

Item Catalog: Getting Started

Project Description

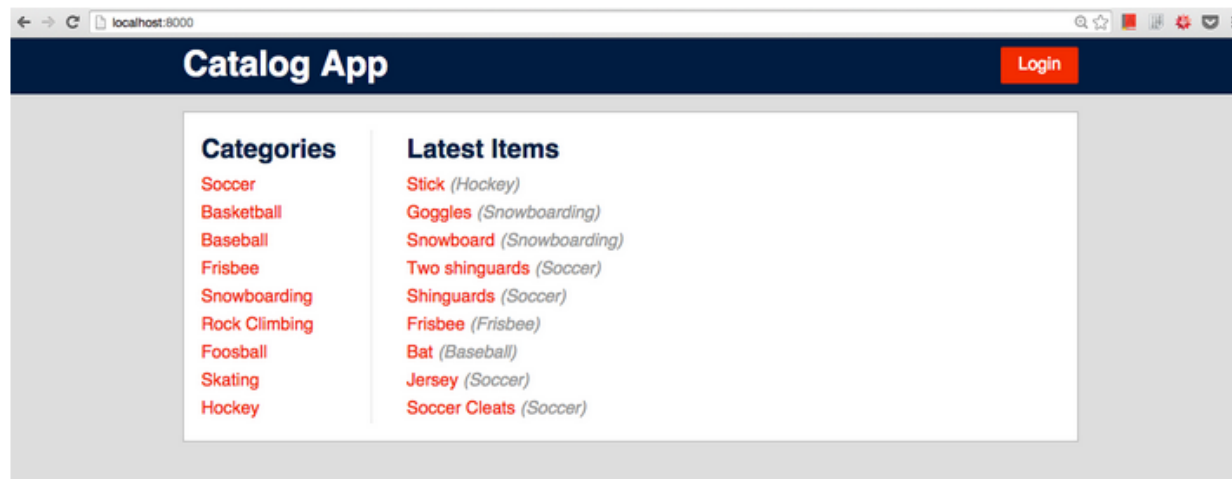
In this project, you will be developing a web application that provides a list of items within a variety of categories and integrate third party user registration and authentication. Authenticated users should have the ability to post, edit, and delete their own items.

You will be creating this project essentially from scratch, no templates have been provided for you. This means that you have free reign over the HTML, the CSS, and the files that include the application itself utilizing Flask.

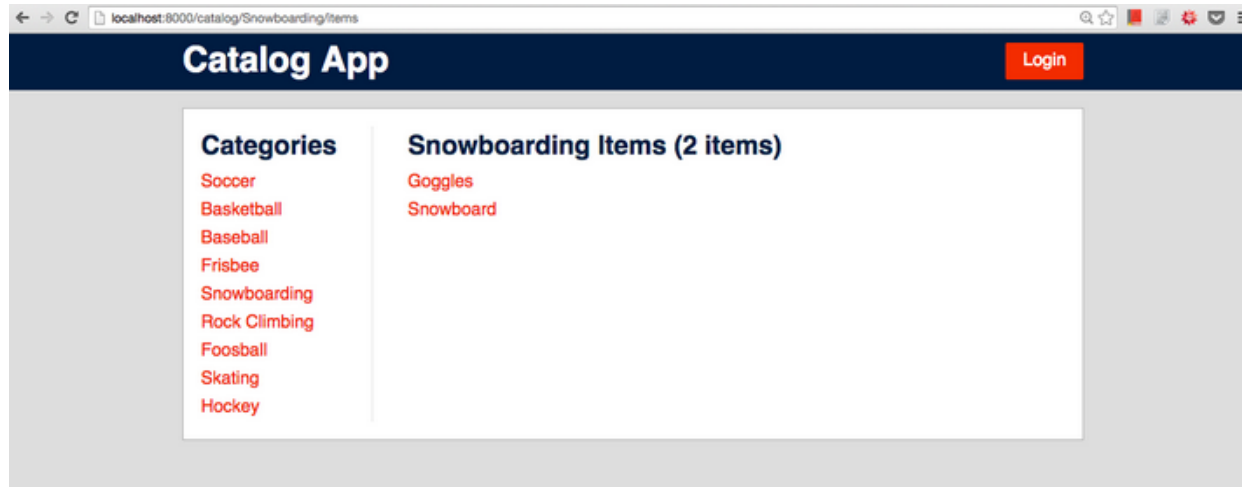
Project Display Example

Note: The screenshots on this page are just examples of one implementation of the minimal functionality. You are encouraged to redesign and strive for even better solutions.

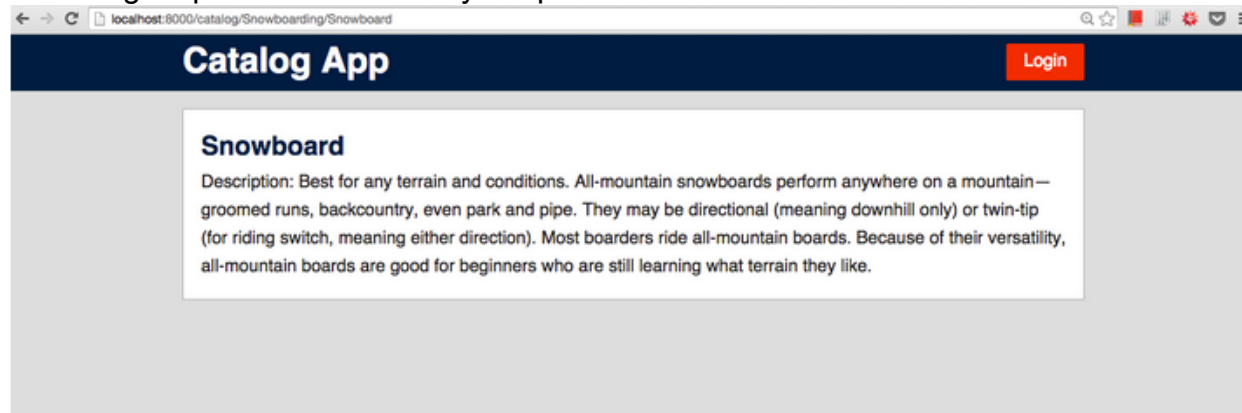
In this sample project, the homepage displays all current categories with the latest added items.



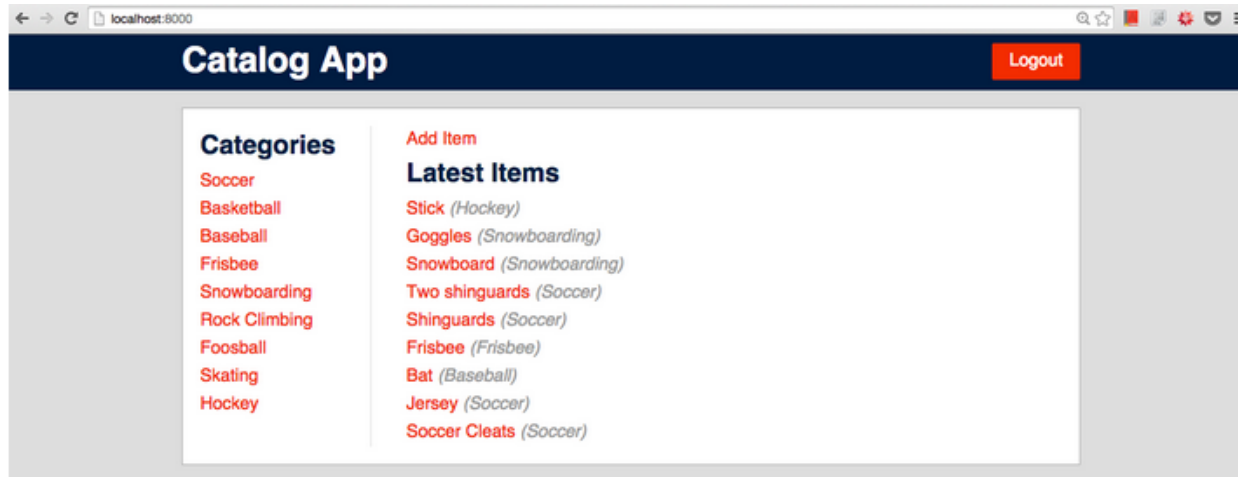
Selecting a specific category shows you all the items available for that category.



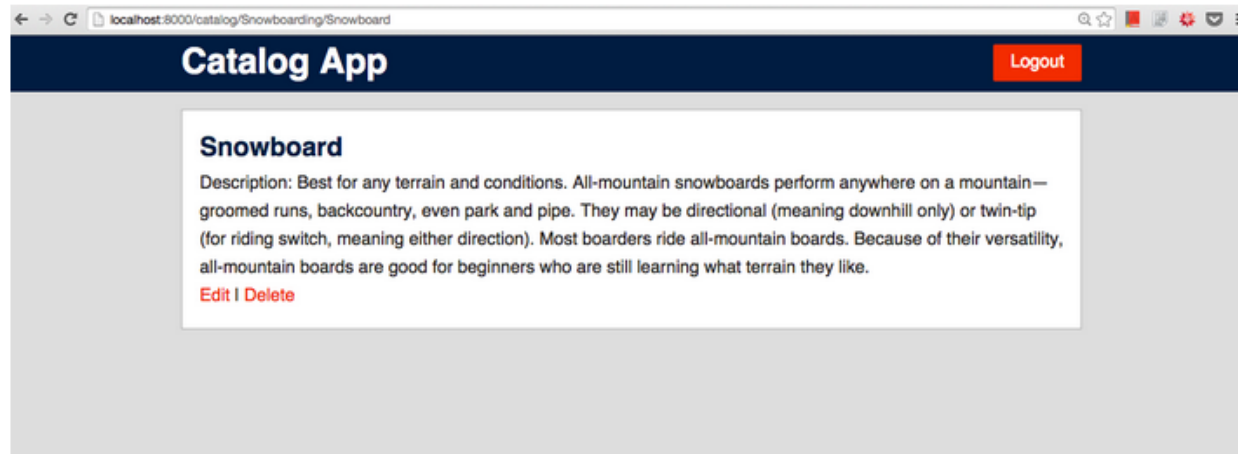
Selecting a specific item shows you specific information about that item.



After logging in, a user has the ability to add, update, or delete item information. Users should be able to modify only those items that they themselves have created.



<http://localhost:8000/> (logged in)



<http://localhost:8000/catalog/Snowboarding/Snowboard> (logged in)

Note that the link is '<http://localhost:8000/catalog/Snowboarding/Snowboard>'. This is to ensure ease of readability.

The screenshot shows a web browser window with the address bar displaying `localhost:8000/catalog/Snowboard/edit`. The page has a dark blue header with the text "Catalog App" on the left and a red "Logout" button on the right. The main content area is a light gray box titled "Edit Item". Inside this box, there are three input fields: "Title" with the value "Snowboard", "Description" with the value "Best for any terrain anc", and "Category" with a dropdown menu showing "Soccer". Below these fields is a "Submit" button.

<http://localhost:8000/catalog/Snowboard/edit> (logged in)

The screenshot shows a web browser window with the address bar displaying `localhost:8000/catalog/Snowboard/delete`. The page has a dark blue header with the text "Catalog App" on the left and a red "Logout" button on the right. The main content area is a light gray box titled "Delete Item". Inside this box, there is a text prompt "Are your sure you want to delete ?" and a "Submit" button below it.

<http://localhost:8000/catalog/Snowboard/delete> (logged in)

The application should provide a JSON endpoint at the very least.



```

{
  "Category": [
    {
      "id": 1,
      "name": "Soccer",
      "Item": [
        {
          "cat_id": 1,
          "description": "The shoes",
          "id": 1,
          "title": "Soccer Cleats"
        },
        {
          "cat_id": 1,
          "description": "The shirt",
          "id": 2,
          "title": "Jersey"
        }
      ]
    },
    {
      "id": 2,
      "name": "Basketball"
    },
    {
      "id": 3,
      "name": "Baseball"
    },
    {
      "id": 4,
      "name": "Frisbee"
    },
    {
      "id": 5,
      "name": "Snowboarding"
    },
    {
      "id": 6,
      "name": "Rock Climbing"
    }
  ]
}

```

<http://localhost:8000/catalog.json>

Getting Started

Before we begin coding, there are several steps that you should take to make sure that you have everything downloaded in order to run your future web application.

Install [Vagrant](#) and [VirtualBox](#) if you have not done so already. Instructions on how to do so can be found on the websites as well as [in the course materials](#).

Clone the [fullstack-nanodegree-vm repository](#). There is a catalog folder provided for you, but no files have been included. If a catalog folder does not exist, simply create your own inside of the vagrant folder.

Launch the Vagrant VM (by typing [vagrant up](#) in the directory [fullstack/vagrant](#) from the terminal). You can find further instructions on how to do so [here](#).

Write the Flask application locally in the [/vagrant/catalog](#) directory (which will automatically be synced to [/vagrant/catalog](#) within the VM). Name it `application.py`.

Run your application within the VM by typing `python /vagrant/catalog/application.py` into the Terminal. If you named the file from step 4 as something other than `application.py`, in the above command substitute in the file name on your computer.

Access and test your application by visiting <http://localhost:8000> locally on your browser.

Now that we've set up the directories and downloaded the software, some of you may be wondering, what do I do now? Do I start with the front end? Do I start with

application.py? Do I make my database? Now might be a good time to revisit [Lesson 4 of Full Stack Foundations](#), where we covered these issues.

Whether you start on the front end or the back end is up to you. Some people prefer seeing the layout before thinking about the data they want to present, whereas others enjoy thinking about the structure and organization of their data and the Flask application before beginning on the front end portion of their project.

There are four parts that you will need to complete:

- the HTML (structure of the pages)

- the CSS (the style of the pages)

- the Flask Application (to put it online)

 - it must include authentication/authorization to allow users to login before making changes

- the database (to store and organize the information)

As long as you hit these four parts, it doesn't matter where you begin, whether you begin with the HTML/CSS or Flask and the database. If you're looking for a little bit more guidance, this is what Lorenzo, the Full Stack Foundations instructor had to say:

“Personally, I usually start with the database layout so that the database is modelling the information the way I want. Then I go ahead and add the backend, the Flask code, the Python code, and then I move on to the frontend where I then receive feedback on the frontend where I use the feedback to make it more stylish and elegant and presentable with everything else already in place. This is just me though, it varies from developer to developer.”

To Submit

Once you have finished your project, go to this link [here](#) and click on the Submit button. If you have a Github account (which we recommend), connect with Github to get started. If you do not have a Github account, follow the instructions [here](#) for Mac OS X 10.0 or later, [here](#) for Windows 7, 8, or 8.1, or [here](#) for anything else. These links will help you create a Github account to submit your project.

If you run into any trouble, send us an e-mail at fullstack-project@udacity.com, and we will be more than happy to help you.