Flog "provider" (mulitple sources)

sources) User UI Flog source <EntryList> <AddEntry> <DropBoxFlogs> <Entry> <OpenFlogs> useFlogs useDropboxFlogs useDropboxFiles DropBox SDK User Selects flog file to open the openFlog() function offerend openFlog() by useFlogs uses the flog source APIs to retrieve the flog data, and load it for use in the openFlogs ref -loadFileContent()--checkAndRefreshAccessToken()-—filesDownload()— _callback: _deserializeFlog_ content (raw file text) updates flog loaded entries are now in the useFlogs openFlogs ref entryValue: (starter value —as an EntryData object = with both date and entry string) useFlogs provides _composable refs: a ref object of all openFlogs, which is manages in-memory. <OpenFlogs> uses entries: (array of lEntry objects), editingEntry: (single lEntry object), readOnly: boolean the openFlogs ref It also provides an to populate its UI API of functions for sub-components props: entry: (IEntry object), updating the flogs and saving them back to source, and The <Entry> loading them from renders the date source. and string data to the UI Clicks submit handler submitAdd() button newEntry handler addNewEntry() newEntry The entry is added -addEntryToFlog() to the flog, which is of open flogs, which is managed by useFlogs in-memory The flog is saved –saveFlogToSource()̀▶ back to source The flog file is -saveFløgEntries() The list of entries entries: (array of lEntry objects), editingEntry: (single lEntry object), saved back to for the flog is source readOnly: boolean updated and _serializeFlog The flog file is reactively updated saveFileContent() saved back to in the UI, trickling DropBox down to child componenets -checkAndRefreshAccessToken()--filesUpload()----