

Apps & Games 2014-2015 - Cross Plattform Development

Exercise “Home Media Manager” Part 1: AngularJS

The exercises in the following classes of this module will aim to develop step-by-step a cross platform App. The proposal is to make a home media manager to catalogue the personal “physical” media library (Books, Comics, CDs, DVDs, LPs, VHS, ... :) with all the techniques we’ve seen at class.

In the first part of the exercise, we will define the data structure and develop the basic operations to manage it using AngularJS. Only HTML structs and Javascript functionalities are required in this part (we will integrate CSS in next exercises).

We will implement the next data structures:

MEDIA

- Name (Text) *Example: The Da Vinci Code*
- Type (Drop down) *Example: Book*
- Author (Text) *Example: Dan Brown*
- Year (Text) *Example: 2003*
- Lent To (Text) *Example: Josep*
- Lent Date (Date) *Example: 20/10/2013*
- ...

MEDIA TYPE

- Name (Text)

The Application will contain the next pages, using AngularJS routing to obtain an SPA functionality:

- Home Page, with the next options:
 - “List Media” link
 - “Add Media” link
- List Media Page
 - List of all the media in our library. It must have a filter option
 - “edit” link for every element in media list
 - “delete” link for every element in media list
 - “Add Media” link

- “back” link
- Add Media Page
 - Form to fill all the elements in a new media and create a new one
 - “Manage media types” link
 - “back” link
- Edit Media Page
 - Possibility of modify media information and mark an element as lent.
 - “back” link
- Manage Media Types Page
 - List of all media types, with a textbox at the bottom to create a new one
 - “back” link

OPTIONALLY:

- Create a “FRIENDS” Structure and assign the field “Lent to” of a media directly to a friend with a dropdown list.
- ... create any other structure you think it will be useful to manage your media library :)