

## App.js Routing Summary

The main application router that defines all page routes for your State Park application.

### Route Configuration

Path	Component	Description
<a href="#">/</a>	<a href="#">Home</a>	Landing page (same as <a href="#">/Home</a> )
<a href="#">/Home</a>	<a href="#">Home</a>	Main homepage
<a href="#">/About-Us</a>	<a href="#">AboutUs</a>	About us information page
<a href="#">/Sign-Up</a>	<a href="#">AuthPage</a>	Authentication page (sign-up/login)
<a href="#">/Map</a>	<a href="#">MapComponent</a>	Interactive park map with filtering
<a href="#">/Reservation</a>	<a href="#">ReservationForm</a>	Park reservation form
<a href="#">/My-Reservation</a>	<a href="#">MyReservationPage</a>	User's reservation management
<a href="#">/report</a>	<a href="#">ParkStatusReportForm</a>	Park status reporting form

## Key Features

1. **React Router v6**
  - Uses **BrowserRouter** for client-side routing
  - **exact** prop ensures precise route matching
2. **Styling**
  - Imports **Bootstrap CSS** (**bootstrap/dist/css/bootstrap.min.css**)
  - Includes custom **App.css** for additional styling
3. **Authentication Flow**
  - **/Sign-Up** route handles both sign-up and login via **AuthPage**
4. **Park Management**
  - **Complete workflow from map viewing → reservations → status reporting**

## MapComponent Summary

A React component that renders an interactive map (using **Leaflet**) displaying state parks with filtering, spotlight mode, and user location features.

## Key Features

1. **Map Initialization**
  - Uses **Leaflet** to render a map with OpenStreetMap tiles.
  - Default center: **[30.43, -84.28]** (or user-provided **lat/lon** from URL params).
  - Auto-locates the user if permissions allow.
2. **Park Markers**
  - Fetches park data from Firebase (**getObjects**).
  - Dynamically assigns icons based on park status:
    - **openPark** (capacity  $\leq 15$ ), **halfwayOpenPark** ( $\leq 23$ ), **closedPark** (default).
  - Popups show park details (name, capacity, etc.) with buttons for:
    - **Reservation** (navigates to **/reservation** with park ID).
    - **Report** (navigates to **/report** for status updates).
    - **Spotlight** (highlights a single park).
3. **Spotlight Mode**
  - Toggleable to focus on one park (uses **spotlightIcon**).
  - Exclusively shows the selected park and user location.

4. **Radius Filter**
  - Slider (0–50 miles) adjusts a circular radius to filter visible parks.
  - Parks within the radius are listed in a sidebar (sorted by distance).
5. **User Location**
  - Marks the user's location with a **Personal** icon.
  - Falls back to URL-provided **lat/lon** if geolocation is denied.
6. **UI Elements**
  - **Toggleable Sidebar**: Lists filtered parks with quick actions.
  - **Back Button**: Returns to the previous page.
  - **Slider**: Controls the search radius.

## Dependencies

- **leaflet** (for maps), **geolib** (distance calculations), **react-router-dom** (URL params).
- Custom icons (**openPark**, **closedPark**, etc.) and components (**Slider**, **ParkToggleButton**).

## Key Functions

- **initializeAllMarkers()**: Renders park/user markers.
- **toggleSpotlight(park)**: Toggles spotlight mode.
- **clearAllMarkers()**: Removes markers before updates.
- **filterParksWithinRadius()**: Filters parks by slider value.

## State Management

- **parks/filteredParks**: Store park data and filtered results.
- **userLocation**: Tracks geolocation.
- **isSpotlightMode/spotlightedPark**: Manages spotlight state.

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## Usage Notes

- Ensure Firebase (**getObjects**) and icon paths are correctly configured.
- Styled with inline CSS for positioning (e.g., absolute panels, z-index layers).

## Authentication System Summary

A React-based authentication module with **email/password** and **Google sign-in**, integrated with Firebase.

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# Components Overview

## 1. EmailSignIn

- **Functionality:**
    - Toggles between **sign-up** and **sign-in** modes.
    - Validates email/password inputs.
    - Uses Firebase `createUserWithEmailAndPassword` (sign-up) or `signInWithEmailAndPassword` (sign-in).
    - Saves user data to Firebase Realtime Database (`users/{uid}`) on sign-up.
    - Redirects to `/Home` on success.
  - **Error Handling:**
    - Displays popup errors for:
      - Empty fields.
      - Weak passwords (`auth/weak-password`).
      - Existing accounts (`auth/email-already-in-use`).
      - Invalid credentials (`auth/user-not-found`).
  - **UI:**
    - Input fields for email/password.
    - Toggle link between "Sign up" and "Log in".
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## 2. GoogleSignIn

- **Functionality:**
    - Triggers Google sign-in via `signInWithPopup`.
    - Saves user data (email, UID, role) to Firebase Database.
    - Redirects to `/Home` on success.
  - **Error Handling:**
    - Displays popup for failed sign-in or database errors.
  - **UI:**
    - Button labeled "Sign in with Google".
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## 3. LogoutButton

- **Functionality:**
    - Calls Firebase `signOut` and redirects to `/` (homepage).
  - **UI:**
    - Simple button labeled "Logout".
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## Shared Utility: `ErrorPopup`

- A reusable popup component to display error messages.
  - **Props:**
    - `message`: Error text.
    - `onClose`: Clears the error state.
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## Key Firebase Methods Used

Method	Purpose
<code>createUserWithEmailAndPassword</code>	Registers new email/password users.
<code>signInWithEmailAndPassword</code>	Logs in existing users.
<code>signInWithPopup</code>	Handles Google OAuth sign-in.
<code>setPersistence</code>	Persists auth state (uses <code>browserLocalPersistence</code> ).
<code>signOut</code>	Logs out the current user.
<code>set(ref(db, path))</code>	Writes user data to Firebase Realtime DB.

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## Dependencies

- **Firebase:** `auth`, `database` (configured in `firebase-config.js`).
  - **Routing:** `react-router-dom` (for `navigate`).
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## Usage Notes

1. Ensure Firebase is initialized with correct configs (API keys, auth providers).
2. Database rules should allow writes to `users/{uid}`.
3. Styling can be enhanced (inline CSS used for simplicity).

## Firebase Database Utilities & Object Management

## 1. Core Functions

Function	Purpose	Key Features
<code>ensureBooleanField()</code>	Validates/updates <code>isOpen</code> field for all objects	- Converts non-boolean <code>isOpen</code> to <code>false</code> - Logs update status
<code>addCapacityToAllObjects()</code>	Adds missing capacity fields to objects	- Sets random <code>capacity</code> (1-25) - Initializes <code>currentCapacity</code> to 0 - Handles <code>parkingCapacity</code> if numeric
<code>addObj(newObject)</code>	Adds a new object to Firebase	- Uses object name as key - Logs success/error

## 2. Homer Component

A form to submit new objects to Firebase.

### State Management:

- Tracks form data (`id`, `name`, `county`, `size`, etc.) via `useState`.
- Resets to `initialFormState` after submission.

### Features:

- **Form Fields:**  
plaintext
- ID, Name, County, Size, Year Established, Water Body, Remarks, Longitude, Latitude
- **Validation:** Requires all fields before submission.
- **Submission:**
  - Calls `addObj()` with `timestamp`.
  - Logs errors for incomplete forms.

### UI Structure:

```
jsx
<div>
  <h1>Enter Object Details</h1>
  {Object.keys(initialFormState).map(field => (
    <div key={field}>
      <label>{field}</label>
```

```
<input
  type="text"
  name={field}
  value={formData[field]}
  onChange={handleChange}
/>
</div>
)}}
<button onClick={handleSubmit}>Submit</button>
</div>
```

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## Key Firebase Methods Used

Method	Purpose	Example Usage
<code>ref()</code>	Creates database reference	<code>ref(database, 'objects/')</code>
<code>get()</code>	Fetches data	<code>get(objectsRef).then(snapshot =&gt; ...)</code>
<code>set()</code>	Writes data	<code>set(ref(database, 'objects/' + name), data)</code>
<code>update()</code>	Batch updates	<code>update(ref(database), { path: value })</code>

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## Error Handling

- **Logs:** Console logs success/failure for all operations.
  - **Fallbacks:** Defaults `isOpen` to `false`, `currentCapacity` to `0`.
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## Usage Notes

1. **Database Structure:**
  - Objects stored under `objects/{name}` with fields like `capacity`, `isOpen`, etc.
2. **Dependencies:**
  - Firebase Realtime Database (`firebase/database`).
3. **Testing:**

- Call `ensureBooleanField()` or `addCapacityToAllObjects()` manually if needed.

## MyReservationPage Component Summary

A React component that displays a user's park reservations by email, with authentication handling.

### Key Features

#### 1. Reservation Fetching

- Retrieves reservations via `getReservationsByEmail(email)` from Firebase.
- Accepts email:
  - From URL parameter (`?email=...`) for admin/shared access.
  - From authenticated user (via `onAuthStateChanged`).
  - Manual input (for unauthenticated queries).

#### 2. Authentication Flow

- Auto-populates email if user is logged in (`auth.currentUser`).
- Shows email input field only for unauthenticated users without URL params.

#### 3. Data Presentation

- Formats dates with `toLocaleString()`.
- Displays:
  - Park name
  - Reservation name
  - Date/time
  - Guest count
  - Phone number

#### 4. UI Elements

- Conditional rendering based on auth state.
- "Home" button for navigation.

### Error Handling

- Validates email input before fetching.
- Handles invalid dates gracefully.

### Dependencies

- Firebase: `auth`, `getReservationsByEmail` (custom function).
- Routing: URL query params (`?email=`).

## ReservationForm Component Summary



A React form for submitting park reservations to Firebase, with automatic user data population and capacity tracking.

## Key Features

### 1. Form Data Management

- **State:** Tracks `name`, `email`, `phone`, `startDateTime`, `guests`, `parkId`, and `parkName`.
- **Auto-population:**
  - `parkId/parkName` from URL params (e.g., `?parkId=123&parkName=Yellowstone`).
  - `email` from authenticated users (via Firebase `onAuthStateChanged`).

### 2. Validation & Submission

- **Prevents past dates:** Checks if `startDateTime` is valid.
- **Firebase Storage:**
  - Saves under `/reservations/{dateKey}` (dateKey = YYYY-MM-DD).
  - Updates park capacity via `updateCurrentCapacity(parkName, guests)`.
- **Redirect:** To `/my-reservations?email={email}` on success.

### 3. UI Elements

- Required fields: `name`, `email`, `datetime-local`, `guests`.
- Read-only park name display.
- Submit/Cancel buttons.

## Error Handling

- Alerts for:
  - Past reservation dates.
  - Firebase write failures.
- Console logs for debugging.

## Dependencies

- **Firebase:** `database`, `auth`.
- **Routing:** `useLocation` for URL params.
- **Custom Hook:** `updateCurrentCapacity` (updates park capacity in DB).

## ParkStatusReportForm Component Summary

A React form for submitting park status reports (open/closed) to Firebase with automatic data population.

## Core Features

### 1. Form Data Management

- **State:** Tracks `parkName`, `name`, `email`, `startDateTime`, `openOrClosed` (boolean), and `parkId`.
- **Auto-population:**
  - `parkId/parkName` from URL params (e.g., `?parkId=123&parkName=Yellowstone`).
  - `email` from authenticated users (via Firebase `onAuthStateChanged`).
  - `startDateTime` defaults to current time.

### 2. Submission Logic

- **Validation:** Rejects past dates.
- **Firebase Storage:**
  - Saves under `/reports/{dateKey}` (dateKey = YYYY-MM-DD).
  - Updates park status via `updateParkStatus(parkName, openOrClosed)`.
- **Redirect:** To `/map` on success.

### 3. UI Elements

- Read-only park name display.
- Checkbox for `openOrClosed` status (default: `true/open`).
- Submit/Cancel buttons.

## Key Functions

Function	Purpose
<code>handleInputChange</code>	Updates form state on input changes.
<code>handleSubmit</code>	Validates data, saves to Firebase, updates park status.