Eksamensdokument_Gruppe16

Gruppemedlemmer

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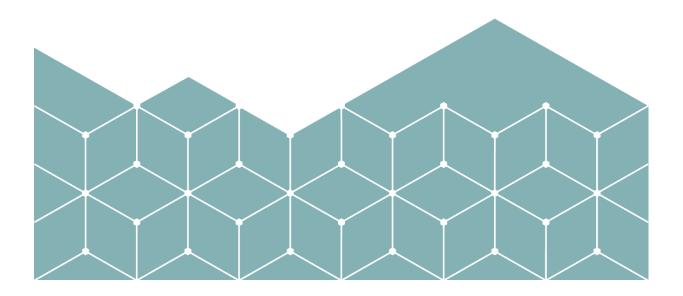
Nojoud Ayman Banishamsa

Emnekode:

ITM30617

Emnetittel:

Utvikling av Interaktive nettsteder



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Karaktermål:

Vår gruppe har gått etter Karakter:

D

Github kontoer

Nojoudb – Nojoud Ayman Banishamsa

Joafjell – Joachim André Arnesen Fjell

Utfordringer:

Vi fikk ikke til å bruke slug når det skal brukes til flere components, fikk det samme resultatet på alle sidene, derfor har vi valgt å pathe på en annen måte i App.js. Hvor vi bare har brukt navnene på de ulike componentene. Linkingen mellom spillene og spill komponentet GamePage var noe vi ikke greide å løse i tide.

Nojoudb hadde gjentatte problemer hvor hun lastet opp til Github, men det ble ikke registrert verken lokalt eller i github.

Kilder

Kildebrukt i css

https://github.com/joafjell/uin23ak4_moviesearch_fjell/blob/main/src/components/MoviesMainPag e.js

```
main {
  width: 100%;
  max-width: var(--max-width);
  display: flex;
  flex-wrap: wrap;
  flex-direction: column;
  margin: 0 auto;
}
.movie-card {
  display: flex;
  flex-direction: column;
  padding: 0 0 2rem 5rem;
  max-width: 500px;
  width: 100%;
```

https://stackoverflow.com/questions/9067892/how-to-align-two-elements-on-the-same-line-without-changing-html

https://cssreference.io/property/margin-

left/#:~:text=margin%2Dleft%3A%20auto%3B,a%20fixed%20width%20is%20defined.

```
margin-left: auto;
```

The **auto** keyword will give the left side a share of the **remaining space**.

When combined with margin-right: auto, it will center the element, if a fixed width is defined.

For breakpointsene til media queries

https://testsigma.com/blog/css-breakpoints/

Which CSS breakpoints to use?

Although every device demands separate CSS breakpoints depending upon their screen resolution, it is not necessary to use CSS breakpoints media queries for individual device width. It is impossible to add CSS breakpoints to every new device as more and more are released. Instead, make an effort to select breakpoints based on web design and audience usage patterns for target devices in the target markets.

For devices with varying screen sizes, there are a few common breakpoints –

- For Mobile Devices 320px—480px
- iPads and Tablets 481px—768px
- Laptops and small screen 769px—1024px
- Large screens and Desktops 1025px—1200px
- TV and Extra Large Screens 1201px and more

Brukte fonten fra denne siden, i de ulike breakpointsene https://matthewjamestaylor.com/responsive-font-size

Fluid font sizes per breakpoint

Screen width	Font size
320px (eg: iPhone 4 & 5)	16px
768px (eg: iPad portrait)	18px
1024px (eg: iPad landscape)	19px
1280px	20px
1536рх	21px
1920рх	23px
2560px	25px

Dashboard

For å hente ut tilfeldige objekter fra Arrayen brukte vi litt av denne kodesnutten som inspirasjon

```
const array = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];
const shuffledArray = array.sort((a, b) => 0.5 - Math.random());
```

https://dev.to/codebubb/how-to-shuffle-an-array-in-javascript-2ikj

```
const slicedArray = array.slice(0, n);
```

https://stackoverflow.com/questions/34883068/how-to-get-first-n-number-of-elements-from-an-array

For å finne spill som var fav: true, så brukte vi w3school,

https://www.w3schools.com/jsref/jsref_filter.asp

```
Example 1

Return an array of all values in ages[] that are 18 or over:

| const ages = [32, 33, 16, 40]; | const result = ages.filter(checkAdult); | function checkAdult(age) { | return age >= 18; | } |

| Try'it Yourselfs

| Definition and Usage | | The filter() method creates a new array filled with elements that pass a test provided by a function. |

The filter() method does not execute the function for empty elements. |

The filter() method does not change the original array.
```

Og .slice koden ovenfor, den ble også brukt igjen innenfor samme component.

GameCard og GameTile

Brukte denne koden for å sette opp componentene GameCard og GameTile.

https://github.com/joafjell/uin23ak4 moviesearch fjell/blob/main/src/components/MovieCards.js

```
1 import { Link } from "react-router-dom";

2 export default function MovieCards({title, img, type, year, imdbID}){

4 return (

5 <article className="movie-card">

6 <article className="movie-card">

6 <article className="movie-card">

7 <article className="movie-card">

8 <article className="movie-card">

9 <article className="movie-card">

10 <article className="movie-card">

11 <article className="movie-card">

12 <article className="movie-card">

13 <article className="movie-card">

14 <a href="movie-card">

15 <a href="movie-card">

16 <a href="movie-card">

17 <a href="movie-card">

18 <a href="movie-card">

19 <a href="movie-card">

10 <a href="movie-card">

11 <a href="movie-card">

12 <a href="movie-card">

13 <a href="movie-card">

14 <a href="movie-card">

14 <a href="movie-card">

15 <a href="movie-card">

16 <a href="movie-card">

17 <a href="movie-card">

18 <a href="movie-c
```

GamePage

Her brukte vi et github repository fra en forelesning,

https://github.com/ackarlse/gitcollab/blob/main/src/components/RecipePage.js//

GameShop, MyFavourites og MyGames

Brukte denne koden fra GitHub.

https://github.com/joafjell/uin23ak4 moviesearch fjell/blob/main/src/components/MoviesMainPag e.js

Layout

Brukte dette githubbet so inspirasjon til Layouten vår,

https://github.com/joafjell/uin23ak4 moviesearch fjell/blob/main/src/components/Layout.js

App.js

Vi har brukt koden fra dette github repositoriet,

https://github.com/joafjell/uin23ak4 moviesearch fjell/blob/main/src/App.js