Eksamensdokument_Gruppe16

Gruppemedlemmer

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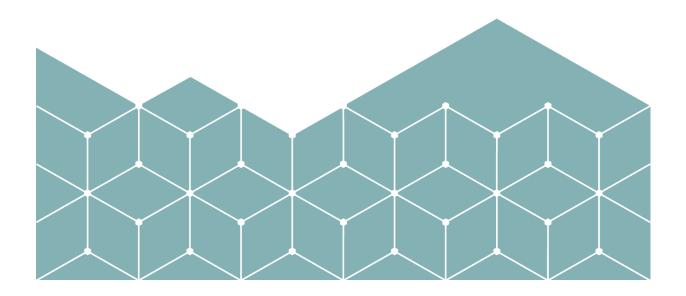
Nojoud Ayman Banishamsa

Emnekode:

ITM30617

Emnetittel:

Utvikling av Interaktive nettsteder



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Utfordringer:

Vår gruppe har gått etter Karakter:

D

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.

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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

```
body { /*body may pose problem depend on you context, there is no better then have a specific white-space: nowrap; overflow-x: auto; }

#element1, #element2{ /*you can like put each one separately, if the margin for the first edisplay: inline-block; margin-left: 10px; }
```

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
1536px	21px
1920px	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());
```

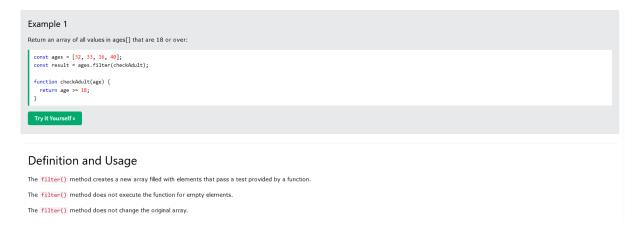
https://dev.to/codebubb/how-to-shuffle-an-array-in-javascript-2ikj

og

```
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



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

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