Weekly Log 10

This week’s efforts have been focused on building the data structure and connecting to the data structure in the react-native app. I successfully created the data structures on firebase’s realtime database application. However, when I tried to connect to the database using react-native, I learned that I had the wrong react-native-firebase library installed. There was a massive overhaul between v5 and v6, so I had to fiddle for hours to figure out how to remove all the react-native-firebase links in my app and create links to the correct libraries. After resolving that, I finally got my app working again and I can connect to the database. I’ve started iterating through the features so that I can populate markers and polylines on the map. So far, I’ve been able to add all of the points of interests (restrooms, overlooks, and picnic areas) and the trail polylines. Now that I have those four layers added to the map, I’m going to work on building the user-created layer. The user created layer will be to provide amplify information with issues that may require maintenance (such as an out-of-order restroom) or hazards (such as landslides or fallen trees).

Following the construction of the user created data structure, I’ll finish up by adding an API call to pull the most recent NPS alerts on Bryce Canyon Park and finish styling the application to an appropriate set of colors. The largets problem I foresee this week is adding the form to create the user issue and then update the user issues by managing state. Tackling that will be a difficult challenge, but I think it will be useful and really demonstrate a good understanding of react and state. It will also meet the intent of the assignment.