10/25/24

1. Looked into handleSubmit function, realized that I had forgotten to set default values in formData.
2. Removed functions to size measurements and added a const “sizeChart” that holds values.
3. All values from form data are lowercase. I wanted to capitalize with specific rules so I added a capitalization map for capitalization exceptions and a function capitalizeBasedOnRules().
4. Changed ViewPattern.js to keep track of tab index with state.
5. Made an ErrorMessages component since it was used numerous times
6. Resetpassword endpoint had an issue where it was not properly updating the password in database, saw that I was using db.get instead of db.runasync, so I switched it. I believe the issue is that Db.get is synchronous so if I needed to modify the database, it’s better to use db.runasync since I’m modifying a record in the database.
7. Next, I need to make my secret key actually secret.
   1. Resource I will be following: <https://dev.to/benjaminmock/how-to-handle-secrets-in-node-js-environment-variables-2251>
   2. npm install dotenv
   3. Include in application like so:

require('dotenv').config();

const apiKey = process.env.API\_KEY

* 1. Make sure to add .env to gitignore file

1. Next I need to learn how to use GitHub Pages (couldn’t figure it out will try again later)
   1. <https://docs.github.com/en/pages/quickstart>
   2. <https://github.com/gitname/react-gh-pages>

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10/23/2024

1. redid NewPattern.js. code was initially written sometime in Summer 2024 and was poorly written:

* split all NewPattern.js tabs into individual components
* made code easier to read and understand, used hooks and props instead of what I was originally doing (not sure what I was doing)
* also changed ThreeScene.js and passed props to it instead for updating the 3d model
* redid how tabs and active buttons' styles changed on click, simply keep track of button states in a hook then pass activeButtons as prop to tab components, apply inline styling
* redoing the code for NewPattern.js also made three.js scene constantly re-render the canvas each time the state changes. Previous code was messy, but it only rendered the initial model a single time, then for each change to a class of image buttons (i.e. clothingType), it only re-renders the clothing type model rather than all 3 models for each image button classes (clothingType, sleeveType, necklineType). For now, solution is to move model loading functions out of the init() function, separate them into different useffect hooks, set a condition to only change the relevant model after the scene is done initializing, and only change when activeImageButtons or formData changes. There’s a minor issue where the canvas still renders twice, so in init() function, I delete all existing canvases before rendering a new one. It’s a temporary fix before I figure out what’s causing the issue later.

2. after redoing most of the file, handleSubmit function does not work as expected anymore, will look into it

3. still need to make secret key actually secret

4. also still need to work on responsive design

5. will probably split NewPattern.js into smaller components after I fix handleSubmit

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Resources used during development/learning (sorted newest to oldest)

How to Check if a User is Logged In with React

https://www.youtube.com/watch?v=EbUNgXQIqrk

https://github.com/jordanhudgens/react-auth-app/blob/master/src/components/auth/Login.js

https://github.com/jordanhudgens/react-auth-app/blob/master/src/components/app.js

Login form ant design demo

https://codesandbox.io/p/sandbox/login-form-ant-design-demo-rx2qf?file=%2Findex.js

React Login and User Authentication (with Node JS ,Express JS and SQLite )

https://www.youtube.com/watch?v=CBWtETJ0LUY

- nodemon server.js

How to Use Fetch with async/await

https://dmitripavlutin.com/javascript-fetch-async-await/

create-react-app-example

https://github.com/react-navigation/create-react-app-example/blob/master/src/App.js

react-navigation

https://github.com/react-navigation/react-navigation