

State model

Objects to be used in this project is listed below. Each section denotes the name of the object, where it is used in the program, and has a JSON representation to show the keys and value types.

1. Contacts

Upon starting the program, a fetch call is made to retrieve a list of contacts. That list is set to be the value of the contacts-object. The following is a JSON representation of the Contact object:

```
[
  {
    "firstName": "Terence",
    "lastName": "Runolfsdottir",
    "gender": "Gender neutral",
    "email": "Lesley.Pfannerstill-Lindgren84@yahoo.com",
    "jobTitle": "Human Paradigm Liaison",
    "street": "Railroad Avenue",
    "city": "Felipaville",
    "latitude": 12.4704,
    "longitude": -107.0443,
    "favouriteColour": "#77fae1",
    "profileImage":
    "https://www.gravatar.com/avatar/Lesley.Pfannerstill-Lindgren84@yahoo.com?s=120&d=identicon",
    "id": 1
  }
]
```

2. Contact-object created when creating or updating a contact

The program has a page for both creating and updating a contact. Both pages create an object, which stores the inputted contact-information, that is identical. The contact-object created in both pages is represented with the following JSON notation:

```
{
    firstName: "",
    lastName: "",
    street: "",
    city: "",
    gender: "",
    email: "",
    jobTitle: "",
    latitude: 0,
    longitude: 0,
    favouriteColour: "",
    profileImage: ""
}
```