Challenges:

Testing React Application :

I am not sure how to test the React application , I read about Jest but due to lack of time I could not explore it more.

I wanted to write extensive test suite for testing the react application both client and server side rendering. I would love to learn more about React testing frameworks.

UI and Design:

I think I did pretty decent job with designing the UI with my limited design knowledge. But I think some detailing can be done such as adding icons and images.

There is scope for improvement.

Youtube Player API:

I had some issues initially loading the youtube video player as I was not sure how to load the "onYoutubeAPIReady" function globally from react component

After reading the documentation It was clear and I was able to figure out a way to load the api asynchronously.

# Known issues:

There is a warning displayed in the console due to not prefixing of css by material-ui. This causes the dom to re-render on the client which may be costly.

This is a known issue which they are working on. https://github.com/callemall/material-ui/issues/705

[ *Warning: React attempted to reuse markup in a container but the checksum was invalid. This generally means that you are using server rendering and the markup generated on the server was not what the client was expecting. React injected new markup to compensate which works but you have lost many of the benefits of server rendering. Instead, figure out why the markup being generated is different on the client or server:*

*(client) ght:24px;width:24px;-webkit-user-select:*

*(server) ght:24px;width:24px;user-select:none;tra* ]

2. Cast sender error in console. This is caused by Youtube player and it is a known bug with the official Chromecast JavaScript library.

Apparently YouTube constantly polls for Google Cast scripts even if the extension isn't installed

https://code.google.com/p/google-cast-sdk/issues/detail?id=309