

Sweet Nothings is a small project with an aim to promote the product page and online delivery of a small bake .The web application was developed with React/Redux for frontend, NodeJs for the backend and MongoDB as the database. In the future, it will use the paypal API to process payments.

The Process

During the planning phase, I was unsure which framework to use for the web app. I tried to check online sources and the learning sources available in Code. Because I had the opportunity to work with Javascript on a small project, I was under the impression that it would be more convenient to try using it on the frontend project. I had to learn React first and tried to build simple web applications from the tutorials in youtube.

I also did a refresher on my html and css skills, since it has been a while since the last time I built a webpage. At the moment, the app does not have the best UX and UI design, but once I have found an interaction designer who can help me on this, I will be able to improve on this part as well.

I have tried to learn the basics of React which is primarily used in building single page applications and reusable components. In a web application, it interacts with the DOM and instructs what to render on the client side. Redux on the other hand is a library used to manage state, update actions and store.

The process of learning React was very difficult at first. I also had to update some of my Javascript knowledge, especially that the tutorial that I used to learn is using an ecma script already. In addition, the concept of state and stores were also something that I was not very familiar with. I had to ask for assistance from some of my developer friends to understand what is happening under the hood..

Areas for Improvement

At the moment there are important features that I have yet to incorporate, for example Registration, Logging In, Checkout and Payment Process. Also, the website is not yet fully responsive to all types of screens. Also, I have not implemented tests so that I can easily refactor some parts of the codes that need to be optimised.