(User::class);
}

0 references | 0 overrides
public function Transaction(): BelongsTo
{
    return $this->belongsTo(Transaction::class);
}
```

Memiliki relasi ke user dan Transaction.

Controller

Register Controller:

```
public function __construct()
   $this->middleware('guest');
public function register(Request $request): mixed|RedirectResponse
   $validator = Validator::make($request->all(), [
       'name' => 'required|string|max:255',
       'email' => 'required|string|email|max:255|unique:users',
       'password' => 'required|string|min:8|confirmed',
       if (count(value: $hobbies) < 3) {</pre>
               $fail('The hobbies must have at least 3 items.');
       'instagram' => 'required|url|regex:/^https:\/\/www.instagram.com\/[a-zA-Z0-9._]+$/',
       'age' => 'required|numeric|min:18|max:35',
    if ($validator->fails()) {
       return redirect()->route('register')
                       ->withErrors($validator)
                      ->withInput();
   $user = User::create([
       'name' => $request->name,
       'email' => $request->email,
       'password' => bcrypt($request->password),
        'gender' => $request->gender,
       'hobbies' => json encode(value: explode(separator: ',', string: $request->hobbies)),
       'instagram' => $request->instagram,
       'mobile' => $request->mobile,
       'age' => $request->age,
       'friendship_intent' => $request->friendship_intent,
       'registration_fee' => $request->registration_fee,
   Session::put('registration_fee', $request->registration_fee);
   Auth::login($user); // Login otomatis
   return redirect()->route('payment.index');
```

menangani proses registrasi pengguna baru pada aplikasi. Controller ini berisi fungsi-fungsi yang mengatur validasi data, pembuatan akun pengguna yang akan berhasil Ketika syarat sudah ditentukan. Setelah data valid, pengguna akan diarahkan ke halaman pembayaran dengan route payment.index.

Payment Controller:

```
| This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutroller | This may be producted by the section (cutrol
```

Controller ini berfungsi untuk agar pembayaran pada register dapat dilakukan dan untuk perhitungan overpaid maupun underpaid

Home Controller:

```
public function index(Request $request): View
   $authUserId = Auth::id();
   $search = $request->input('search');
   $gender = $request->input('gender');
   $hobby = $request->input('hobby');
       ->when($search, function (Builder $query, $search): void {
           $query->whereRaw('LOWER(hobbies) LIKE ?', ['%' . strtolower(string: $search) . '%']);
        ->when($gender, function (Builder $query, $gender): void {
          $query->where('gender', '=', $gender);
        ->when($hobby, function (Builder $query, $hobby): void {
          $query->whereRaw('LOWER(hobbies) LIKE ?', ['%' . strtolower(string: $hobby) . '%']);
       ->get();
    foreach ($users as $user) {
       $isMutual = Wishlist::where('user_id', $authUserId)
          ->where('wishlist_user_id', $user->id)
            ->exists() &&
           Wishlist::where('user_id', $user->id)
           ->where('wishlist_user_id', $authUserId)
       $user->isMutual = $isMutual;
       $user->isFollowing = !$isMutual && Wishlist::where('user_id', $authUserId)
          ->where('wishlist_user_id', $user->id)
   return view('home', compact(var_name: 'users', var_names: 'search', 'gender', 'hobby'));
public function searchByFieldOfWork(Request $request): View
   $search = $request->input('search');
   ->get();
   return view('search.result', compact(var name: 'users', var names: 'search'));
public function filterByGender(): View
   $users = User::select('id', 'name', 'gender', 'profile_picture', 'profession', 'hobbies')->get();
   return view('filter.gender', compact(var_name: 'users'));
```

menangani berbagai fungsi terkait halaman utama aplikasi, termasuk pencarian pengguna berdasarkan hobi, gender, atau bidang pekerjaan, serta filtering data untuk menampilkan hasil tertentu.

Wishlist Controller:

```
public function removeNotification(Request $request, $wishlistId): RedirectResponse
    $wishlist = Wishlist::findOrFail($wishlistId);
    if ($wishlist->wishlist_user_id == Auth::id()) {
       $wishlist->hidden = true;
        $wishlist->save();
    return redirect()->back()->with('message', 'Notification removed!');
    public function startChat($friendId): View
        $authUser = Auth::user();
        $friend = User::findOrFail($friendId);
        Chat::where('sender_id', $friendId)
           ->where('receiver_id', $authUser->id)
            ->where('read', false)
            ->update(['read' => true]);
        $messages = Chat::where(function (Chat $query) use ($authUser, $friend): void {
               $query->where('sender_id', $authUser->id)
                     ->where('receiver_id', $friend->id);
            ->orWhere(function (Chat $query) use ($authUser, $friend): void {
                $query->where('sender_id', $friend->id)
                     ->where('receiver_id', $authUser->id);
            ->orderBy('created_at', 'asc')
            ->get();
        return view('chat', compact(var_name: 'friend', var_names: 'messages'));
```

Controller ini memungkinkan user untuk menambahkan teman ke wishlist mereka, mengelola notifikasi terkait permintaan pertemanan atau pesan, serta memulai percakapan dengan pengguna lain.

Chat Controller:

```
public function index(): View
    $user = Auth::user();
    $conversations = Chat::with(['sender', 'receiver'])
       ->where('sender_id', $user->id)
        ->orWhere('receiver_id', $user->id)
        ->get()
        ->groupBy(function (Chat $chat) use ($user): mixed {
           return $chat->sender_id === $user->id ? $chat->receiver_id : $chat->sender_id;
    return view('chat.index', compact(var_name: 'conversations'));
public function showChatDetail($receiverId): View
    $receiver = User::findOrFail($receiverId);
    $user = Auth::user();
    $messages = Chat::where(function (Chat $query) use ($user, $receiver): void {
       $query->where('sender_id', $user->id)
            ->where('receiver_id', $receiver->id);
    ->orWhere(function (Chat $query) use ($user, $receiver): void {
       $query->where('sender_id', $receiver->id)
            ->where('receiver_id', $user->id);
    ->orderBy('created_at', 'asc')
    ->get();
    Chat::where('receiver_id', $user->id)
        ->where('sender_id', $receiver->id)
        ->update(['read' => true]);
    return view('chat.detail', compact(var_name: 'messages', var_names: 'receiver'));
```

```
public function sendMessage(Request $request): mixed|RedirectResponse
     $request->validate([
           'message' => 'required|string',
'receiver_id' => 'required|exists:user,id',
                 'message' => $request->message,
          return redirect()->route('chat.detail', ['receiverId' => $request->receiver_id]);
          log::error('Error storing message:', ['error' => $e->getMessage()]);
return back()->with('error', 'Failed to send the message.');
$friend = User::findOrFail($friendId);
// Meriksa hubungan mutual
$isMutual = Wishlist::where('user_id', $authUser->id)
      ->exists() &&
     Wishlist::where('user_id', $friend->id)
->where('wishlist_user_id', $authUser->id)
Chat::create([
    'sender_id' => $authUser->id,
     'receiver_id' => $friend->id,
'message' => $request->input('message'),
```

Controller ini memungkinkan pengguna untuk melihat daftar percakapan mereka yang sudah dilakukan oleh user dan temmannya, melihat detail pesan dengan pengguna tertentu, serta mengirim pesan.

Profile Controller:

```
$authUser = Auth::user();
    $purchasedAvatars = $authUser->transactions()->with('avatar')->get()->pluck('avatar');
        return redirect()->route('login')->with('error', 'You must be logged in to access this page.');
    $mutualFriends = User::whereIn('id', function ($query) use ($authUser): void {
             ->where('user_id', $authUser->id)
->whereIn('wishlist_user_id', function ($subQuery) use ($authUser): void {
                 $subQuery->select('user_id')
                     ->from('wishlists')
                     ->where('wishlist_user_id', $authUser->id);
    })->get();
    return view('profile.show', compact(var_name: 'authUser', var_names: 'mutualFriends', 'purchasedAvatars'));
public function update(Request $request): RedirectResponse
    $authUser = Auth::user();
    $request->validate([
    if ($request->hasFile('profile_photo')) {
        $file = $request->file('profile_photo');
        $filename = time() . '.' . $file->getClientOriginalExtension();
$file->move(directory: public_path('up/profile_photos'), name: $filename);
        $authUser->profile_photo = $filename;
    $authUser->save();
```

```
public function remove($friendId): RedirectResponse
   $authUserId = Auth::id();
   if (!$authUserId) {
       return redirect()->route('login')->with('error', 'You must be logged in to perform this action.');
   Log::info('Deleting from wishlist where user id=' . $authUserId . ' and wishlist user id=' . $friendId);
   Wishlist::where('user_id', $authUserId)->where('wishlist_user_id', $friendId)->delete();
   Wishlist::where('user_id', $friendId)->where('wishlist_user_id', $authUserId)->delete();
   return redirect()->route('profile.show')->with('message', 'Friend removed successfully.');
public function updateAvatar(Request $request): RedirectResponse
   $request->validate([
   $user = Auth::user();
   $user->avatar_id = $request->avatar_id;
   if ($request->has('replace_photo') && $request->replace_photo) {
       $user->profile_photo = null;
   $user->save();
   return redirect()->route('profile.show')->with('success', 'Avatar updated successfully!');
```

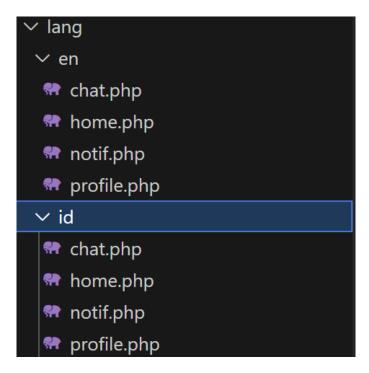
Controller ini memungkinkan pengguna untuk melihat detail dari profil mereka, memperbarui informasi seperti foto profil atau avatar, serta mengelola hubungan pertemanan seperti menghapus ataupun melakuakn chat.

Avatar Controller:

```
lass AvatarController extends Controller
  public function index(): View
      $avatars = Avatar::all();
      return view('avatars.index', compact(var_name: 'avatars'));
  public function buy(Request $request): RedirectResponse
      $avatar = Avatar::find($request->avatar_id);
      $user = Auth::user();
      if ($user->coins < $avatar->price) {
          return redirect()->back()->with('error', 'You do not have enough coins.');
      $user->coins -= $avatar->price;
      $user->save();
      Transaction::create([
          'user_id' => $user->id,
          'avatar_id' => $avatar->id,
          'amount' => $avatar->price,
      return redirect()->route('profile.show')->with('success', 'Avatar purchased successfully.');
```

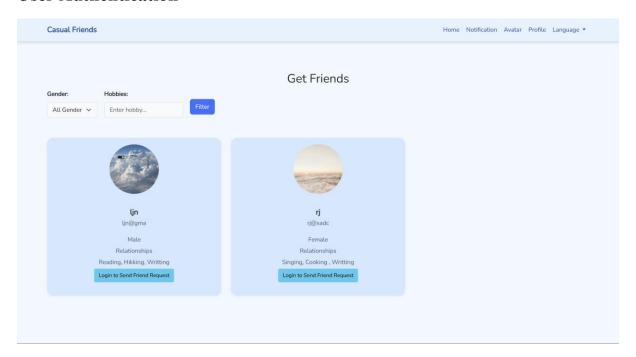
digunakan untuk mengelola fitur avatar dalam aplikasi, termasuk melihat daftar avatar yang tersedia dan membeli avatar baru.

### Localization

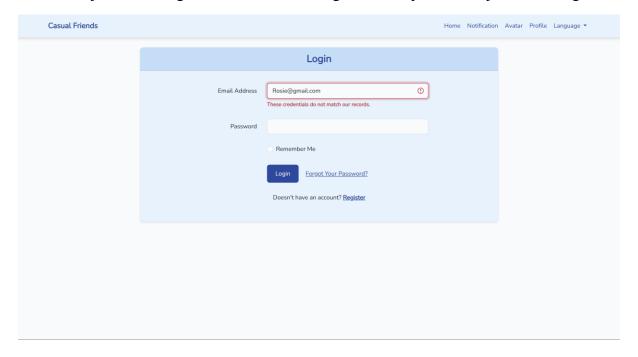


View

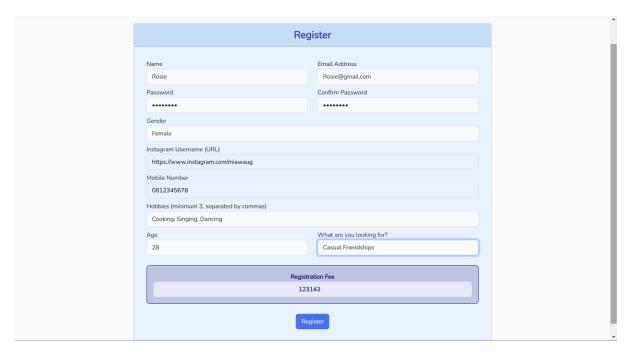
### **User Authentication**



Home page akan terlihat begini jika belum login, semua option pada navbar tidak bisa diakses jika belum login. User tidak bisa mengirimkan request teman jika belum login.



Setelah diarahkan ke halaman login, user dapat login terlebih dahulu. Jika belum punya akun maka bisa menekan text register dibawah itu.

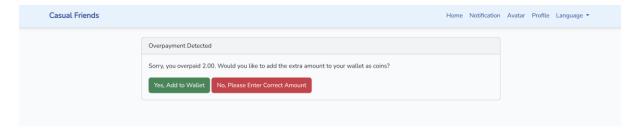


Selanjutnya akan diarahkan ke halam register. User harus memasukan data sesuai ketentuan. Setelahnya maka akan diarahkan ke halaman pembayaran untuk register

## **Payment**



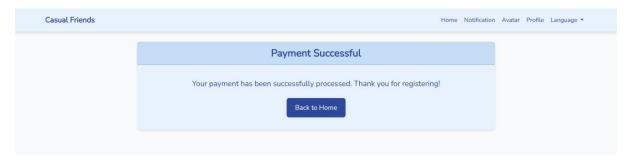
Jika kurang maka akan disebutkan underpaid



Jika berlebih maka akan dintanya apakah mau untuk di masukan ke e wallet atau masukan jumlah sesuai, jika no ma akan Kembali inut biaya nya dan akan di informasikan seperti dibawah ini

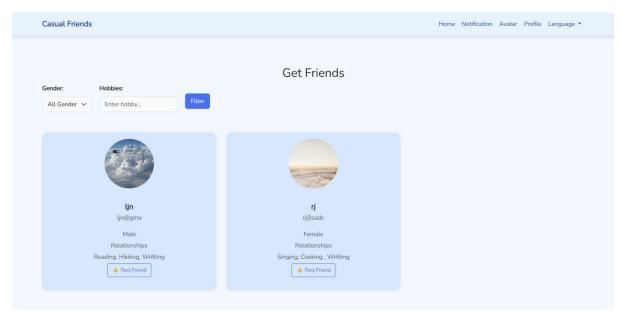


Namun jika memilih yes, maka akan lebihnya akan masuk kedalam e wallet



Halaman ini akan muncul keteki pembayaran sudah berhasil. Dapat muncul dari persetujuan biaya berlebih yang akan masuk ke e wallet ataupun pembayaran yang pas.

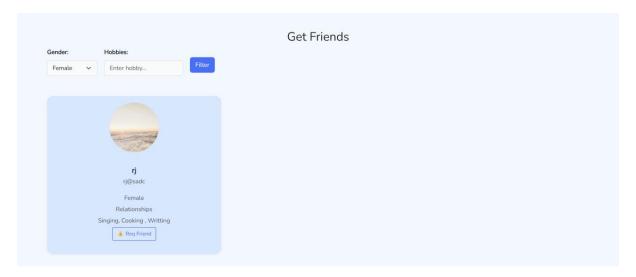
### **Fitur Request Friends**



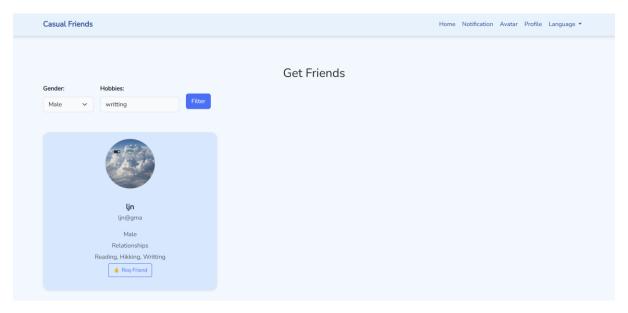
Setelah login maka fitur pada homepage sudah bisa di akses, kita dapat mengirim permintaan teman.

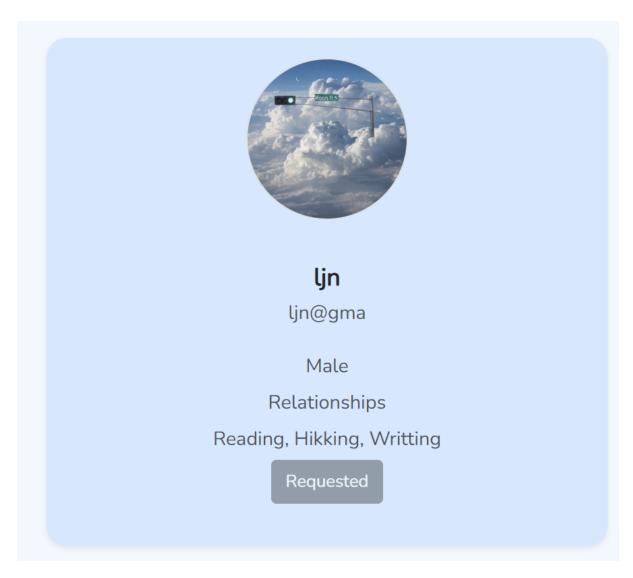
Filter/Searching

Filter Gender

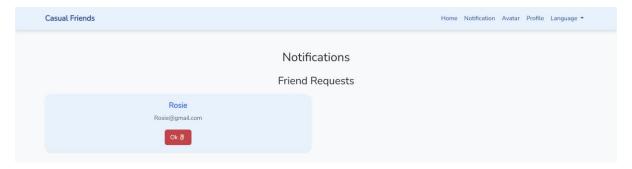


Searching 'writing' dengan gender 'Male'



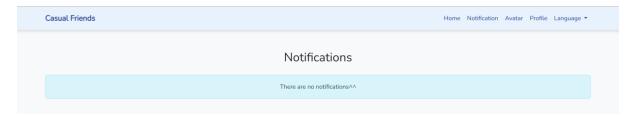


Status akan berubah menjadi requested Ketika friends request dikirimkan. Dan pada akun penerima aka nada notifikasi request friends

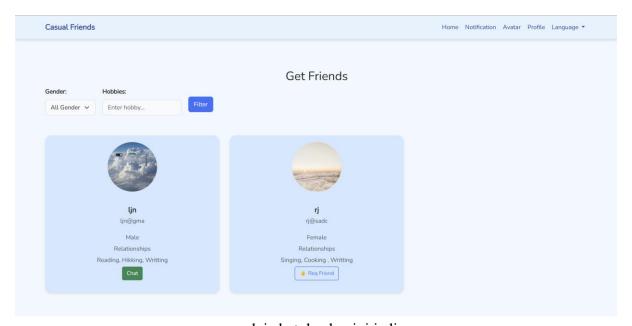


Namun ini hanya notifikasi, setelah menekan 'ok', penerima tetap harus menekan reg friends thumbs up pada home page agar dapat berteman

## **Notification**

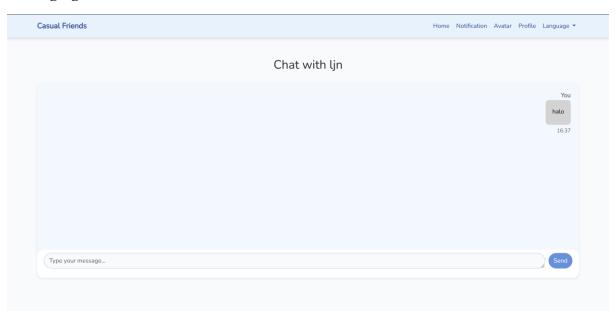


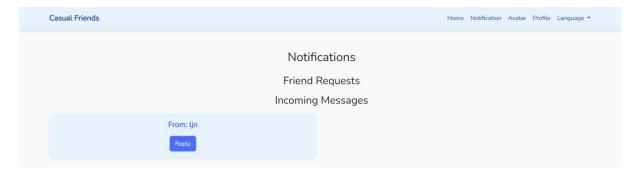
Notifikasi menjadi kosong setelah menekan button ok penerima juga menekan button thumbs maka sudah berteman dan bisa melakukan chat



memulai chat dan begini jadinya

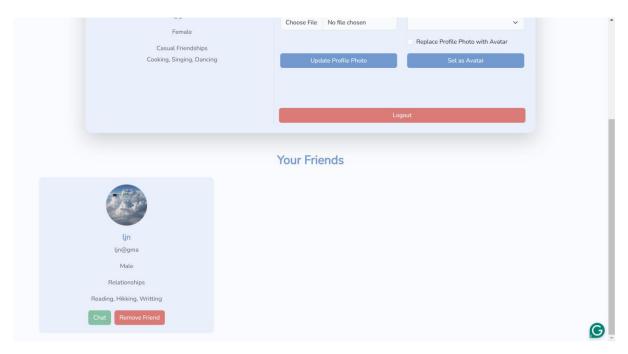
## Messaging



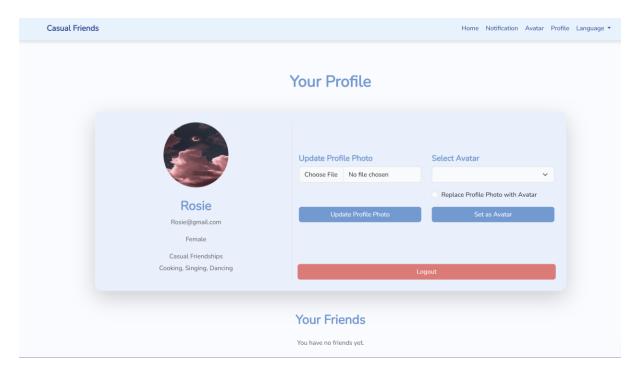


Munculah notifikasi pesan yang mana setelah kita membaca pesannya maka notifikasi akan hilang

## **Friends**



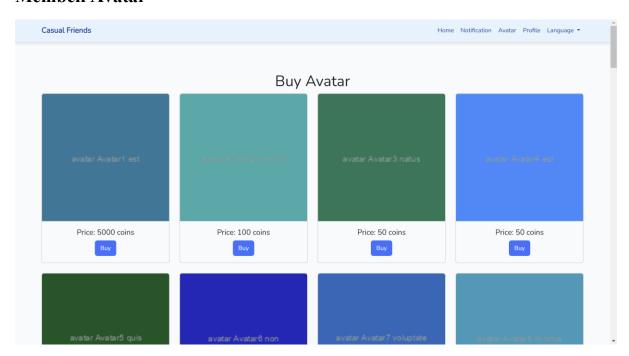
Muncul sudah nama teman yang berteman dengan kita pada profile page nya, kita dapat menghapus pertemenan juga



Ketika dihapus maka teman akan hilang. Kita juga dapat mengupdate photo profile

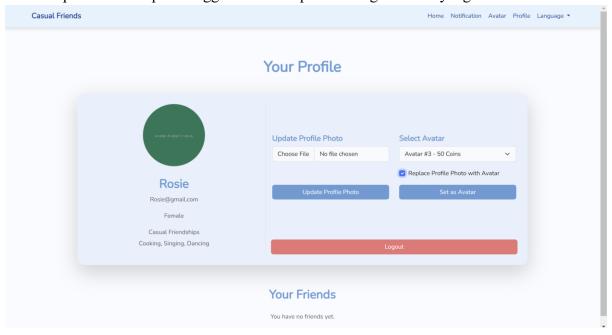
# Fitur Tambahan

### Membeli Avatar



Terdapat Halaman avatar Dimana merupakan tempat untuk kita membeli avatar dengan coin yang didapatkan saat awal mendaftar, yaitu 100 coin. Setelah membeli kita akan diarahkan ke

halaman profile dan dapat menggantikan foto profile dengan avatar yang telah kita beli



Dengan begitu maka foto profile kita menjadi avatar yang kita beli