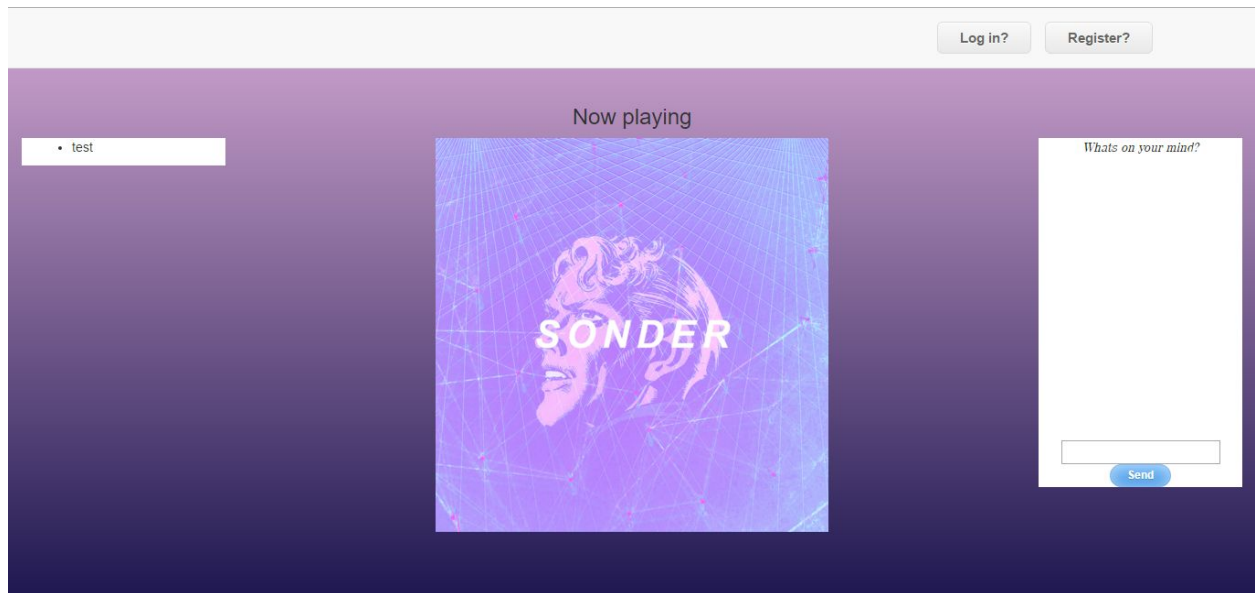
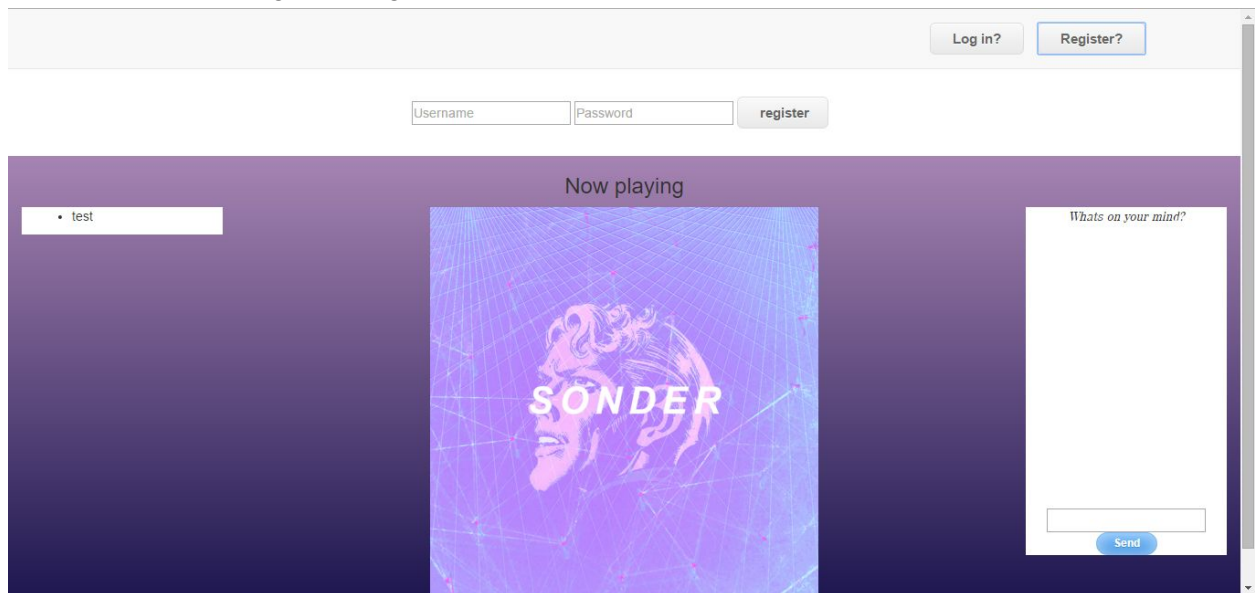


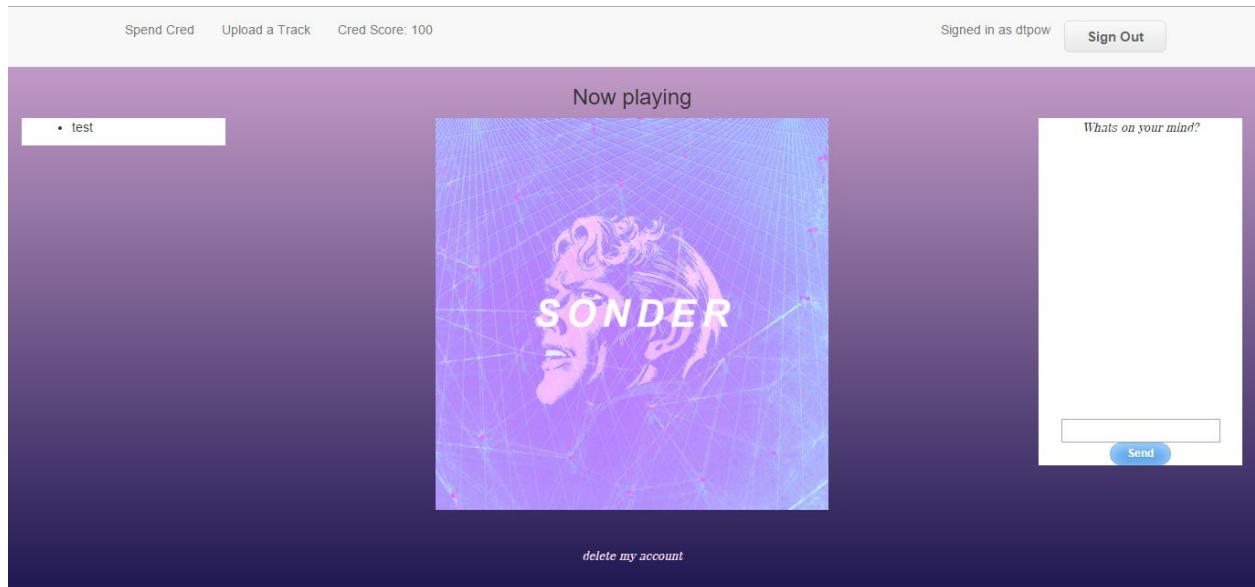
My app cred, is a radio streaming service. The details of that are largely unimportant in regards the crud functionality. In my database I store user information, being a username, a password, and cred, a currency users can spend on actions within the app. This is what the homepage (work in progress) looks like to a guest user



The user can then log in or register. Let's make a new user.

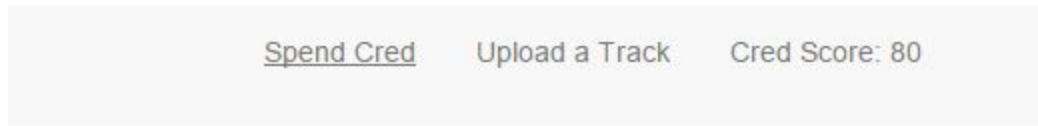


After submitting this form, a new user is added to the DB and given a cred score of 100 to start with. If another user with that name exists, the user is not added, and an alert displays that the user must pick a different user name. If the user is added successfully, the user is then logged into that account. So let's look at our read function, log in. The log in form is almost identical to the register form so we are skipping to after the form submission.



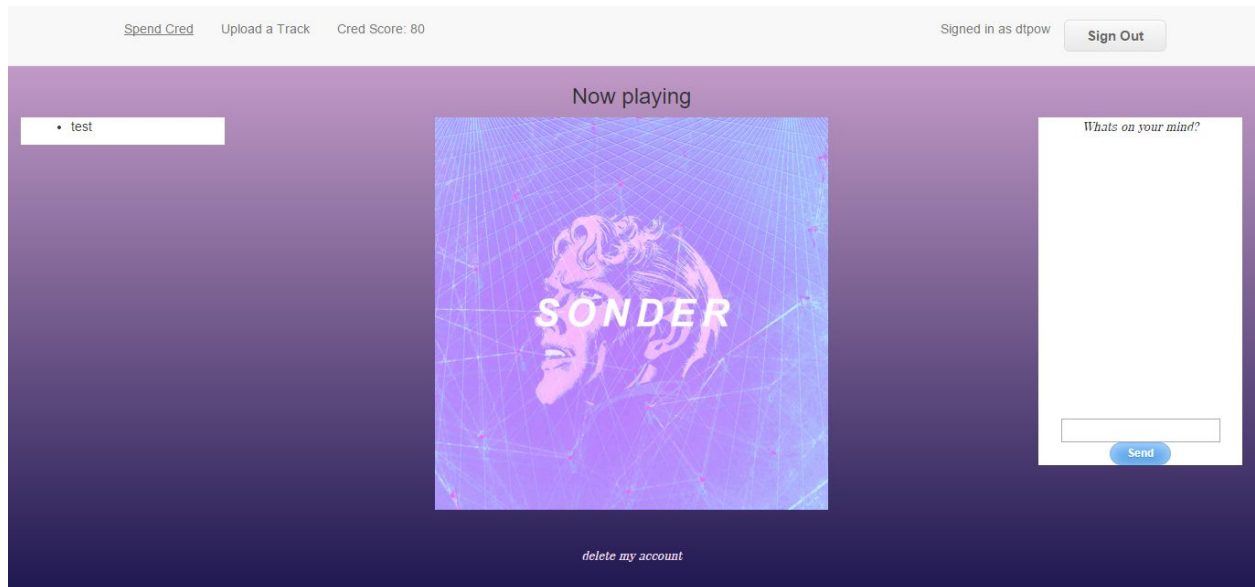
The database is queried for a user with a matching username and pass. If one is found the user object gets stored via localStorage. Page fields are then updated for the user based on the values in user storage. Anytime changes are made to the user data, the DB is updated and then the localstore is recopied from the DB.

Users can spend cred, the currency to perform actions on the site. This functionality is not yet implemented, but the database interactions for this update are. For this checkpoint the spend cred button subtracts 20 cred from the user's cred score and updates that in the DB.

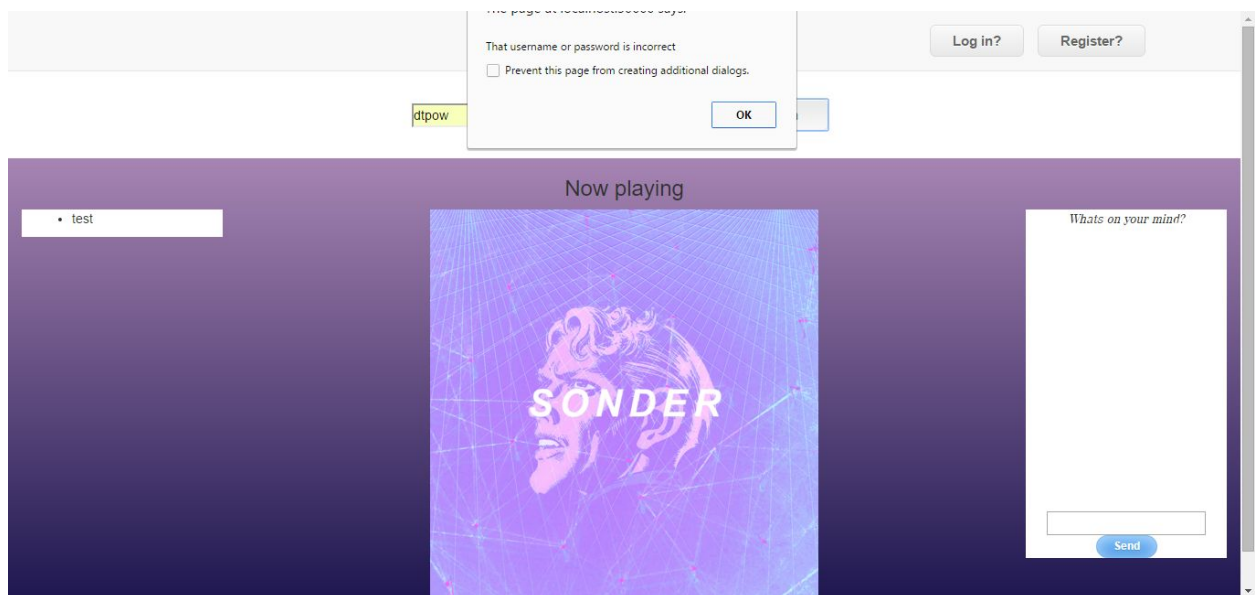


As you can see, after spending cred once 20 cred was subtracted, and the DB was updated

Finally for my delete operation. A user can delete their account. This will remove the account from the DB and sign the user out destroying the localStorage information.



Then we delete the account, and try to sign in again as dtpow, but the account doesn't exist now.



(curious about the album that's playing? Peep my mixtape www.sonder.link)