

EUA Weather app

Considerations

- Choose best API for purpose.
Not all API's are equal :-)
- *Plugin for Geolocation.*
Need to find a suitable plugin to use for retrieval of co-ords and place names.
`https://geocode.maps.co/search?q={address}`
`https://geocode.maps.co/reverse?lat={latitude}&lon={longitude}`
- Plugin for dropdown search.
- Back end needs to geolocate user and pass to front end for initial weather load.
- API call via client/js.
- Mocking of API calls/responses for testing.
This will need to be done for as development and testing could cause potentially hundreds or thousands of extra API calls if not addressed.
- Keeping server load to a minimum.
This is always a consideration for any application.
- Keeping DB data stored to a minimum.
There is little data here that we actually need to store at our end. I would be inclined to store only the user preferences server side and always pull fresh data (it's weather data so needs to be refreshed live really).
- Minimising the number of API calls.
In the event a user was overusing the service (constantly refreshing, visiting for the Nth time per day) we could impose a limitation on the particular user. This would I guess be dependent on the API restrictions if any. This would be a phase 2 requirement I would imagine but that would be a stakeholder's decision.