The Network Times

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7   Week 7?

Saturday, 04/20/2024

- Q is helping me with ai nyt server.

- I am hard stuck on messages so perhaps we will crack it together.

Sunday, 04/21/2024

- Got diesel initialized in the project for storing articles, have not yet tested the ORM yet, I'll do this soon.

- I was distracted by the reactions feature for the network times. This was really easy to add, and I styled it indigo-300 or something like this. I've never seen a social site have this color like, so it's interesting at least.

- You can't yet press the like, this will work once I finally figure out how to make the app a valid signer for users.

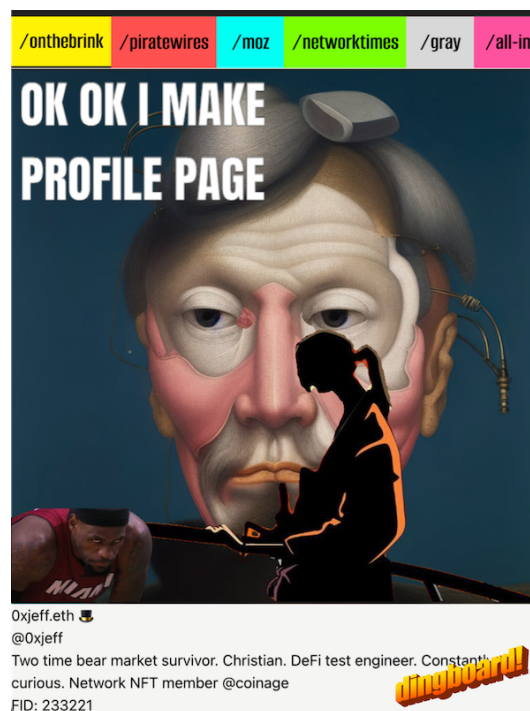- I added a profile page as shown in Figure 6.

Figure 6: *Profile Page*

- I added hover effects (you can't see it here but matt's pfp background has a slight black circle with 10% opacity applied here (Figure 7).
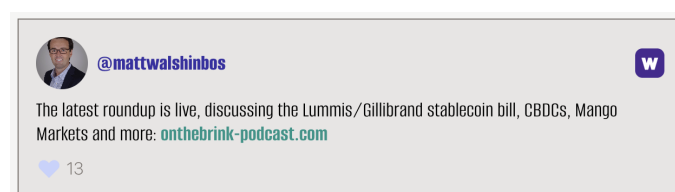

Figure 7: *Pfp Hover Effect*

8   Week 8?

Sunday, 06/10/2024

- we might be back (leptos rewrite). notes from testing existing hubble node routes with leptos components.

- this is not live yet since it has very limited funtionality.

- `fetch_username` checks if `lead_usernames` already has the `fid`. if not, it fetches the username and updates the state.

- added `ongoing_requests` to track fetches and avoid multiple requests for the same `fid`.

- Used `create_effect` to manage side effects, ensuring usernames are fetched only once.

- Used `spawn_local` for async tasks to keep the main thread non-blocking.

- `Signal` and `set_signal` handle reactive state in the `Channels` component, making sure the UI updates when data changes.

- `HashSet` tracks `ongoing_requests`, preventing duplicate fetches and redundant state updates.

- The component dynamically displays usernames from the updated state.

- asdfasdf

Monday, 06/11/2024

- removed the `lead_username` variable and its assignment using `unwrap_or_else` from the `view!` macro.

- added closure inside the `view!` macrothat matches on `lead_usernames.get().get(<ref>fid)`.

- if the lead username is available show it, else show "chill" in div where username would be

- closure is defined using `move ||` to capture the `lead_usernames` and `fid` variables.

Tuesday, 06/12/2024

- begin rewrite of cast and cast list pages, need to think about using `create_effect` in the complicated way that i did above.

- using this `create_effect` in the way that i am to sync the reactive system is *officially* (Figure 8) discouraged since you might shoot off your foot with an infinite loop if you don't create something to keep track of the ongoing_requests. i liike the chill message though and how it could show up at different times for different channels in some cases (probably won't be used, but we will see).

- i'll do the cast stuff without `create_effect` to see if it's less complicated and achieves virtually the same thing.

```rust
let (a, set_a) = create_signal(0);
let (b, set_b) = create_signal(0);

// ✅ use effects to interact between reactive state and the outside world
create_effect(move |_| {
  // immediately prints "Value: 0" and subscribes to `a`
  log::debug!("Value: {}", a.get());
});

set_a.set(1);
// ✅ because it's subscribed to `a`, the effect reruns and prints "Value: 1"

// ❌ don't use effects to synchronize state within the reactive system
create_effect(move |_| {
  // this technically works but can cause unnecessary re-renders
  // and easily lead to problems like infinite loops
  set_b.set(a.get() + 1);
});
```

Figure 8: *create effect bad*

9 Week 9?

Monday, 07/17/2024

- man i can not count, but we are back. leptos rewrite going well, realized i need to use something like `deadpool-diesel` since i already have some diesel endpoints i want to repurpose and apparently this deadpool crate integrates well with tokio (at least better than plain r2d2 from diesel)

- i will play around with this for article storage and more

- looks like deadpool is the move, will explore latest changes to crate and try to implement this over `r2d2`

- channels still sus as hell the way i use create_effect, but we will send it for now (i don't know how to use `loom` crate or similar yet to test async / concurrent stuff)

Tuesday, 07/18/2024

- i am getting skill issued when trying to convert to deadpool from vanilla postgres r2d2 setup haha. might just stick with what i had before and if the stream fails halfway by user refresh or anything else, that's just tough buddy[1]

- ...

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[1]this will destroy me inside

References

[1] C. Huyen, <u>Designing Machine Learning Systems</u>. USA: O'Reilly, 2022.