

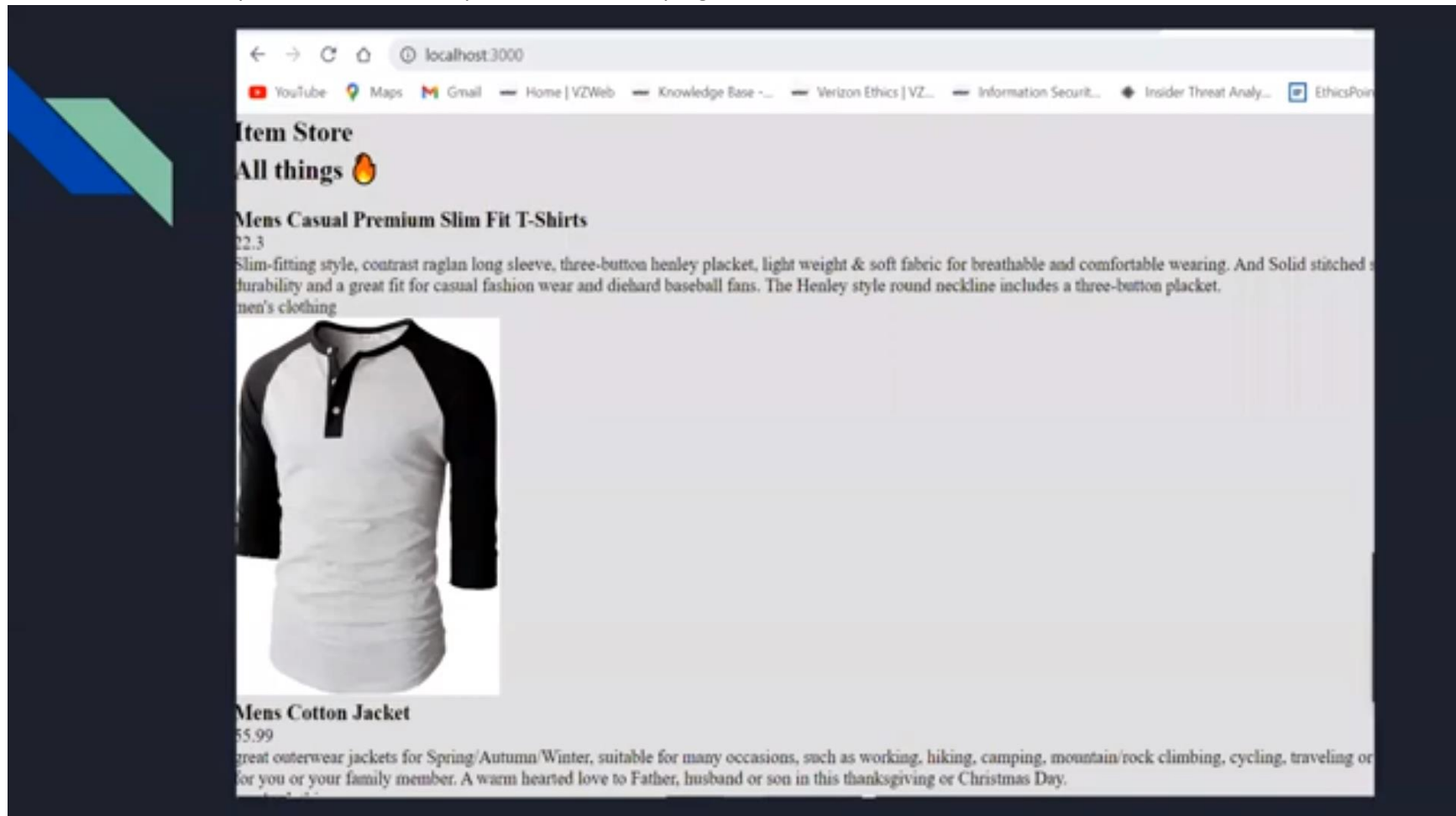
Project # 1: Inventory App

Kadie Johnstun

For this project, Kharmalina, Sharee, Rita and I created an inventory application for an assignment to show off our skills in coding up to this point.

Our application was web based and allowed a user to go on to navigate through an online store. Each item needed a name, description, price, category, and an image. The user needed to be able to view each individual item.

At first our site was very basic, and we did very little in terms of styling as can be seen below.



Project # 1: Inventory App

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As a team we were able to utilize post routes, bootstrap, forms, and other coding essentials to get a better product and also make sure that we met and exceeded what was expected of us.

Code Highlights

```
const handleSubmit = async (event) => {
  event.preventDefault();
  try {
    const response = await fetch(`${apiURL}/items`, {
      method: "POST",
      headers: {
        'Content-Type': 'application/json'
      },
      body: JSON.stringify({
        title: title,
        price: price,
        description: description,
        category: category,
        image: image,
        rating: rating
      })
    });
    const data = await response.json();

    // console.log(data.title)
    // I need bottom code if not I have to manually ref
    // ! React expects a completely new value - I need to
    setItems([...items,
      data
    ]);

    setTitle("");
    setPrice("");
    setDescription("");
    setCategory("");
    setImage("");
    setRating("")

    setAddItems(false)
  } catch (err) {
    console.log("form error", err)
  }

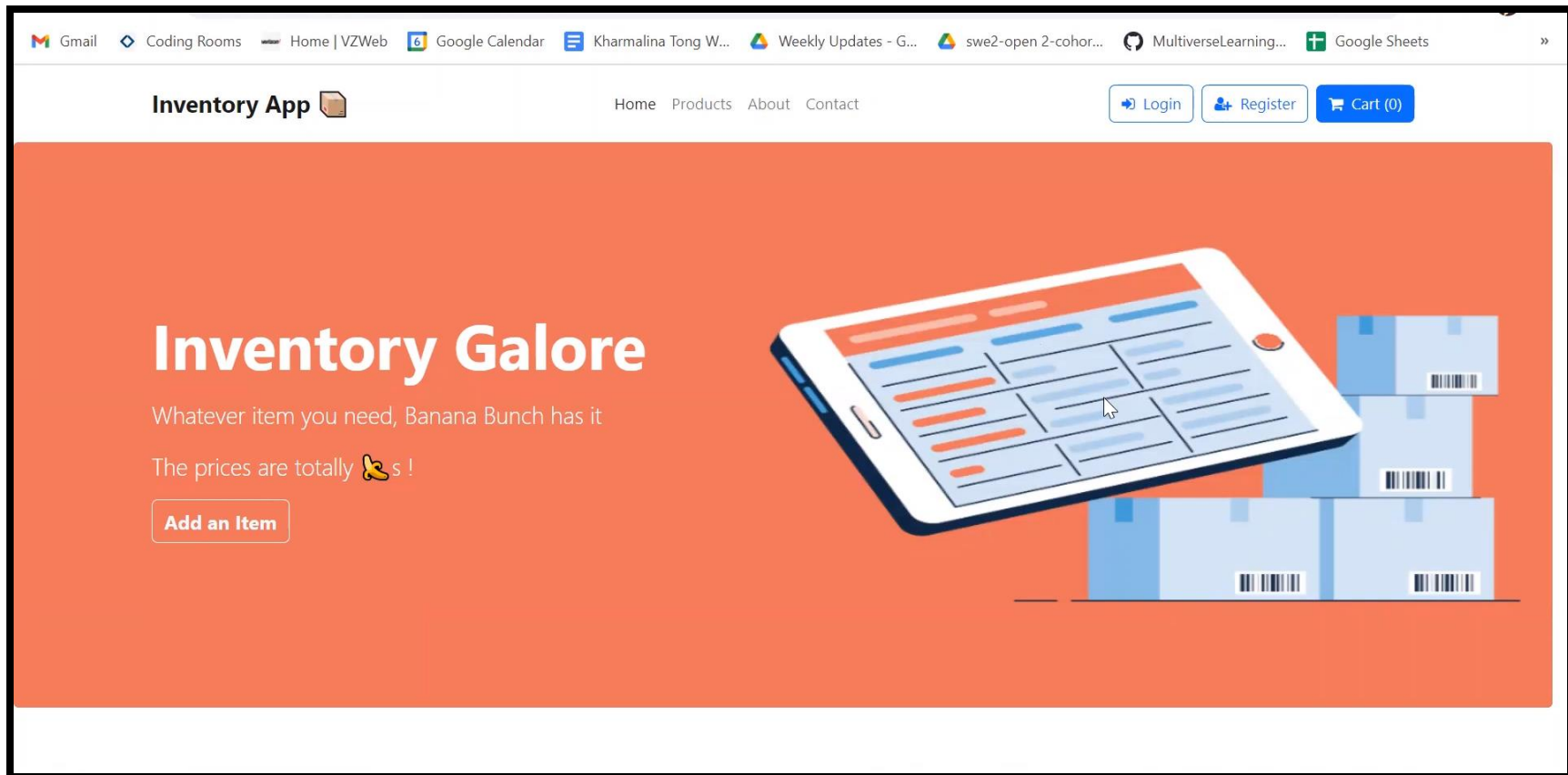
  setAddItems(false)
}
```

```
// Post router
router.post("/", async (req, res) => {
  try {
    const item = await Item.create(req.body);
    res.send(item)
  } catch (err) {
    console.log('add error', err)
  }
});
```

One of the things that truly was hard for us to do on this project was to figure out GitHub and how it works as a team. We were able to figure that out first so that we did not step all over each other's toes as we continued to update the portion of code that we were each assigned to. After 68 commits we were able to come up with an amazing product for this project.

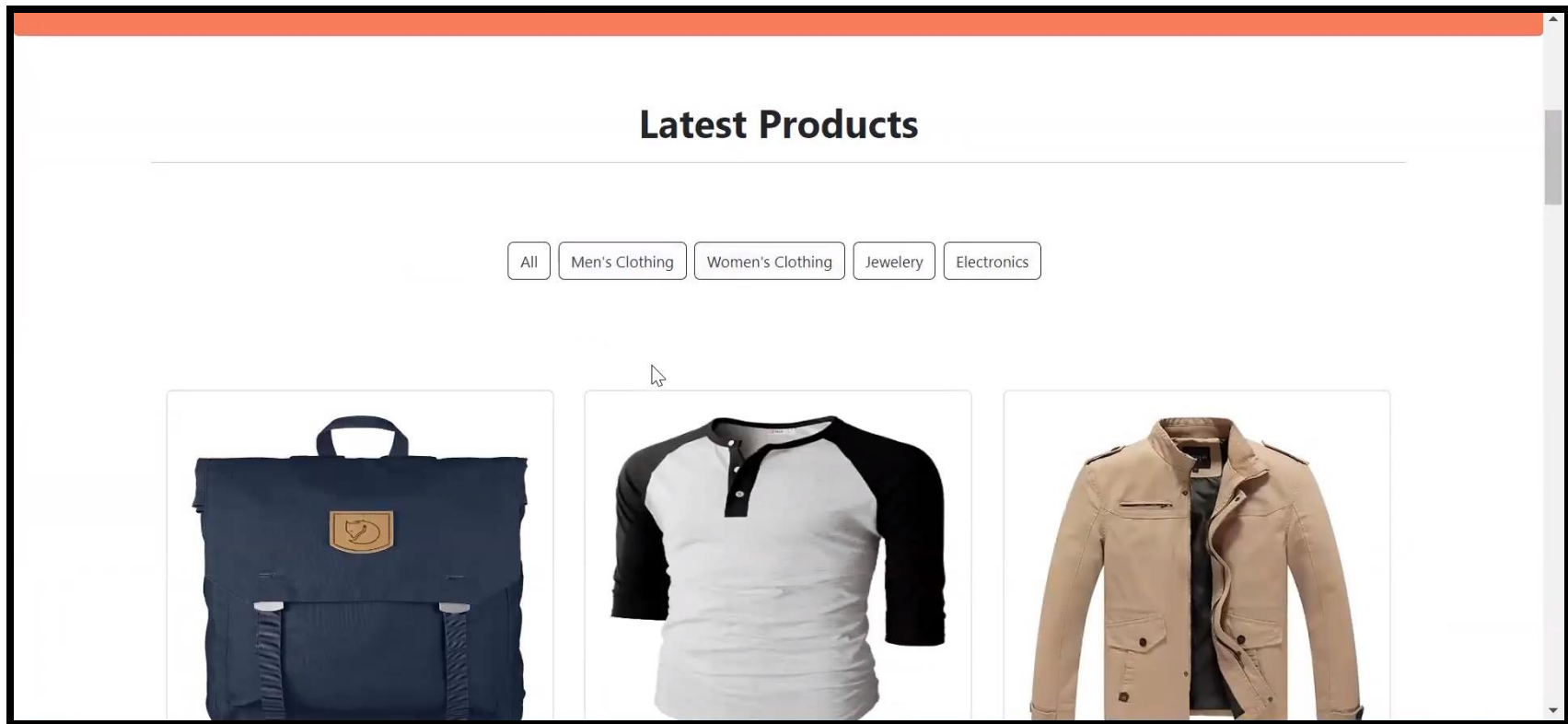
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Here is one of the views showing our categories and some of the items that we had on the online store.

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Inventory App 

[Home](#) [Products](#) [About](#) [Contact](#)

[Login](#)

[Register](#)

[Cart \(0\)](#)

Add an Item

Title

Ember Mug²

Price

Price

Description

Item Description

Category

Category

Image

Item Image

Rating

Rating

Add Item!

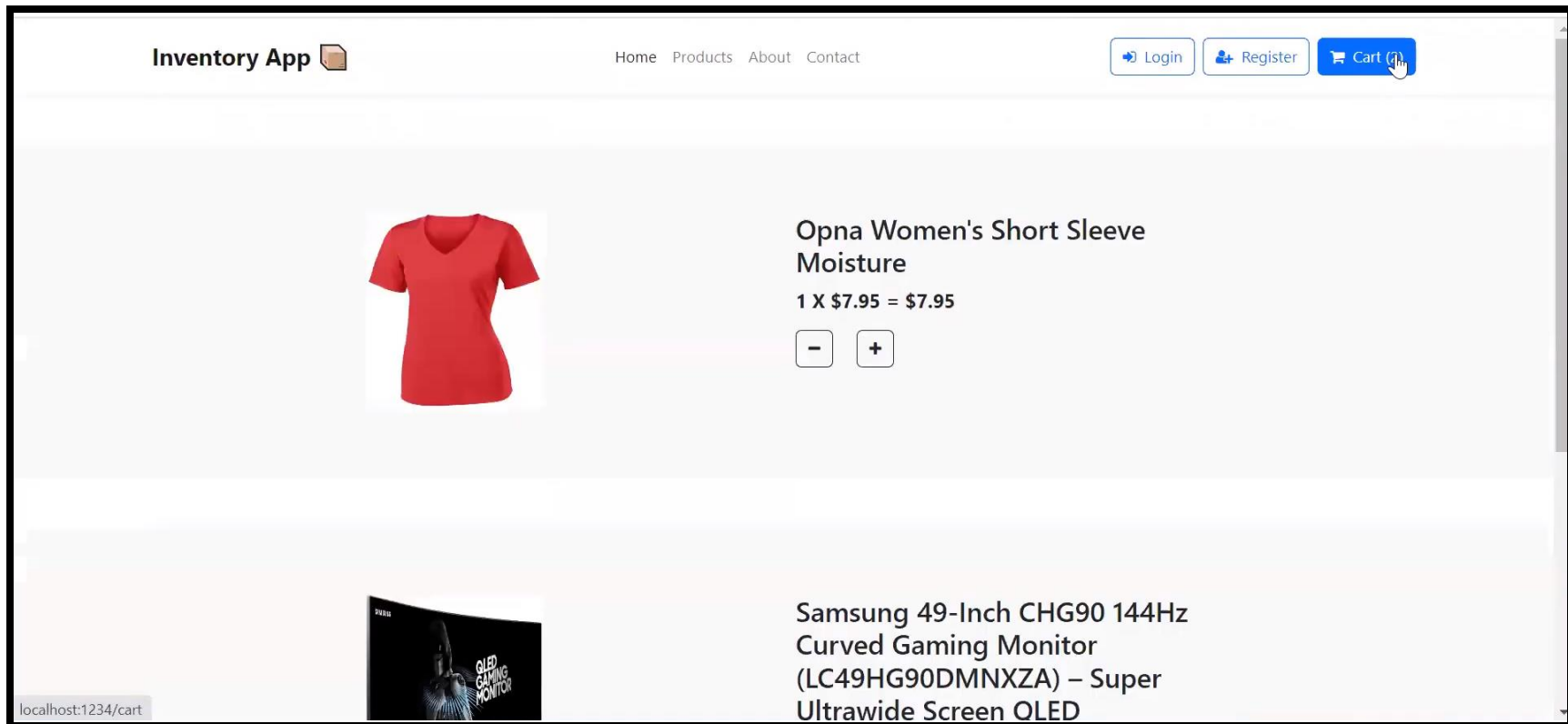
Back to Inventory

Made with  © Inventory App

Here you can see our page on how to add an item.

Project # 1: Inventory App

Kadie Johnstun



This is a view of the cart after you had added other items to the cart.

In the end we were able to make a viable product that not only challenged us but also that was successful in creating an application that went beyond not only what was expected of us but also beyond what we expected of ourselves.

The Inventory App project allowed me to showcase that I “Can work effectively and contribute appropriately on a team to produce software” as outlined in the Job Function competency worksheet, JF 1.5. Kharmalina and Rita were the more competent coders on our team, but not only did

Project # 1: Inventory App

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they allow me, but I also wanted to contribute to the overall process of creating this application. I was able to write the routes for this project and to help with the forms for updating and deleting items on the page.

This also speaks to another job function, JF 4.3 “Is able to build, manage and deploy code into the relevant environment.” As a team we pushed 68 commits the repo. We all made sure that our code would work and that it would work well with our teammates’ code as well. We truly came together and figured this out.

Here is a link to the code in git: <https://github.com/banana-bunch/inventory-app.git>