

TINYHOUSE

Week 3

In week 3, we continue from the last week and build more concrete features of our application. In week 3, we'll:

- Build the homepage of our application.
- Interact with [Google's Geocoding API](#) to resolve the address/location inputs provided by a user.
- Use [Stripe](#) to help handle payments between tenants and hosts.
- Introduce a mutation to have users be able to host listings in the application.
- Finally, leverage [Cloudinary](#), a cloud-based image (and video) management service to store images for new listings on the cloud.

Here is a further breakdown of week 3.

Day 1

➔ Go [here](#) for a detailed breakdown of Week 3 | Day 1.

Module 8

- **Topic:** Building the Home Page
- **Description:** Build the home page (i.e. the `/` route) of our app.
- **Introduction:** [Link](#).


Day 2

➔ Go [here](#) for a detailed breakdown of Week 3 | Day 2.

Module 9

- **Topic:** Searching for listings with Google's Geocoding API
- **Description:** Interact with [Google's Geocoding API](#) to resolve the address/location inputs provided by a user.
- **Introduction:** [Link](#).


Day 3

 Go [here](#) for a detailed breakdown of Week 3 | Day 3.

Module 10

- **Topic:** Connecting with Stripe
- **Description:** Use and utilize [Stripe](#) to help handle payments between tenants and hosts.
- **Introduction:** [Link](#).

Day 4

 Go [here](#) for a detailed breakdown of Week 3 | Day 4.

Module 11

- **Topic:** Hosting new listings
- **Description:** Introduce a mutation to have users be able to host listings in the application.
- **Introduction:** [Link](#).

Module 12

- **Topic:** Cloudinary & image storage
- **Description:** leverage [Cloudinary](#), a cloud-based image (and video) management service to store images for new listings on the cloud.
- **Introduction:** [Link](#).