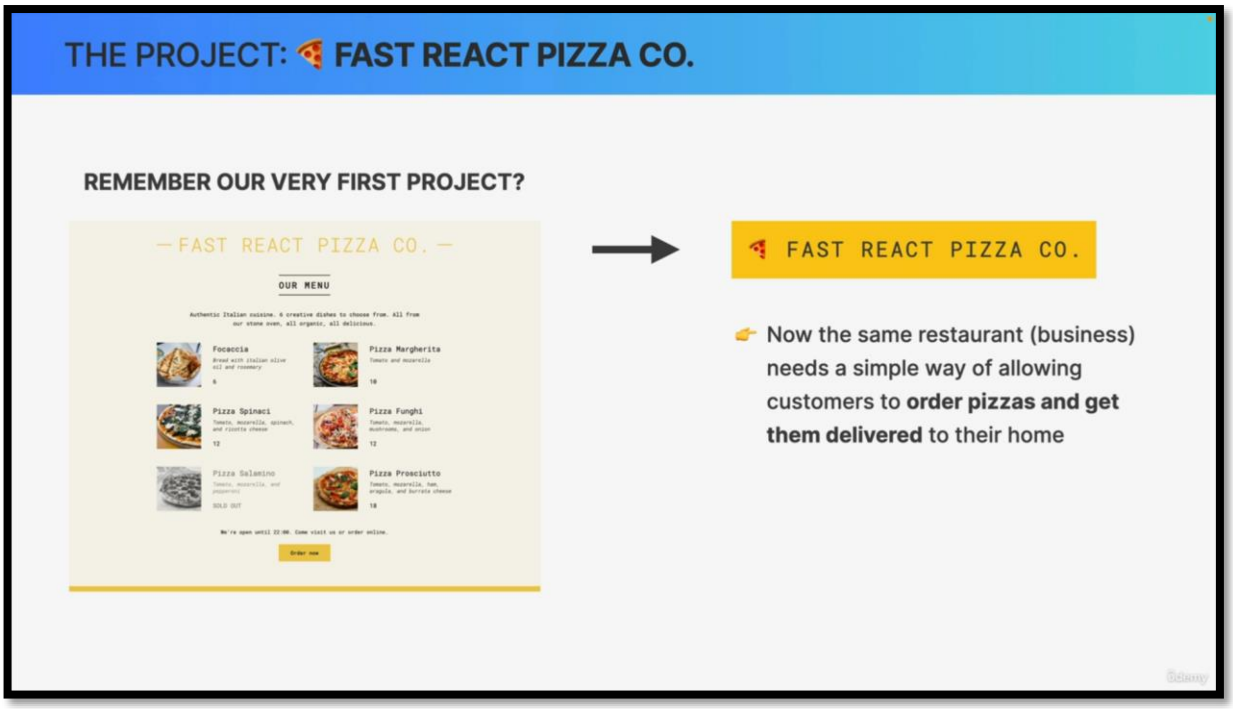
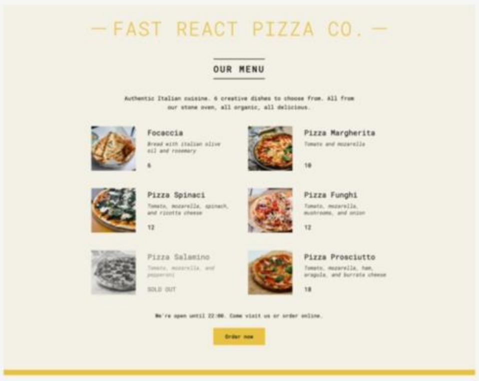


THE PROJECT: 🍕 **FAST REACT PIZZA CO.**

REMEMBER OUR VERY FIRST PROJECT?



— FAST REACT PIZZA CO. —

OUR MENU

Authentic Italian cuisine. 6 creative dishes to choose from. All from our stone oven, all organic, all delicious.

Focaccia
Bread with italian olive oil and rosemary
6

Pizza Margherita
Tomato and mozarella
10

Pizza Spinaci
Tomato, mozarella, spinach, and ricotta cheese
12

Pizza Funghi
Tomato, mozarella, mushrooms, and onion
12

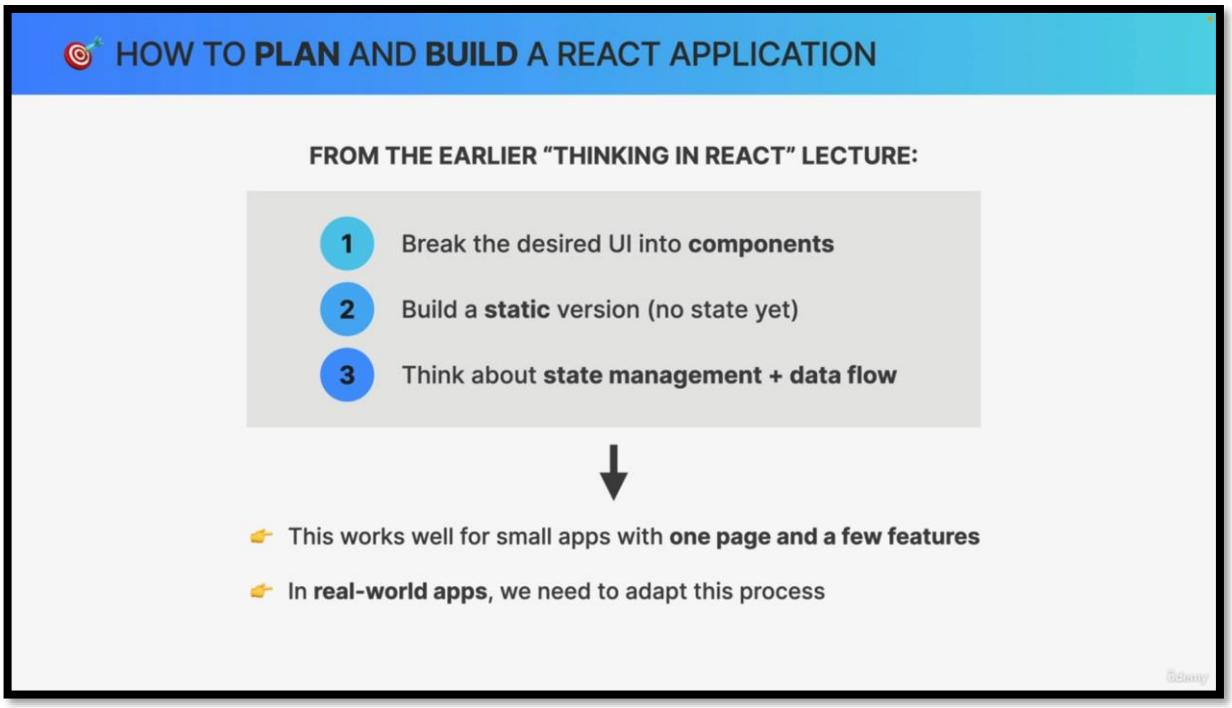
Pizza Salamino
Tomato, mozarella, and pepperoni
SOLD OUT

Pizza Prosciutto
Tomato, mozarella, ham, aragula, and burrata cheese
18

We're open until 22:00. Come visit us or order online.

🍕 FAST REACT PIZZA CO.

👉 Now the same restaurant (business) needs a simple way of allowing customers to **order pizzas and get them delivered** to their home



🎯 HOW TO **PLAN** AND **BUILD** A REACT APPLICATION

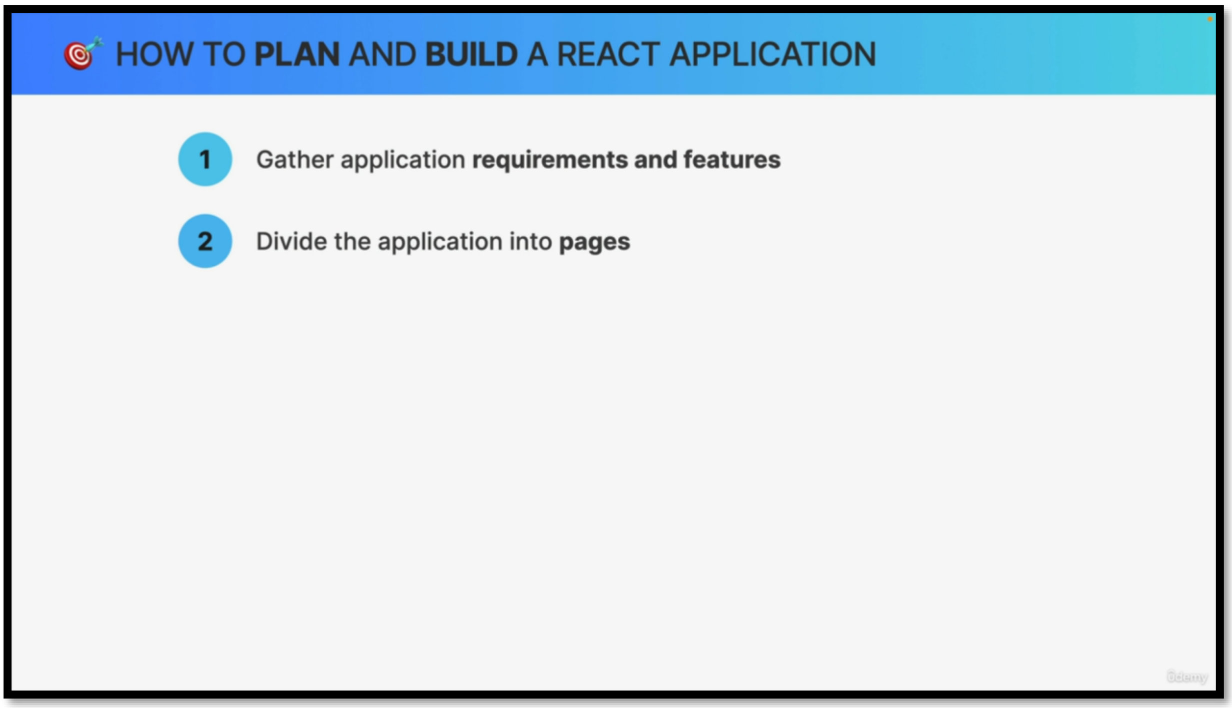
FROM THE EARLIER "THINKING IN REACT" LECTURE:

1. Break the desired UI into **components**
2. Build a **static** version (no state yet)
3. Think about **state management + data flow**

$\downarrow$

👉 This works well for small apps with **one page and a few features**

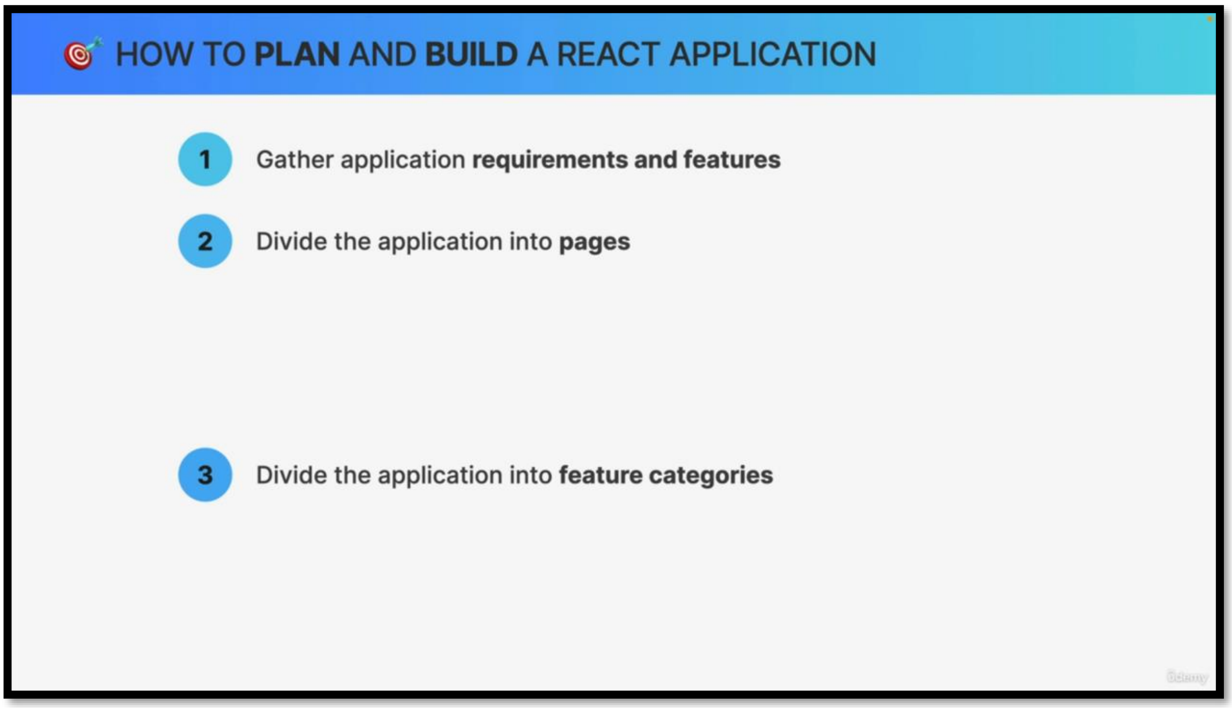
👉 In **real-world apps**, we need to adapt this process



HOW TO PLAN AND BUILD A REACT APPLICATION

1. Gather application **requirements and features**
2. Divide the application into **pages**

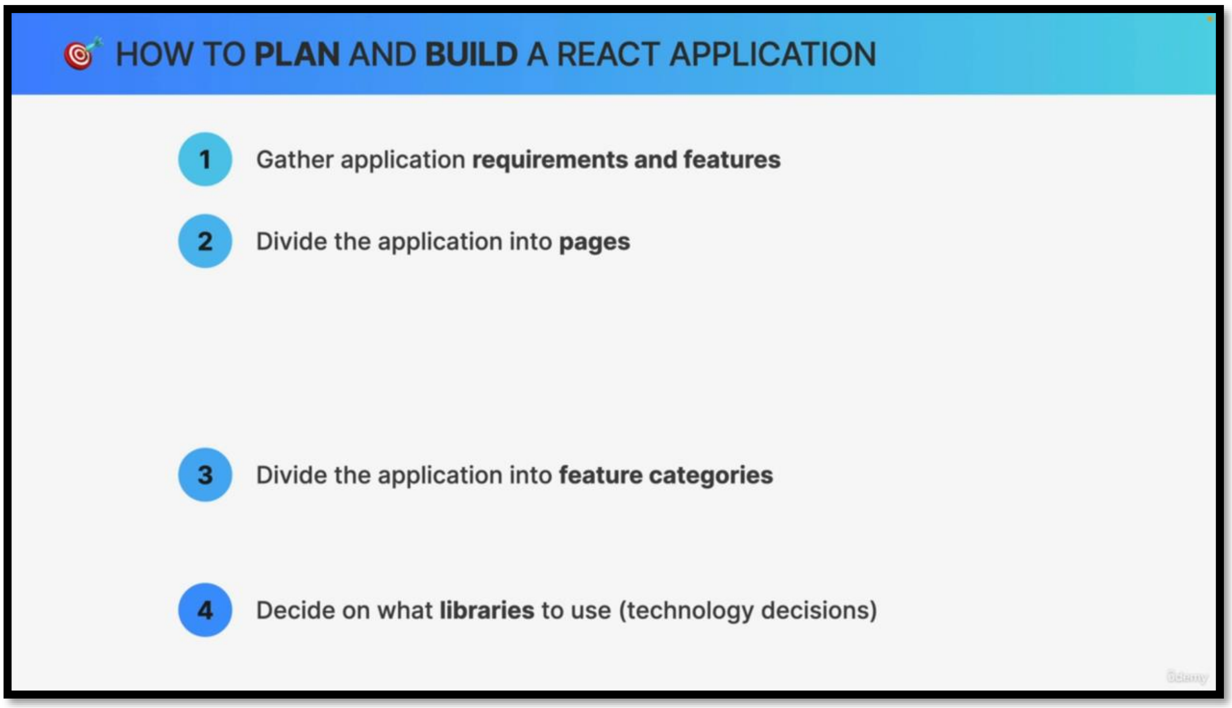
When we build a large and more real world application we need to start by gathering the application requirements and the features that the application needs and then based on those we can divide our application into multiple pages.



HOW TO PLAN AND BUILD A REACT APPLICATION

1. Gather application **requirements and features**
2. Divide the application into **pages**
3. Divide the application into **feature categories**

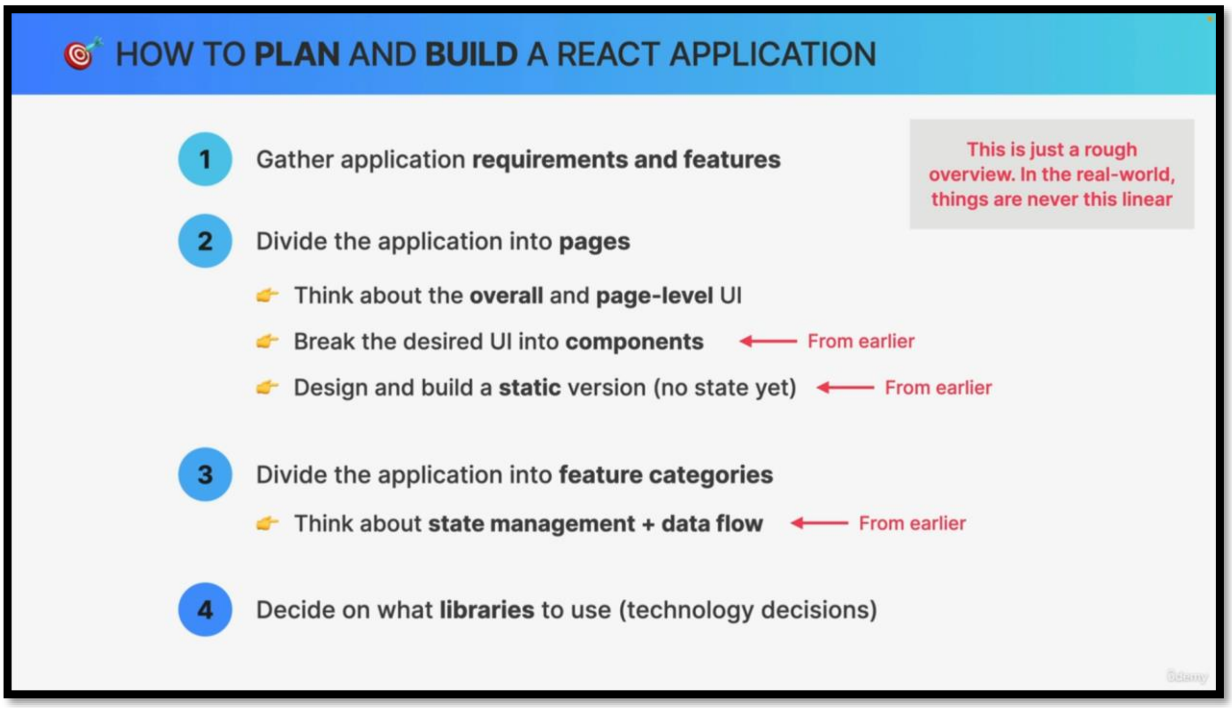
Next up, we need to divide the application and the application features into multiple feature categories, so basically we need to place all the features into a few categories, so that we can then build the application around those and so that we can organize or code any logical way.



HOW TO PLAN AND BUILD A REACT APPLICATION

1. Gather application **requirements and features**
2. Divide the application into **pages**
3. Divide the application into **feature categories**
4. Decide on what **libraries** to use (technology decisions)

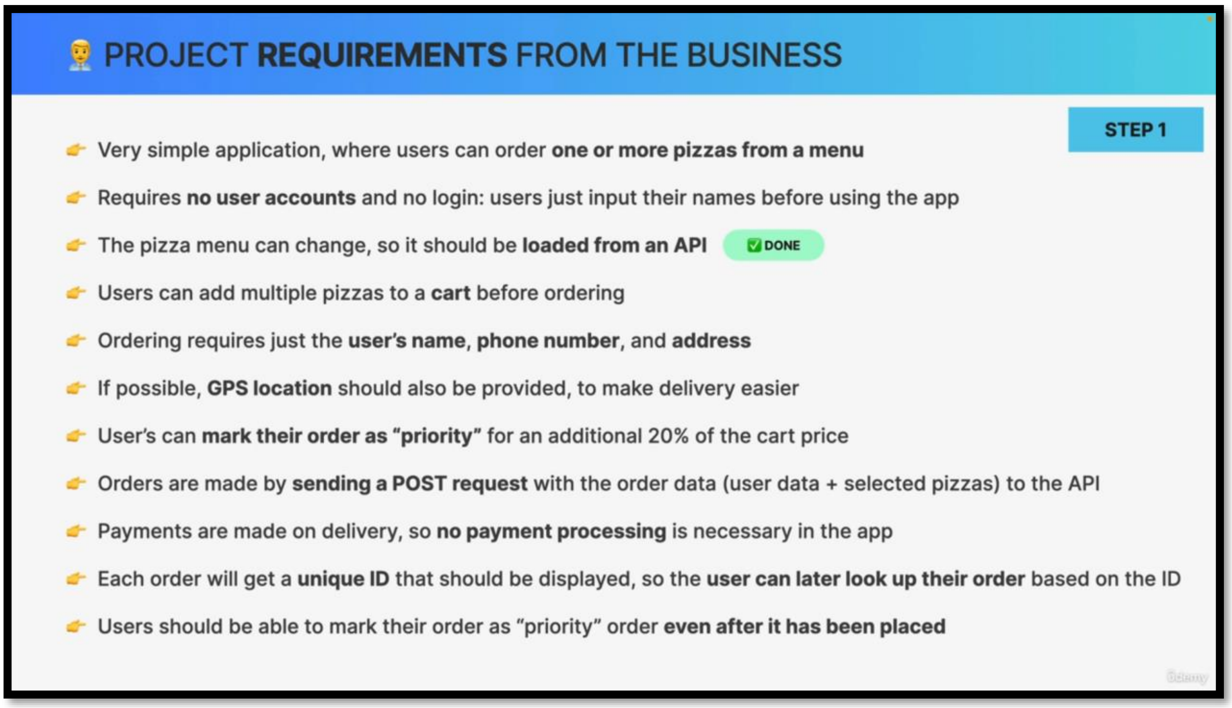
Finally, we will also need to decide on which libraries we actually want to use. So, we call this the technology decisions because this is basically where we decide exactly what tech stack we are going to use to implement our application.



HOW TO PLAN AND BUILD A REACT APPLICATION

This is just a rough overview. In the real-world, things are never this linear

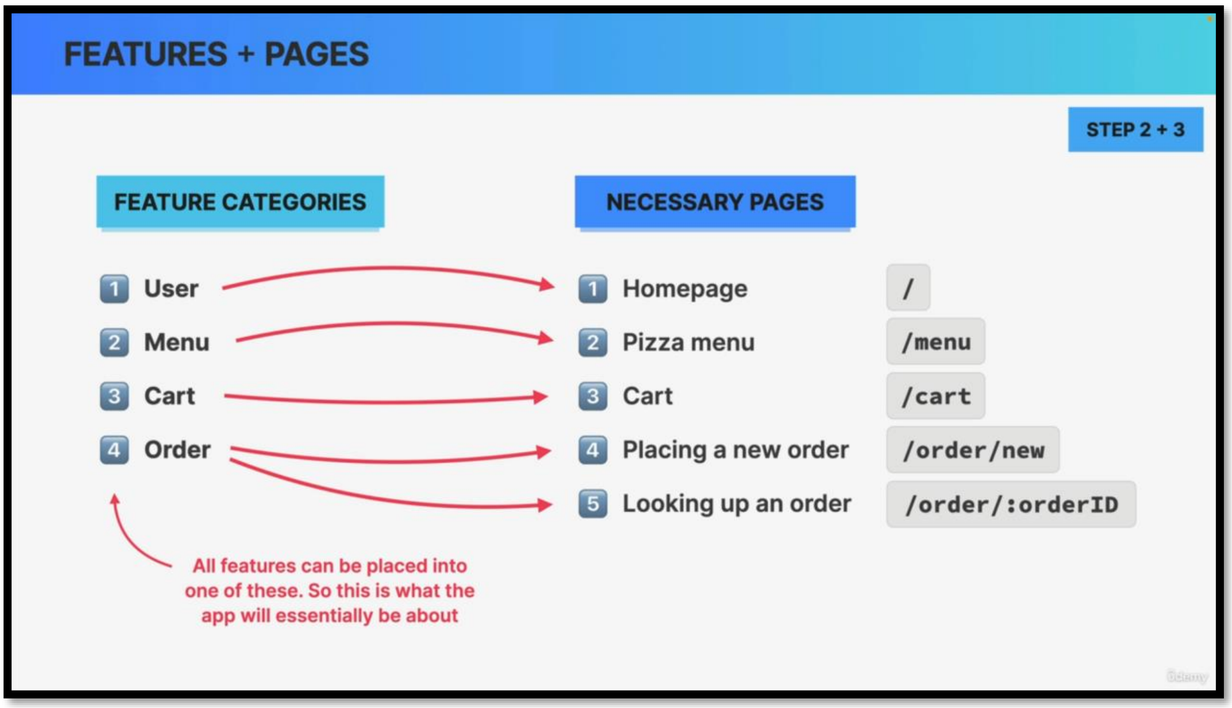
1. Gather application **requirements and features**
2. Divide the application into **pages**
   - Think about the **overall** and **page-level** UI
   - Break the desired UI into **components** ← From earlier
   - Design and build a **static** version (no state yet) ← From earlier
3. Divide the application into **feature categories**
   - Think about **state management + data flow** ← From earlier
4. Decide on what **libraries** to use (technology decisions)



🧑‍💼 PROJECT **REQUIREMENTS** FROM THE BUSINESS

STEP 1

- 👉 Very simple application, where users can order **one or more pizzas from a menu**
- 👉 Requires **no user accounts** and no login: users just input their names before using the app
- 👉 The pizza menu can change, so it should be **loaded from an API** ✅ DONE
- 👉 Users can add multiple pizzas to a **cart** before ordering
- 👉 Ordering requires just the **user's name**, **phone number**, and **address**
- 👉 If possible, **GPS location** should also be provided, to make delivery easier
- 👉 User's can **mark their order as "priority"** for an additional 20% of the cart price
- 👉 Orders are made by **sending a POST request** with the order data (user data + selected pizzas) to the API
- 👉 Payments are made on delivery, so **no payment processing** is necessary in the app
- 👉 Each order will get a **unique ID** that should be displayed, so the **user can later look up their order** based on the ID
- 👉 Users should be able to mark their order as "priority" order **even after it has been placed**

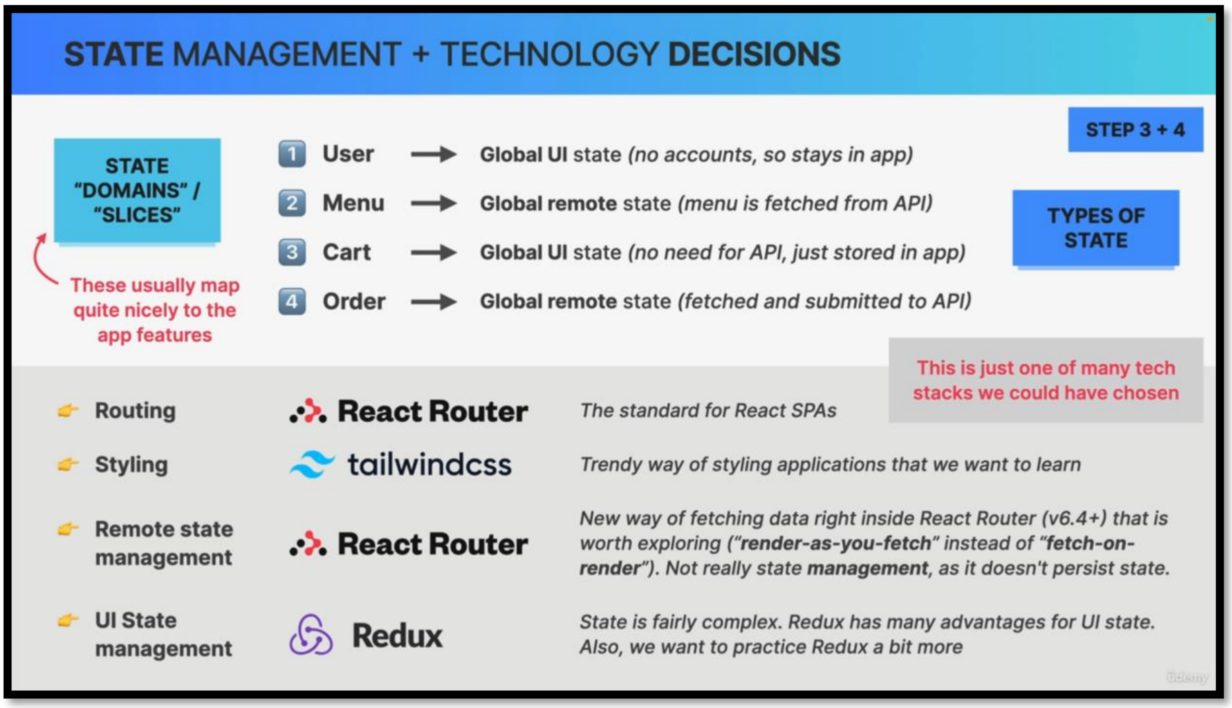


FEATURES + PAGES

STEP 2 + 3

FEATURE CATEGORIES	NECESSARY PAGES	
1 User	1 Homepage	`/`
2 Menu	2 Pizza menu	`/menu`
3 Cart	3 Cart	`/cart`
4 Order	4 Placing a new order	`/order/new`
	5 Looking up an order	`/order/:orderID`

All features can be placed into one of these. So this is what the app will essentially be about



STATE MANAGEMENT + TECHNOLOGY DECISIONS

STEP 3 + 4

STATE "DOMAINS" / "SLICES"

These usually map quite nicely to the app features

TYPES OF STATE

1 User	→	**Global UI** state *(no accounts, so stays in app)*
2 Menu	→	**Global remote** state *(menu is fetched from API)*
3 Cart	→	**Global UI** state *(no need for API, just stored in app)*
4 Order	→	**Global remote** state *(fetched and submitted to API)*

This is just one of many tech stacks we could have chosen

Routing	React Router	*The standard for React SPAs*
Styling	tailwindcss	*Trendy way of styling applications that we want to learn*
Remote state management	React Router	*New way of fetching data right inside React Router (v6.4+) that is worth exploring ("**render-as-you-fetch**" instead of "**fetch-on-render**"). Not really state **management**, as it doesn't persist state.*
UI State management	Redux	*State is fairly complex. Redux has many advantages for UI state. Also, we want to practice Redux a bit more*