Items now show up in firebase, now I need them to render when a user searches for them on the Buy page.

(I)

How to render items?

plan: Similar to the task list assignment, send a list of the items to a different class where they get sorted and then that class will send each individual item to another class where they formatted into posts.

Issue: How do I get it so when a user searches it renders posts instead of the Buy screen?

Resolved: I set a boolean value called hasSearched which is set to default. When a user clicks the search button it switches to true and then in the render function, depending on the state of that variable it shows two different things

hasSearched == true means to display items to buy

hasSearched == false means display search page

(E)

Ok all my posts are rendering and I even can get it to filter based on price, which is cool.

Issue: seems like it's not comparing price correctly because it's not always rendering items that are under the maxprice that I set. I think it's because firebase stores numbers as strings and js compares strings in a janky way.

Resolved: Yea that was it, after casting the strings to number values the function works perfectly.

(I)

How to handle buying of the items?

plan: get reference to item in the database when a user clicks on it and then remove that item in the database which should make it so the page refreshes with that item gone

(E)

After playing around with the values that I need to get passed it works and you can now buy an item. It kind of just disappears without any notification but that's something that we can handle at another date.

Reflect: Now that the core functionality of the app is done, It just needs to be styled by my teammates. It's kind of working out that I'm handling all of the rendering while they do all of the styling as well as helping me with stuff that I won't have the time to do. This is awesome for me because styling is the area where I feel the least comfortable.