Quiet Community App

Code Implementation



User Story 5:

"As a community member, I want to comment on and like posts so that I can engage with others and build relationships."

Event View:

The **EventView** is the main screen displaying event details. I included state variables to manage user interaction and appearance:

- likeCount tracks the number of likes.
- isLiked indicates if the event is liked by the user.
- customGreen is a computed property that defines a custom green colour.

The **headerView** is a HStack that displays the event location with an icon and a user profile icon.

The body property of **EventCardView** consists of a VStack displaying:

- The event image, styled with resizable properties and rounded corners.
- A HStack with the event title and a like button that toggles isLiked and updates likeCount.
- Additional details, such as category, attendees, and date.
- A section with more detailed information about the event, including an "About" section and location.
- An interest button that changes appearance and function based on buttonState.

Event Data Model

The **Event** struct represents the event data model and conforms to **Identifiable** and **Hashable**. It includes:

- id: A unique identifier.
- **image**: The event's image name.
- title: The event's title.
- location: The event's location.
- date: The event's date.
- category: The event's category.

Connection Between Data Model and Event View

The **EventView** and **EventCardView** views use instances of the **Event** struct to display event details. These instances are managed by the **EventViewModel** class, which holds arrays of **Event** objects. By using the **@Published** property wrapper, changes in **EventViewModel**'s data automatically propagate to the views, ensuring the UI remains up-to-date with the underlying data. The connection between the data model and the views is established through the use of bindings and observable objects, allowing for a responsive and dynamic user interface.