Google On Fire

Project Update – 5

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Project Overview

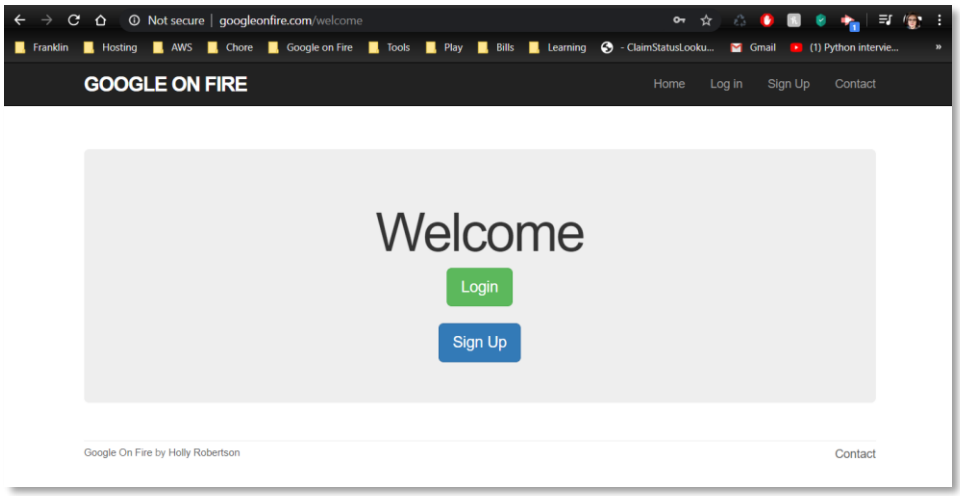
Project Summary:

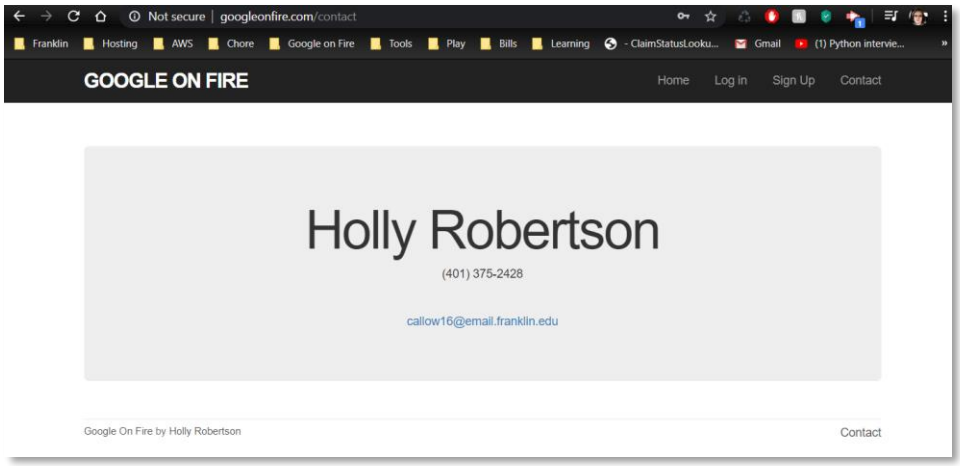
- Amazon Fire Tablets restricts users to only allowing applications to be downloaded from the Amazon Appstore versus the Google Play Store. The issue with this setup is that the Amazon Appstore is not as robust as the Google Play Store. A few examples of popular applications that are not downloadable via the Amazon Appstore:
    - YouTube
    - YouTube TV
    - Gmail
    - Chrome
    - Hangouts
    - Google Maps
    - Ring
    - WhatsApp Messenger
- This website will be a tunnel for Amazon Fire Tablets to download and install the Google Account and Play Services APK files via the Silk Browser.

Project Status:

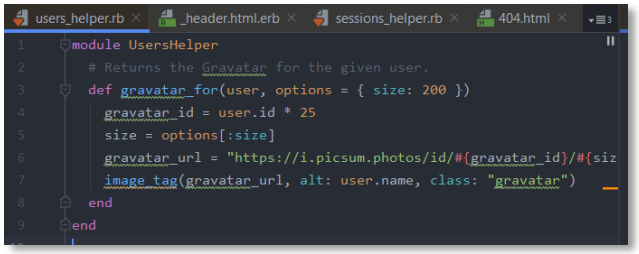
- Week 1 of Development:
    - On-Schedule for Deployment on 4/18/2020
- Week 2 of Development:
    - On-Schedule for Deployment on 4/18/2020, but testing may be shortened to compensate for more development time.
- Week 3 of Development:
    - There was basically no progress made due to unexpected travel. This will definitely increase the time needed to develop but hoping to save time by implementing a quick sign-up framework – OKTA. That is currently being developed within the Test Environment.

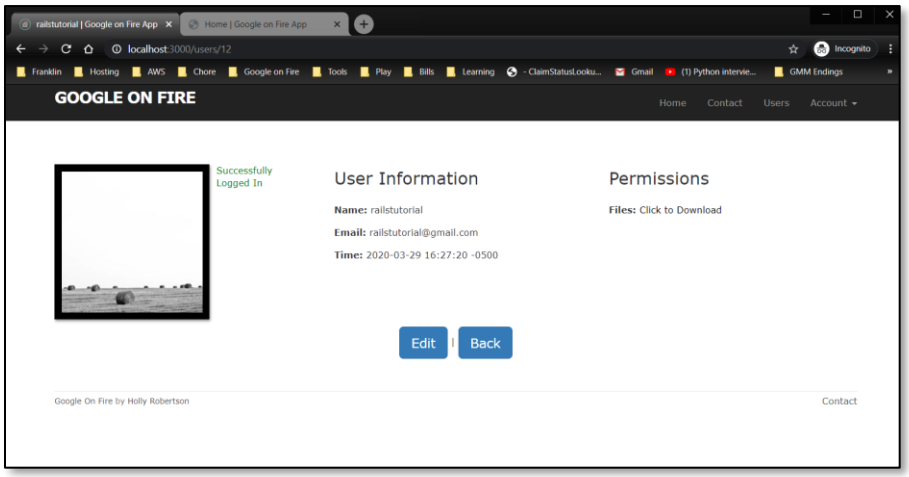
- Week 4 of Development:
    - The decision was made to go with a personalized authentication method vs OKTA framework.
        - Using: https://3rd-edition.railstutorial.org/book/log_in_log_out
    - Updated UI

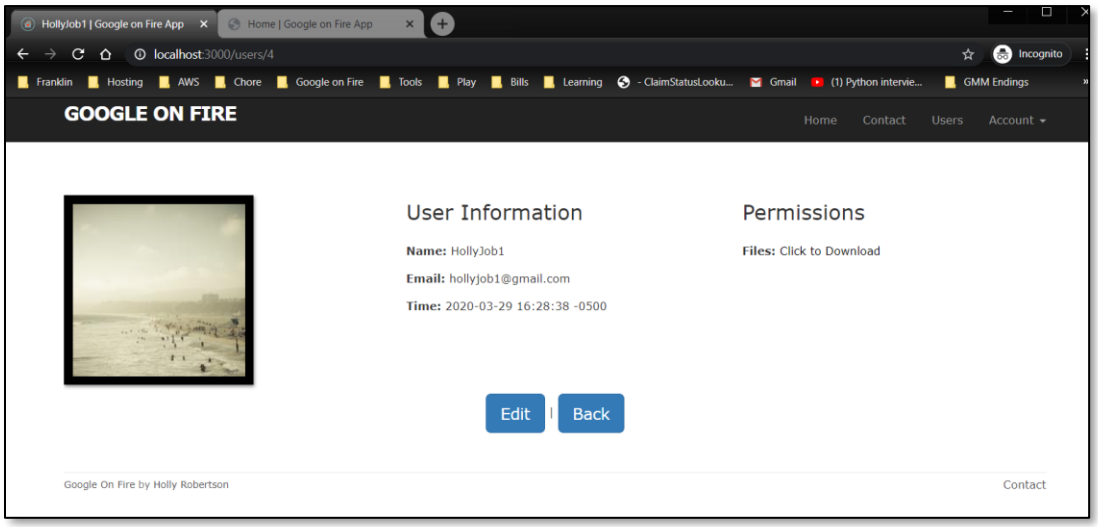




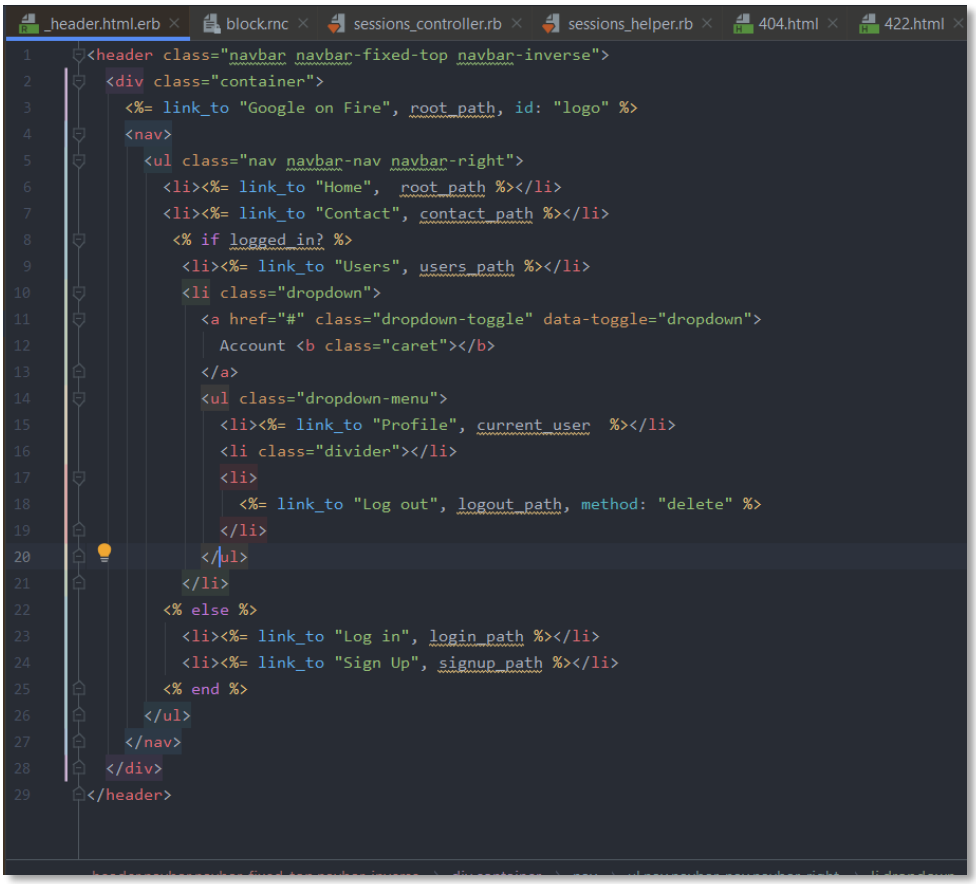
- Week 5 of Development:
    - Sign Up / Log In / Log Out process is not live in Production Environment.
    - Every user a dynamic, random Avatar as well, pulled by the app/helpers/users_helper.rb







- Also updated the Header to see if user *is_logged_in?*, if user Is logged in the Sign Up and Log In links will not show up.



Project Progress Made This Week:

- Last Week's issues:
  - Database migration issue
    - Solved by dropping all tables and then re-creating them, done by ***rails db:reset*** and then ***rails db:reset RAILS_ENV=production***
- Successfully implemented a Build-Your-Own-Authentication for application by:
  - Using this tutorial
    - Created a Static Pages Controller (to handle welcome, contact, about, etc)

- Used method invocation for the ***_header***, ***_footer***, and actual content pages

```
<body>
 <%= render 'layouts/header' %>
<div class="container">
   <%= yield %>
   <%= render 'layouts/footer' %>
</div>
</body>
</html>
```

- Created a column in the **Users** database to handle ***password_digest***. Used the bcrypt gem to hash and filter the password.

```
ActiveRecord::Schema.define(version: 20200329143701) do

  create_table "users", force: :cascade, options: "ENGINE=InnoDB DEFAULT CHARSET=utf8" do |t|
    t.string "name"
    t.string "email"
    t.string "password_digest"
    t.datetime "created_at", null: false
    t.datetime "updated_at", null: false
  end

end
```

- Created Sessions Controller to verify a user by calling the database to search by email and then set the ***:user_id*** of the Sessions object – done by Ruby on Rails Magic. The ***sessions_controller.rb*** calls on the ***sessions_helper.rb*** to login, set ***current_user***, verify user is logged in or not, and then logout (by destroying the ***:user_id*** you set earlier)

sessions_helper.rb | sessions_controller.rb | _header.html.erb | 404.html

```
module SessionsHelper
  # Logs in the given user.
  def log_in(user)
    session[:user_id] = user.id
  end

  # Returns the current logged-in user (if any).
  def current_user
    @current_user ||= User.find_by(id: session[:user_id])
  end

  # Returns true if the user is logged in, false otherwise.
  def logged_in?
    !current_user.nil?
  end

  # Logs out the current user.
  def log_out
    session.delete(:user_id)
    @current_user = nil
  end
end
```

Project Issues This Week:

- Had to create a new Ruby on Rails Project, go through the entire tutorial and then go through the entire tutorial again, only updating specific parts in the Google_on_Fire code. – This was resolved