Reflection (Alternatively, stuff I've done, stuff I didn't do, and stuff in-between)

{CSS} It is perhaps worth mentioning that more than a quarter of the time I had spent working on this project was dedicated to ~~changing the margins of <div>s from 5px to 6px~~ fixing CSS. Although learning CSS and the wonders of flexbox is not my greatest takeaway from this project (a more rational person would argue that the time spent on learning Go was more productive), it certainly feels that way. I feel like I'm a better person now.

Now, my `App.css` file has over 250 lines of code, evidence of the amount of time I had spent on it over the course of this project, and also evidence that I did not separate the CSS for each component into different files, which I probably should have done.

[Room] for improvement: Spent more time on CSS than I probably should have. Separate styles for each component out so that it's easier to read and modify. Also, consider using styled-components for better organization.

{React} I moved my components out of App.js very early on, which is good, because there are many components and it would have been very confusing if I'd left them all in `App.js`. React is as wonderful and confusing as ever.

[Room] for improvement: Could have tried routing. Also, single source of truth was not achieved (I had more props than a play). I think this was what led to my tag deletion downfall (failed to implement this properly).

{Go} Learning a new language is always a fun/frustrating process, and learning Go is no exception. It was my first time ever working on "backend stuff", and it was an insightful experience. I'm not sure if this is necessarily a Go feature (maybe it's a backend thing?), but I was quite surprised by the amount of error handling involved.

[Room] for improvement: Could have had a (better?) naming convention for API endpoints, maybe separated the database-related functions into one file and the HTTP request method functions into another.

{MySQL} I tried out a few databases (2.5), and after not really being able to tell how well they perform compared to each other, I decided to go with MySQL, for the terrible reason that I had spent the most amount of time trying to set it up. (>10 stackoverflow visits, and an immeasurable amount of rage later, I found solace in this article[link] and decided to commit to it).

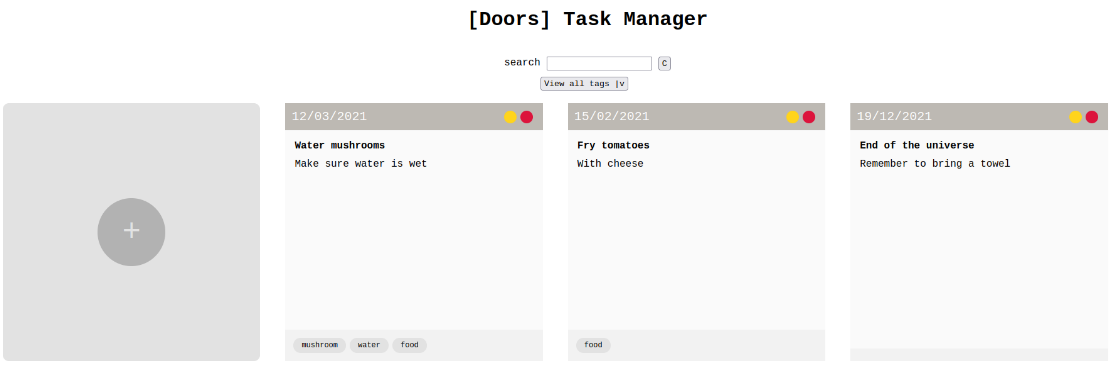
[Room] for improvement: Get a better understanding of how different databases stack up against each other.

{Makefile} Although there are barely any lines in my Makefile (I had included it for use with Docker, and then I didn't figure Docker out in time), I now know how to `make` one. :)

{Overall} All in all, this has been an enriching experience. Also, I probably should have implemented login functionality.

Guide to [Doors] Task Manager

1. The View



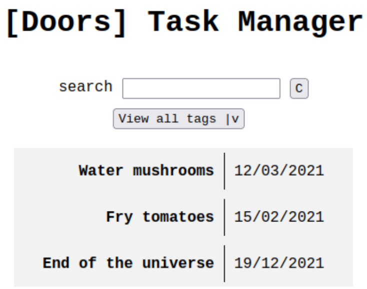
[Doors] Task Manager

search C

View all tags |v

12/03/2021	15/02/2021	19/12/2021
Water mushrooms Make sure water is wet	**Fry tomatoes** With cheese	**End of the universe** Remember to bring a towel
mushroom water food	food	

^ This is the default view.



[Doors] Task Manager

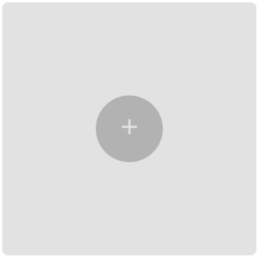
search C

View all tags |v

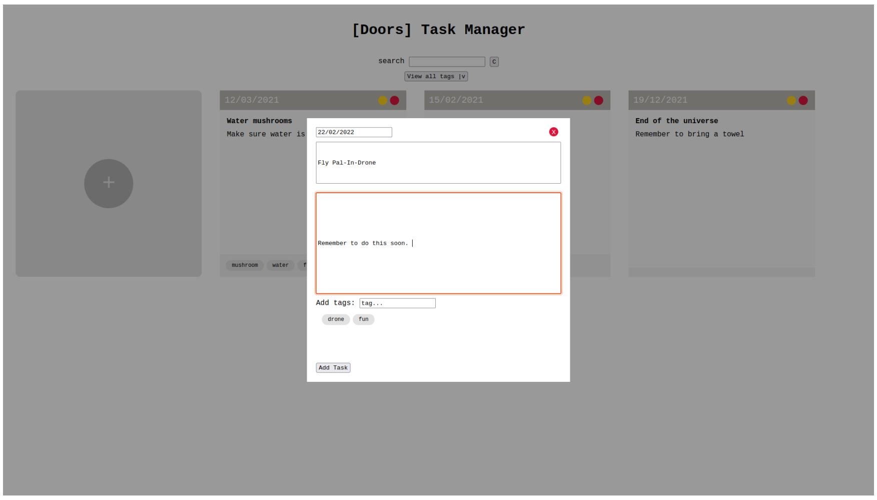
Water mushrooms	12/03/2021
Fry tomatoes	15/02/2021
End of the universe	19/12/2021

← Clicking "C" will bring up the minimalist view (can't add, edit, delete tasks, in this mode)

2. The Adding



^ Click this
To get this →



[Doors] Task Manager

search C

View all tags |v

22/02/2022

Fly Pal-In-Drone

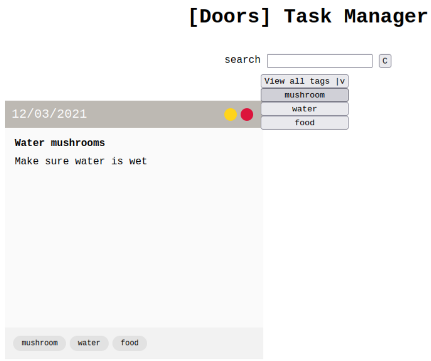
Remember to do this soon.

Add tags: tag...

drone fun

Add Task

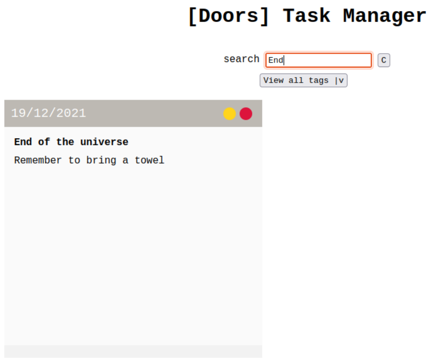
3. The Filtering and The Searching



12/03/2021

Water mushrooms

Make sure water is wet



search: End

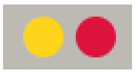
19/12/2021

End of the universe

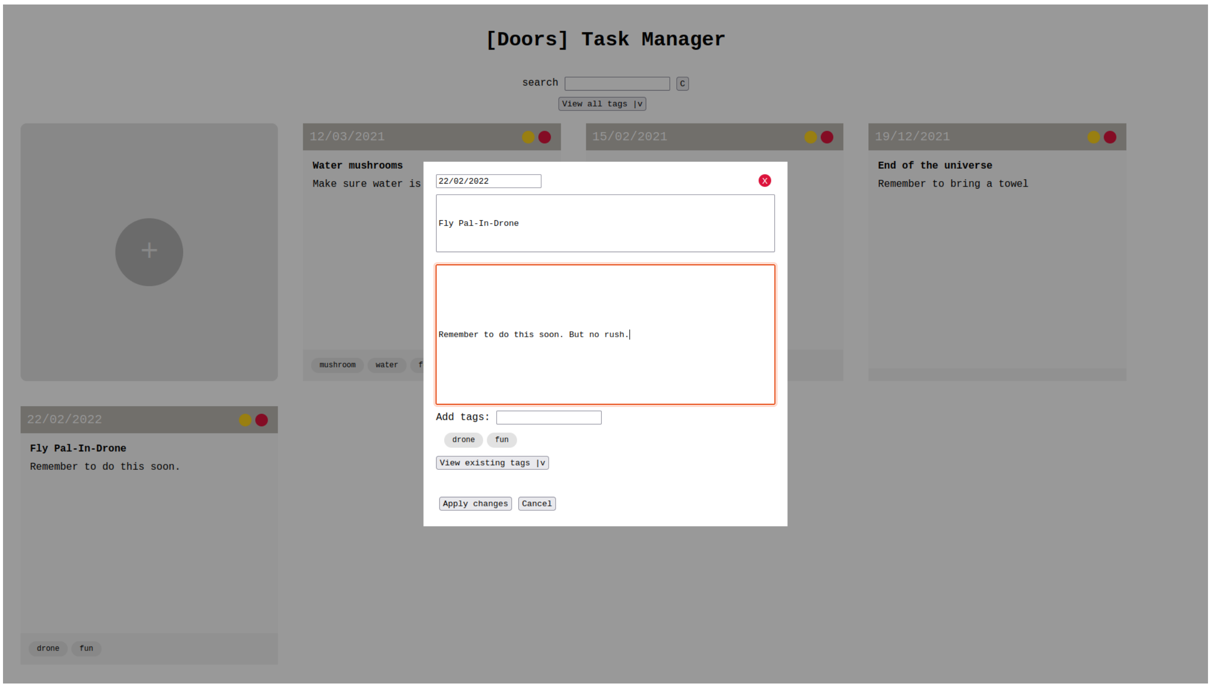
Remember to bring a towel

^ **Filtering by tags** ^ **Searching by tile**

4. The Modifying and The Destroying



Yellow modifies, red deletes.



Water mushrooms

Make sure water is

End of the universe

Remember to bring a towel

22/02/2022

Fly Pal-In-Drone

Remember to do this soon. But no rush.

Fly Pal-In-Drone

Remember to do this soon.

^ Modification screen.

5. The End