

WETHINKCODE_

WEB I

PROJECT II

Matcha:

because, love too can be industrialized...

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1 SUMMARY

This project is about creating a dating website.

We need to create an app allowing two potential lovers to meet. The app must take them from registration to the final encounter.

A user must be able to:

- register
- connect
- verify account
- add pictures

A user must fill his/her profile with data that aids them in matching. They must be able to search and look into the profile of other users matching their preferences.

They must have the ability to 'chat' with those who have liked them.

2 INSTRUCTIONS

This project is built using primarily JavaScript. The front is a react-app with a material-UI bootstrap. The backend is a Node.js app with an Express router and SocketIO.

The database is MySQL with no ORM, validators or User Accounts Manager.

The server is the Node built-in Web-Server but you may run Apache or Nginx.

The Website/Web Application is usable on a mobile phone and the layout works even on a smaller resolution with the Header, Footer and Main sections maintaining a proper layout.

Security is a priority and these are conditions to prevent or protect against:

- Plain-text passwords stored in Database
- Code injection of "user" Javascript in unprotected variables
- Upload unwanted content
- Alter SQL request
- SQL Injection of any kind

3 GETTING STARTED

3.1 Clone Repository

The first step to getting starting with this project is to clone the repository from its 'git'.

3.2 Backend

The backend can be located by going to the 'api' folder inside the repository cloned in

3.3 Frontend

React is trash

Fusce mauris. Vestibulum luctus nibh at lectus. Sed bibendum, nulla a faucibus semper, leo velit ultricies tellus, ac venenatis arcu wisi vel nisl. Vestibulum diam. Aliquam pellentesque, augue quis sagittis posuere, turpis lacus congue quam, in hendrerit risus eros eget felis. Maecenas eget erat in sapien mattis porttitor. Vestibulum porttitor. Nulla facilisi. Sed a turpis eu lacus commodo facilisis. Morbi fringilla, wisi in dignissim interdum, justo lectus sagittis dui, et vehicula libero dui cursus dui. Mauris tempor ligula sed lacus. Duis cursus enim ut augue. Cras ac magna. Cras nulla. Nulla egestas. Curabitur a leo. Quisque egestas wisi eget nunc. Nam feugiat lacus vel est. Curabitur consectetur.

1. First item in a list
2. Second item in a list
3. Third item in a list

3.4 Paragraphs

Suspendisse vel felis. Ut lorem lorem, interdum eu, tincidunt sit amet, laoreet vitae, arcu. Aenean faucibus pede eu ante. Praesent enim elit, rutrum at, molestie non, nonummy vel, nisl. Ut lectus eros, malesuada sit amet, fermentum eu, sodales cursus, magna. Donec eu purus. Quisque vehicula, urna sed ultricies auctor, pede lorem egestas dui, et convallis elit erat sed nulla. Donec luctus. Curabitur et nunc. Aliquam dolor odio, commodo pretium, ultricies non, pharetra in, velit. Integer arcu est, nonummy in, fermentum faucibus, egestas vel, odio.

PARAGRAPH DESCRIPTION Sed commodo posuere pede. Mauris ut est. Ut quis purus. Sed ac odio. Sed vehicula hendrerit sem. Duis non

odio. Morbi ut dui. Sed accumsan risus eget odio. In hac habitasse platea dictumst. Pellentesque non elit. Fusce sed justo eu urna porta tincidunt. Mauris felis odio, sollicitudin sed, volutpat a, ornare ac, erat. Morbi quis dolor. Donec pellentesque, erat ac sagittis semper, nunc dui lobortis purus, quis congue purus metus ultricies tellus. Proin et quam. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Praesent sapien turpis, fermentum vel, eleifend faucibus, vehicula eu, lacus.

DIFFERENT PARAGRAPH DESCRIPTION Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Donec odio elit, dictum in, hendrerit sit amet, egestas sed, leo. Praesent feugiat sapien aliquet odio. Integer vitae justo. Aliquam vestibulum fringilla lorem. Sed neque lectus, consectetur at, consectetur sed, eleifend ac, lectus. Nulla facilisi. Pellentesque eget lectus. Proin eu metus. Sed porttitor. In hac habitasse platea dictumst. Suspendisse eu lectus. Ut mi mi, lacinia sit amet, placerat et, mollis vitae, dui. Sed ante tellus, tristique ut, iaculis eu, malesuada ac, dui. Mauris nibh leo, facilisis non, adipiscing quis, ultrices a, dui.

3.5 Math

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$$\cos^3 \theta = \frac{1}{4} \cos \theta + \frac{3}{4} \cos 3\theta \quad (1)$$

Fusce mauris. Vestibulum luctus nibh at lectus. Sed bibendum, nulla a faucibus semper, leo velit ultricies tellus, ac venenatis arcu wisi vel nisl. Vestibulum diam. Aliquam pellentesque, augue quis sagittis posuere, turpis lacus congue quam, in hendrerit risus eros eget felis. Maecenas eget erat in sapien mattis porttitor. Vestibulum porttitor. Nulla facilisi. Sed a turpis eu lacus commodo facilisis. Morbi fringilla, wisi in dignissim interdum, justo lectus sagittis dui, et vehicula libero dui cursus dui. Mauris tempor ligula sed lacus. Duis cursus enim ut augue. Cras ac magna. Cras nulla. Nulla egestas. Curabitur a leo. Quisque egestas wisi eget nunc. Nam feugiat lacus vel est. Curabitur consectetur.

Definition 1 (Gauss). To a mathematician it is obvious that $\int_{-\infty}^{+\infty} e^{-x^2} dx = \sqrt{\pi}$.

Theorem 1 (Pythagoras). *The square of the hypotenuse (the side opposite the right angle) is equal to the sum of the squares of the other two sides.*

Proof. We have that $\log(1)^2 = 2\log(1)$. But we also have that $\log(-1)^2 = \log(1) = 0$. Then $2\log(-1) = 0$, from which the proof. \square

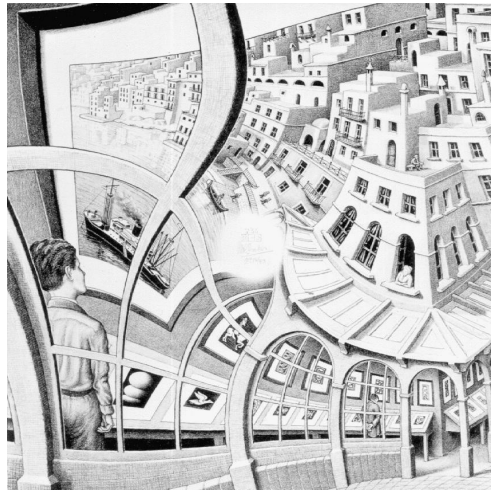


Figure 1: An example of a floating figure (a reproduction from the *Gallery of prints*, M. Escher, from <http://www.mcescher.com/>).

4 RESULTS AND DISCUSSION

Reference to Figure 1.

Suspendisse vitae elit. Aliquam arcu neque, ornare in, ullamcorper quis, commodo eu, libero. Fusce sagittis erat at erat tristique mollis. Maecenas sapien libero, molestie et, lobortis in, sodales eget, dui. Morbi ultrices rutrum lorem. Nam elementum ullamcorper leo. Morbi dui. Aliquam sagittis. Nunc placerat. Pellentesque tristique sodales est. Maecenas imperdiet lacinia velit. Cras non urna. Morbi eros pede, suscipit ac, varius vel, egestas non, eros. Praesent malesuada, diam id pretium elementum, eros sem dictum tortor, vel consectetur odio sem sed wisi.

“

4.1 Subsection

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4.1.1 Subsubsection

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nulla scelerisque imperdiet. Aliquam non quam. Aliquam porttitor quam a lacus. Praesent vel arcu ut tortor cursus volutpat. In vitae pede quis diam bibendum placerat. Fusce elementum convallis neque. Sed dolor orci, scelerisque ac, dapibus nec, ultricies ut, mi. Duis nec dui quis leo sagittis commodo.

WORD Definition

CONCEPT Explanation

IDEA Text

Etiam euismod. Fusce facilisis lacinia dui. Suspendisse potenti. In mi erat, cursus id, nonummy sed, ullamcorper eget, sapien. Praesent pretium, magna in eleifend egestas, pede pede pretium lorem, quis consectetur tortor sapien facilisis magna. Mauris quis magna varius nulla scelerisque imperdiet. Aliquam non quam. Aliquam porttitor quam a lacus. Praesent vel arcu ut tortor cursus volutpat. In vitae pede quis diam bibendum placerat. Fusce elementum convallis neque. Sed dolor orci, scelerisque ac, dapibus nec, ultricies ut, mi. Duis nec dui quis leo sagittis commodo.

- First item in a list
- Second item in a list
- Third item in a list

4.1.2 Table

Aliquam lectus. Vivamus leo. Quisque ornare tellus ullamcorper nulla. Mauris porttitor pharetra tortor. Sed fringilla justo sed mauris. Mauris tellus. Sed non leo. Nullam elementum, magna in cursus sodales, augue est scelerisque sapien, venenatis congue nulla arcu et pede. Ut suscipit enim vel sapien. Donec congue. Maecenas urna mi, suscipit in, placerat ut, vestibulum ut, massa. Fusce ultrices nulla et nisl.

Table 1: Table of Grades

Name		
First name	Last Name	Grade
John	Doe	7.5
Richard	Miles	2

Reference to Table 1.

4.2 Figure Composed of Subfigures

Reference the figure composed of multiple subfigures as [Figure 2 on the following page](#). Reference one of the subfigures as [Figure 2b on the next page](#).

Nulla in ipsum. Praesent eros nulla, congrue vitae, euismod ut, commodo a, wisi. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean nonummy magna non leo. Sed felis erat, ullamcorper in, dictum non, ultricies ut, lectus. Proin vel arcu a odio lobortis euismod. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Proin ut est. Aliquam odio. Pellentesque massa turpis, cursus eu, euismod nec, tempor congrue, nulla. Duis viverra gravida mauris. Cras tincidunt. Curabitur eros ligula, varius ut, pulvinar in, cursus faucibus, augue.

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Donec et nisl at wisi luctus bibendum. Nam interdum tellus ac libero. Sed sem justo, laoreet vitae, fringilla at, adipiscing ut, nibh. Maecenas non sem quis tortor eleifend fermentum. Etiam id tortor ac mauris porta vulputate. Integer porta neque vitae massa. Maecenas tempus libero a libero posuere dictum. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Aenean quis mauris sed elit commodo placerat. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Vivamus rhoncus tincidunt libero. Etiam elementum pretium justo. Vivamus est. Morbi a tellus eget pede tristique commodo. Nulla nisl. Vestibulum sed nisl eu sapien cursus rutrum.



(a) A city market.



(b) Forest landscape.



(c) Mountain landscape.



(d) A tile decoration.

Figure 2: A number of pictures with no common theme.

5 CODE SNIPPET AS A FIGURE

Reference to Figure 3 on the following page.

```

import { Button } from "@material-ui/core"
import React, { useState } from "react"
import GameCanvas from "../GameCanvas"

5 const Game = (props) => {
  const [gameOver, setGameOver] = useState(true)

  const handleStart = () => setGameOver(false)

10  return (
    <>
      {gameOver ? (
        <Button color="primary" onClick={handleStart}>
          start
15      </Button>
      ) : (
        <GameCanvas setGameOver={setGameOver} />
      )}
    </>
20  )
}

export default Game

```

Listing 1: Game Start Code.

Figure 3: Code Snippet from the game front-end to get it running *localhost* limitation, JSX Component, from <http://localhost:3000/>.

6 BIBLIOGRAPHY

REFERENCES

7 STUDENT HONESTY DECLARATION

Engaging in any cheating or dishonesty in any form of assessment, assignment, test or examination or other WeThinkCode_ prescribed work is considered cheating and is grounds for disciplinary action. Plagiarism, which is to present work (or a portion of work) as your own when it is not, is considered cheating and is not accepted at WeThinkCode_.

An evaluator can flag one for plagiarism on one of the following grounds :

- The evaluator (marker) identifies that the student does not understand all or part of the work they have submitted.

- If all or part of the work presented is plagiarised ,i.e. copied from another source without reference.

Cheating in group projects

The main purpose for a group project is to give students the experience of working in a team, by coming up with a solution to a problem together.

- Each member must be able to show which portion of the project they worked on.
- Failure to do so will result in the student being flagged for cheating which will be grounds for disciplinary action.
- This is to avoid single members doing the majority of the group project at the benefit of a member who is not contributing.
- In this way we are able to ensure fair assessment of each WTC student's competence.

Group projects can be approached in two ways.

1. Divide and conquer: This is usually preferred and advised when working on big projects. The project is divided into segments, in which each member of the group can accomplish. Once completed, the group will then integrate the segments to complete the project
2. One for all: This method is usually preferred and advised when a group is working on a small project. The group will work on the solution together from the start of the project until the end. This will require the members to move at a pace in which everyone in the team can keep up with.

NOTE: At the end of each group project, each member should have a general and basic understanding of the project and the solution found. This will include running, testing and explaining the solutions of the project.

DECLARATION

I hereby declare that the work submitted by me and/or my group members is:

- Original (not plagiarised)
- References listed

- Honest & in Good Faith
- Subject to WeThinkCode_policies

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