

REFLECTION

While I do feel proud about what I have done, and happy for being exposed to so many new web technologies in a *self-directed* project, I do feel I could have done better in many places.

I did wish that I spent more time during December on this coding exercise since attempting to crunch this project while taking 6 modules at NUS was unpleasant to say the least. However, I think I should feel glad that I did manage to realize that 1 month was only barely enough to do the project, because now thinking back, that intuition does not seem that obvious.

I am in particular, happy that I learnt TypeScript. During my first few days trying to code using normal JavaScript, I kept running into bugs rooted in mismatched typing. On 4th Jan, I switch to Typescript, and the immediate ability of static type checking was an instant relief.

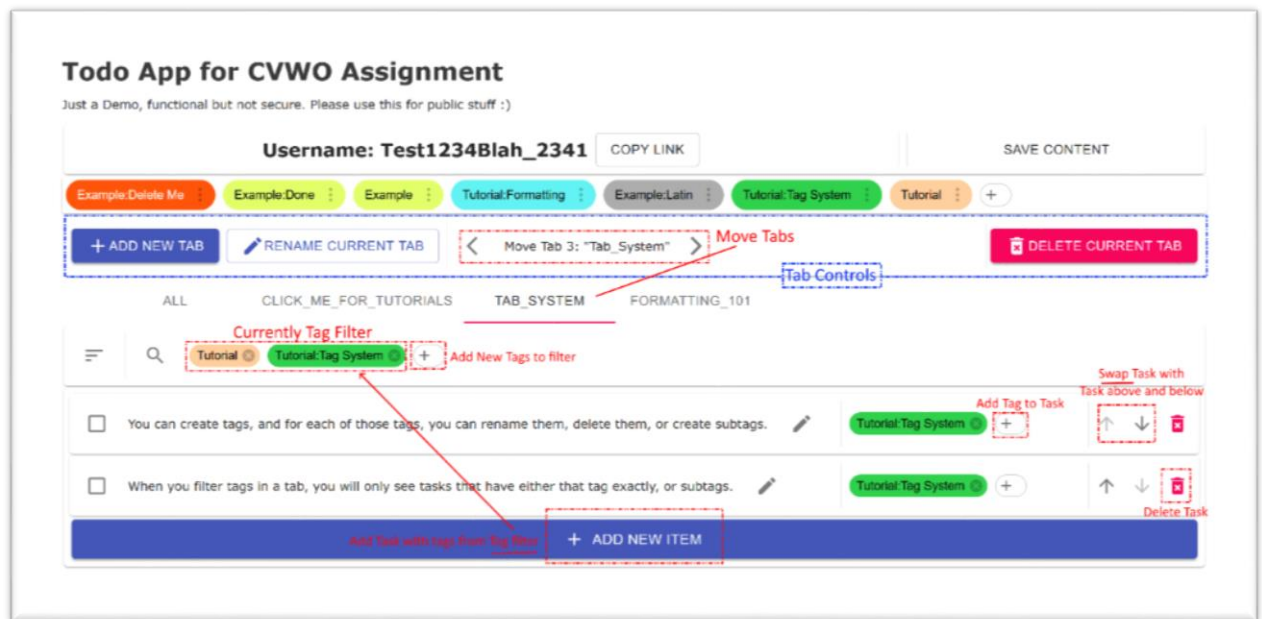
In fact, I had later considered Sorbet for Ruby to introduce static type checking later during the development of the project, when I later encountered the same class of typing problems when writing my controller code. However, it was less than a week before the original deadline, and I gathered from research that Sorbet development was built in mind with NOT having to deal with Rails. Hence, I decided that the potential time savings did not justify the setup time cost.

Rails wasn't all bad, however. I did enjoy their Active Models for their abstraction from SQL, and once I found out about the rails console, coding in Ruby was much more tolerable. An interesting realization I had is the importance of either having REPL env, or static type checking.

During the later parts of the project, when I was taking CS2103T, the module about software engineering, I found out about the existence of Git Conventions. While I had heard about coding standards, I did not even know that Git commits had conventions. It is humbling to realize how much more there is to learn.

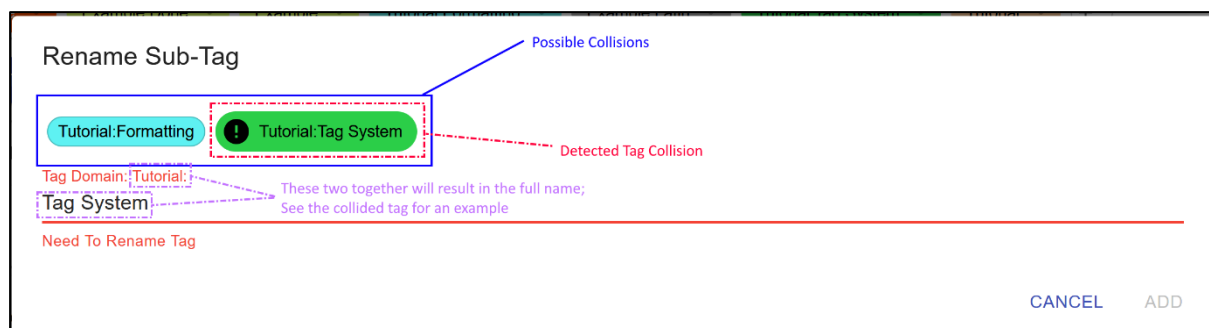
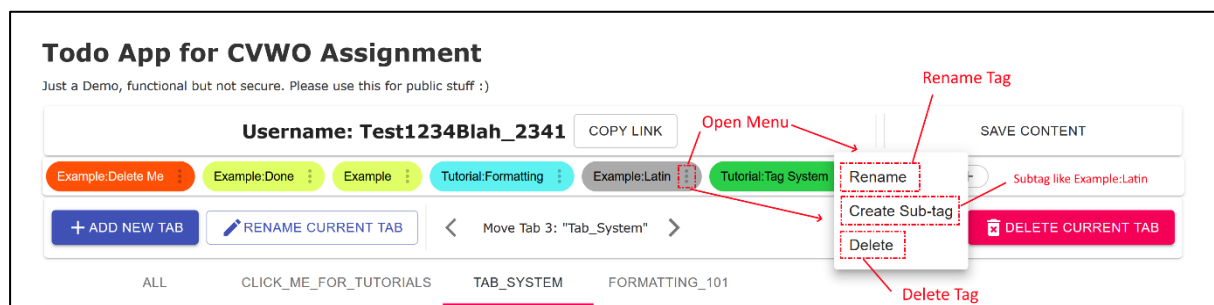
In summary, this project was a very interesting exercise in software development, a great opportunity to learn about the basics of full stack web development, and a very long and stressful lesson about the value of time, and how I often need way more.

USER MANUAL



Note that the initial landing page also has an embedded tutorial in the form of pre-existing tags and items.

Tag Cloud Management



Picking usernames

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| New Username Username cannot be empty | ⊘ | CHECK | 🔒 | CREATE USER |
| New Username Bad Username is too short | ⊘ | CHECK | 🔒 | CREATE USER |
| New Username Bad_Username #BadChar Username is invalid | ⊘ | CHECK | 🔒 | CREATE USER |
| New Username GoodUsername1234 Username is invalid | ✓ | CHECK | 🔒 | CREATE USER |

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| New Username Test1234Blah_2341 Username is invalid | ✓ | CHECK | ⌛ | CREATE USER |
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| New Username TestUsername123 Username is invalid | ✓ | CHECK | 🗨️ | CREATE USER |
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Username Free:

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Notes:

Beyond this, experimentation is the best teacher. 😊