# Workshop: Cubicle - Part 1

"Cubicle" is a place, where you can browse some of the most popular rubik cubes in the world and add some new cubes that you have discovered.

This application was created as a workshop for the JS Back-End course at the Software University.

### **Folder Structure View**

You're provided with a project structure skeleton like this:

```
> s config
> controllers
> nodels
> node_modules
> iii static
> lo views
  ıs index.js
  package-lock.json
  package.json
```

This structure includes the following configurations:

## **Config Folder View**

```
✓ <u>m</u> config

    s config.js
    ⟨...⟩ database.json
    us express.js
    † routes.js
```

### config.js

```
config > 1s config.js > ...
       module.exports = {
  1
  2
            development: {
                port: process.env.PORT | 3000
  3
  4
            production: {}
  5
  6
       };
```

















#### database.json

```
config > {..} database.json
   1
         []
   2
```

#### express.js

```
config > 15 express.js > ...
       const express = require('express');
       const handlebars = require('express-handlebars');
  2
       const bodyParser = require('body-parser');
  4
       module.exports = (app) => {
  5
  6
  7
           // TODO: Setup the view engine
  8
           // TODO: Setup the body parser
  9
 10
           // TODO: Setup the static files
 11
 12
       };
 13
```

### routes.js

```
config > † routes.js > ⊘ <unknown> > ⊘ module.exports
       // Require Controllers
  1
  2
       module.exports = (app) => {
  3
           // TODO ...
  4
  5
       };
```

## index.js

```
ındex.js > ...
      const env = process.env.NODE_ENV || 'development';
  1
      const config = require('./config/config')[env];
  3
      const app = require('express')();
      require('./config/express')(app);
  6
      require('./config/routes')(app);
  7
      app.listen(config.port, console.log(`Listening on port ${config.port}! Now its up to you...`));
```













# **Install dependencies**

Run 'npm install' to install all the dependencies.

#### 1. Create Model

#### 1.1 Cube Model

Each cube should have the following properties (for now it could be an ES6 class):

- Id number
- Name string
- **Description** string
- Image URL string
- Difficulty Level- number

### 2. Storage

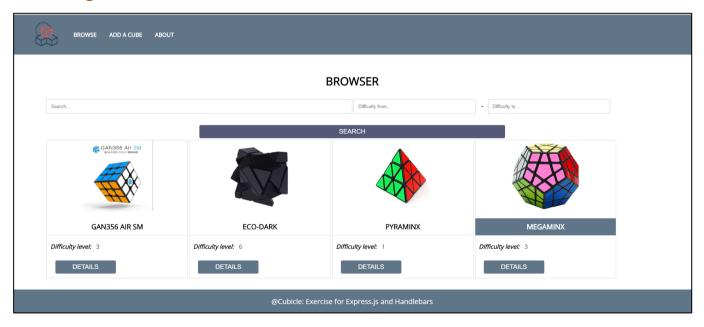
Store the cubes inside a /config/database.json

#### 3. Create Routes

You should implement the following routes:

- / the main page (should visualize all the cubes in the database and a search field)
- /about should render the about page
- /create should render the create cube form
- /details/:id should render the details page about selected cube
- Any other should render the 404 not found page

### **Main Page**











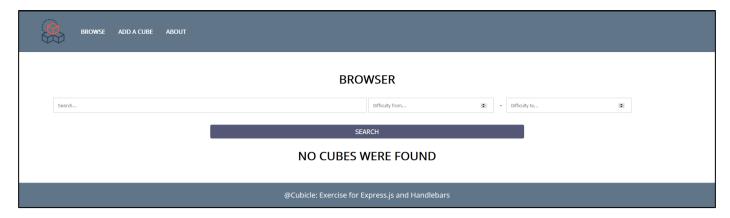




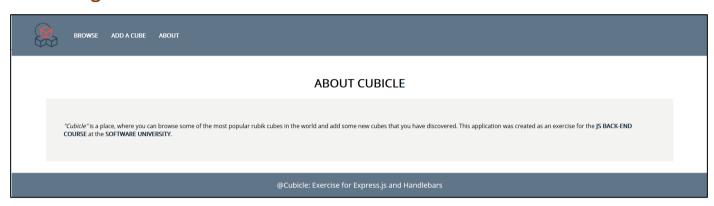




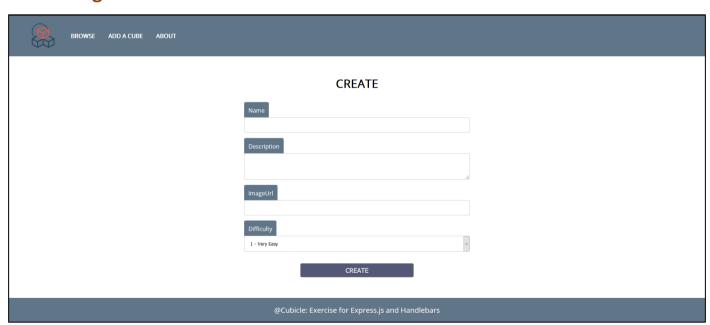




# **About Page**



# **Create Page**











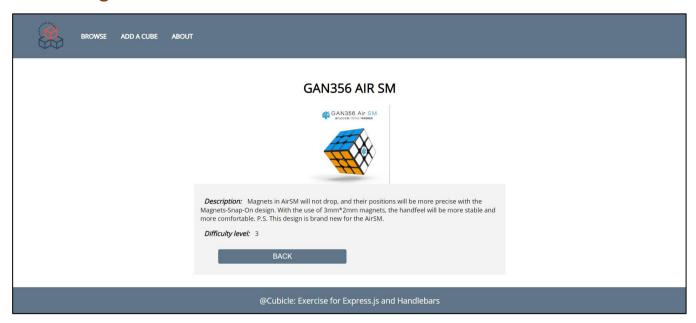








### **Details Page**



### **Not Found Page**



## 4. Create Templates

Use the provided HTML to create templates using Handlebars. Identify the dynamic parts and use appropriate syntax for interpolating and rendering the application context.

## 5. \*Search

Implement searching logic. Use the following validation:

• If the user searches only a string and NO difficulty, render all difficulties

If the search does **NOT** meet the requirements, just **redirect** to the home page ('/')





















