Asam Mahmood

Project 2 Bookmark manager

COP4854

Github https://github.com/amahmood561/COP4853\_project2\_bookmarkmanager\_firebase\_polymer  
Firebase Link: <https://amahmoo6proj2.firebaseapp.com/>

Project 2

This project was somewhat difficult at first because of my lack of experience with fire base and polymer. I followed the steps from the tutorials which helped clarify things a lot and help grasp key concepts. I received tutorials from professor’s instructions. I created a basic crud application using firebase and polymer from instructions given from the professor. The application basically lets you mange bookmarks and allows you to edit, add, delete, and update bookmarks. I was able to add a fourth feature which was the update feature. I thought it would give a user more power in terms of using a bookmark manager. It allowed a user to update something they already added. I added the fourth feature to gain some extra credit. I learned how to manipulate data through firebase and host the site live and locally which was very cool. I like the ease of use and the flow. I was able to host site locally whenever I need to test something very quickly and when I found bugs through my live host online I was able to redeploy fairly quickly the changes whenever I needed to do it. I love the ability to update quickly. The API documentation was very helpful. I also used bootstrap which made things a lot cleaner. During the development cycle I used git and updated everything to github. I was able to create different branches for different feature I was implementing then merged everything back into one main branch. Which I labeled the production branch and it was cool seeing how things flowed correctly. I used multiple different tools like notepad ++ atom and Firefox developer. The Firefox developer tool and google chrome was quite handy during development it was quick and responsive and Firefox allows you to automatically removed cache and application data during development. So I was not having to these things manually. I used google chrome a lot as well. The firebase console was a huge help. I like the GUI interface and how easy it is to use and understand. I enable different things to test out different features that I can use on my book mark manager. I ended up using the command line interface and enabling different features through the shell rather than the GUI to get more control of things. The GUI has limitation. But CLI has a lot more commands. You have to login and enable access to server. Which was pretty cool. I was doing multiple things I was not aware I can do before. I also found a key thing where you can remove a connection to your firebase console project with your development project on your directory using firebase use commands. This was essential because I was developing multiple test projects on git so I set them up with multiple projects on firebase which I need to constantly update into different projects. I really like it and it was a really good experience. I use notepad++ for on the fly changes. I created a project on firebase and initialized a firebase projects and used polymer API’s that were open source from the instruction set that we were given. I implemented the API’s and added additional features to my project. The tutorial helped me understand the syntax and how to manipulate API’s to added different features to current code. This part for me was super helpful because of my lack of experience with polymer. I followed the tutorial the professor sent out in instructions and followed it through for the most part. I pushed through and watched videos and completely followed everything step by step but did not have any luck in the beginning. The firebase server was sending me a permission error I couldn’t find any resolution for. I had to contact firebase support to ask them what was wrong with my firebase server. From what I understand they ended up refreshing it from their end and I was able to deploy thereafter. Which was a dream come true. I used firebase serve command to constantly test the project and host locally to see what’s working and what is not. It helped a lot in development. The power in firebase from what I see is in the ability to setup database easily and also easily host project locally and through server. Which for me I thought was awesome. I know I can see myself using firebase a lot in different projects in near future. The polymer library has a set of features for making custom elements. Which I thought was super helpful in developing my crud application. The features are designed to make it easier and faster to make custom elements that work like standard DOM elements. Polymer elements have similarities to DOM elements. Polymer elements can configures using attributes or properties. They can also be populated with internal DOM inside each instance. They are also responsive to property and attribute changes. They are style with internally default or can be style externally. There are a lot of great feature about polymer these are just to list some. I was able to see thing completely differently when developing using polymer. I think it’s a breakthrough project where the implementation is easy to follow. I did some more research on polymer and it seems to be a big thing in the west coast and a lot of developer are switching over to use this technology. I really think this was a good experience and it helped me understand different way to implement things and find solutions for.