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| tennis battle  Mean application  Address · Phone  Email · LinkedIn Profile · Twitter/Blog/Portfolio |
| Working example of the application <https://tennisbattle2017.herokuapp.com/#/home> GitHub <https://github.com/josefwebdeveloper/BryceEndProject>  This project was created as a social network for tennis players, in order to help them to find opponents player, to gain score after each game, to get rating, and evaluate your tennis abilities in compares of other players.  Based on rating results winners will get digital badges (in future version, ‘runtastic’ model).  Application easily can be applied for other kinds of sport.  So target audience is players.  The main challenge of the project was creating MEAN Stack application with authorization , encryption  of the password, writing hash to database MongoDB, prevent writing wrong format data. For authorization on frontend using local storage, also using different frameworks , and finally upload to heroku ( I found very interesting mistake in my program-in “crypto.pbkdf2Sync(password, this.salt, 1000, 64) “ it works perfect locally , but after uploading to heroku program didn’t want to write and read data from database, so decision was “crypto.pbkdf2Sync(password, this.salt, 1000, 64, 'sha512')”. |

# using technology

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| FRONTEND  Html  CSS  JavaScript  AngularJS  AngularUI Router - routing framework for AngularJS, which allows you to organize the parts of your interface into a state machine. Unlike the $route service in the Angular ngRoute module, which is organized around URL routes, UI-Router is organized around states, which may optionally have routes, as well as other behavior, attached.  Google API maps  Bootstrap 4  Bootswatch - Free themes for Bootstrap  Animate.css - bunch of cool, fun, and cross-browser animations for you to use in your projects. Great for emphasis, home pages, sliders, and general just-add-water-awesomeness.  Hover.css - collection of CSS3 powered hover effects to be applied to links, buttons, logos, SVG, featured images and so on. Easily apply to your own elements, modify or just use for inspiration.  Font Awesome - full suite of 675 pictographic icons for easy scalable vector graphics on websites, created and maintained by Dave Gandy.  BACKEND  Node.Js  MongoDB  Express – minimal and flexible Node.js web application framework that provides a robust set of features for web and mobile applications.  Mongoose - Mongoose provides a straight-forward, schema-based solution to model your application data. It includes built-in type casting, validation, query building, business logic hooks and more, out of the box.  Nodemailer – Nodemailer is a module for Node.js applications to allow easy as cake email sending. The project got started back in 2010 when there was no sane option to send email messages, today it is the solution most Node.js users turn to by default.  Passport - authentication middleware for Node.js. Extremely flexible and modular, Passport can be unobtrusively dropped in to any Express-based web application. A comprehensive set of strategies support authentication using a username and password.  JWT- encode and decode for Node.js that can use callbacks or by returning an object {error:, value:}.  GIT - free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. |
| MLab - the leading Database-as-a-Service for MongoDB, powering over half a million deployments worldwide.  Heroku - platform as a service (PaaS) that enables developers to build, run, and operate applications entirely in the cloud.  GitHub - development platform inspired by the way you work. From open source to business, you can host and review code, manage projects, and build. |
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# description

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| * Application include admin part and user (player) part. * In admin part you can create, update, and delete data in user collection and game collection. * In user part player can register, login , find another player , look data about all players, create the game, opponent must approve the game (only after that the game will change status to approved) and player get opportunity to save result (win or lose), approving of the results don’t need, because after saving result opponent will receive the email about the result of the game and if he/she don’t agree can write the letter to admin, after game player who win will get 3 points to score , rating will update automatically. * Authorization keeps with passport.local, passwords encrypted and saves in database only hash data. * Backend and frontend exchanged of JW tokens and maintain authorization. * JW token saves in local storage of a browser and keep in memory on a server. * JWT has an evaluation time. * Mongoose helps normalize data – there are two scheme User and Game, it helps not to save wrong format data to database and helps to use very cool functions as findByIdAndUpdate and more. * In index.js file keeps all routs on which server listening of the application. * In Angular.js i create two services (authorization and userService) there are helps me to keep all functions and data (arrays and objects) in one place and keep access to them between controllers. So don’t need to create duplicate function in a controller and also I have an access to data.   This is beta version, and of course the application will develop, (some functionality only under construction) .I need to create some functionality such as badges, and so on, and of course to include upload photo function.  For testing:  ADMIN  Password : admin  Login: admin |
| Best Regard ,  Joseph Shainskii ! |