React.js Project Assignment

Your task is to design and implement a web application using React. is. Use a service like Kinvey or Firebase for your back-end or create your own with Node.js and MongoDB or a framework in another language (ASP.NET, Spring, Symfony). It can be a discussion forum, blog system, e-commerce site, online gaming site, social network, or any other web application by your choice.

1. Application Structure

The application should have:

- public part (accessible without authentication)
- private part (available for registered users) and

1.1 Public Part

The public part of your projects should be visible without authentication. This public part could be the application start page, the user login and user registration forms, as well as the public data of the users, e.g. the blog posts in a blog system, the public offers in a bid system, the products in an e-commerce system, etc.

1.2 Private Part (User Area)

Registered users should have personal area in the web application accessible after successful login. This area could hold for example the user's profiles management functionality, the user's offers in a bid system, the user's posts in a blog system, the user's photos in a photo sharing system, the user's contacts in a social network, etc.

2. General Requirements

Your Web application should use the following technologies, frameworks and development techniques:

- At least 3 different dynamic pages (pages like about, contacts, etc. do not count towards that figure)
- Use React.js for the client-side
- Communicate to a remote service (via REST, sockets, GraphQL, or a similar client-server technique)
- Implement authentication
- Implement client-side routing
- Demonstrate use of programming concepts, specific to the React library: stateless and state full components, bound forms, synthetic events, React Hooks, Context API, Component Styling...
- Use a source control system, like GitHub
- Brief documentation on the project and project architecture (as .md file)

Other Requirements

- Apply error handling and data validation to avoid crashes when invalid data is entered
- Good UI and UX

















3. Public Project Defense

Each student will have to deliver a public defense of their work in front of the other students, trainers and assistants. Students will have only 10-15 minutes for the following:

- **Demonstrate** how the application works (very shortly)
- Show the **source code** and explain how it works

Please be strict in timing! On the 15th minute you will be interrupted! It is good idea to leave the last 2-3 minutes for questions from the other students, trainers and assistants.

Be well prepared for presenting maximum of your work for minimum time. Bring your own laptop. Open the project assets beforehand to save time.

4. Bonuses

- Use a **state management** solution
- Write **Unit Tests** for your code
- Use a file storage cloud API, e.g. Dropbox, Google Drive or other for storing the files
- Connect to an external API, like Google Maps, AccuWeather, etc.
- Anything that is not described in the assignment is a bonus if it has some practical use

5. Assessment Criteria

General Requirements – 25 %

Functionality Presentation – 50 %

Adequately and clearly demonstrate the requested functionality. Know your way around the application and quickly demonstrate the code.

Answering Questions – 25 %

Answer questions about potential functionality outside the scope of the project.

Bonuses – up to 10 %

Additional functionality or libraries outside the general requirements, with motivated usage.

6. Submission Deadline

You must submit your project on the course page no later than 23:59 EST on 18th. A presentation schedule will be available on the 18th and will include only the projects that were submitted beforehand. Non-submitted projects will **NOT** be evaluated.













7. Restrictions

You can use parts (some components, routing configurations, form validation etc...) of the course workshop, but you are **NOT** allowed to use the **whole workshop** as your project assignment.









