

Minsu Gim

INFO 343

December 11, 2017

### Journal for Final Project

November 27<sup>th</sup>

Times: 10:30-12:30

- We decided to figure out what we wanted to for the project, and each of us came up with an idea. We went with Arsalan's idea for an online community store for campuses since we all felt that Facebook was too disorganized and Craigslist was not reliable or safe.

December 4<sup>th</sup>

Times: 18:30-19:30

- Fixed routing problems and CSS problems
- We had routing problems related to the navbar that did not actually route, but went to links.

December 7<sup>th</sup>

Times: 12:00-14:00, 20:30-00:30

- Implemented Material UI for better aesthetics in the sign in and sign up
- Also worked on the logic for the sign-up page so that the form feedback errors do not show up before the user types anything

- Finished implementing a loading circle to indicate that the item/component had not finished loading
- Worked on making sure that the items bought by a seller would go to the buyer's inventory for future implementation
  - I had trouble with this as I was not referencing the right branches
  - I also had trouble since I thought I could reference an item in the database and directly push that into another branch
  - I had to assign a variable to the item and then push it to the right branch

December 8, 2017

Times: 13:00 – 14:00

- I worked on making the listings look better by implementing material UI and making sure that the buy button would work on the explore page and the buy pages

December 10, 2017

Times: 22:30 – 01:30

- I worked on a lot of small logic changes in the application, such as the explore page that would try to render all the listings. But due to the nature of asynchronous application, it would point to null at the start. I had to make various if checks. Also, I used ternary operators to improve some of our render functions so that the loading circle would appear, certain components would appear

depending on the state, etc. I worked on making a lot of the code cleaner and up to standards we learned in class.

December 11, 2017

Times: 14:00 – 18:00

- I worked on making a back button for the buy page when the listings are rendered. At first, I wanted to make a route that would redirect the user to the page where they can set the parameters for searching the books that they want. However due to the structure of the application and how the components were constructed, it was not possible to do within the timeframe. The BuyList was rendered in RenderItems, but the Buy component was separated. I decided to make a quick fix by making the window reload on the click of the back button, forcing the application to re-render the Buy component and only bring up the search window.
- I also went through the components and made minor bug fixes and comments to make sure that our code was up to spec.