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import React, { Component, useState, useEffect } from 'react';
import {
  View,
  Text,
  StyleSheet,
  Dimensions,
  PermissionsAndroid,
  Platform,
  TouchableOpacity,
  Image
} from 'react-native';

import {
  GEOCODER_KEY
} from 'react-native-dotenv'

import Toast from 'react-native-simple-toast';
import firebase from 'firebase';
import { Countdown } from 'react-native-countdown-component';
import { Stopwatch, Timer } from 'react-native-stopwatch-timer';
import humanize from 'humanize-plus';
import Geocoder from 'react-native-geocoding';
import ButtonComponent from '../components/ButtonComponent';
import Select2 from 'react-native-select-two';
import _ from 'lodash';

import { Icon } from 'react-native-elements';
import { getSunrise, getSunset } from 'sunrise-sunset-js'; //sunrise-sunset task

import { ScrollView, FlatList } from 'react-native-gesture-handler';
import JourneyOption from '../components/JourneyOption';

const haversine = require('haversine')

//global variables
var db_input = {}
var provLicence = false
var vehicleClass = null
var olderCar = false
var coverage = ''

//initiate geocoder api
// with env.GEOCODER_KEY
Geocoder.init(GEOCODER_KEY)

class TrackJourney extends Component {
  constructor(props) {
    super(props);
    this.state = {
      running: false,

      stopwatchStart: false,
      stopwatchReset: false,
      showCountdown: false,
      showStopwatch: false,
      timerStart: false,
      timerReset: false,

      distanceTravelled: 0,

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        speed: 0,
        error: '',
        prevTimestamp: 0,
        prevCoords: {},
        journeyCost: 0,
        acceleration: 0,

        updatesEnabled: true,
        location: {},
        nightdrive: false,
        address: null,
        currentTime: 0,
        billing_month: '',

        vehicleList: [],
        vehiclename: '',
        vehicleType: '',
        vehicleyear: 0,
        vehiclekey: '',
        hardBraking: false
    };
}

async componentDidMount() {
    this.hasLocationPermission()
    this.getLocation()

    //get database algorithm conditions
    await firebase.database().ref(`/algorithm/`).once('value')
        .then((snapshot) => {
            db_input.distance = snapshot.val().distance
            db_input.nightdrive_multiplier = snapshot.val().nightdrive_multiplier
            db_input.lightclass = snapshot.val().lightclass
            db_input.middleclass = snapshot.val().middleclass
            db_input.heavyclass = snapshot.val().heavyclass
            db_input.provisional_licence = snapshot.val().provisional_licence
            db_input.age_conditional = snapshot.val().age_conditional
            db_input.age_addition = snapshot.val().age_addition
            db_input.acceleration_conditional =
snapshot.val().acceleration_conditional
            db_input.hard_braking_penalty = snapshot.val().hard_braking_penalty
            db_input.coverage_1 = snapshot.val().coverage_1
            db_input.coverage_2 = snapshot.val().coverage_2
            db_input.coverage_3 = snapshot.val().coverage_3
        })
        .catch((error) => {
            console.log(error)
        })

    const { currentUser } = firebase.auth();

    //EVENT: firebase call
    //get user vehicle list
    firebase.database().ref(`/users/${currentUser.uid}/vehicles/`).on('value',
snapshot => {
        var vehicle_list = []
        snapshot.forEach((childSub) => {
            vehicle_list.push({id: childSub.key, name: childSub.val().name, type:
childSub.val().type, year: Number(childSub.val().year)})

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    })
    this.setState({vehiclelist: vehicle_list})
  })

  //EVENT: firebase call
  //get licence variable
  //get coverage variable
  firebase.database().ref(`users/${currentUser.uid}/`).once('value').then(snapshot
=> {
    if(snapshot.val().licence == 'Provisional Licence'){
      provLicence = true
    }
    coverage = snapshot.val().coverage
  })
}

//run permission check
hasLocationPermission = async () => {
  if (Platform.OS === 'ios' ||
    (Platform.OS === 'android' && Platform.Version < 23)) {
    return true;
  }

  const hasPermission = await PermissionsAndroid.check(
    PermissionsAndroid.PERMISSIONS.ACCESS_FINE_LOCATION
  );

  //has permission already
  if (hasPermission) return true;

  //prompt permission request
  const status = await PermissionsAndroid.request(
    PermissionsAndroid.PERMISSIONS.ACCESS_FINE_LOCATION
  );

  //permission granted
  if (status === PermissionsAndroid.RESULTS.GRANTED) return true;

  //permission denied
  if (status === PermissionsAndroid.RESULTS.DENIED) {
    Toast.show('Location permission denied by user.', Toast.LONG);
  } else if (status === PermissionsAndroid.RESULTS.NEVER_ASK_AGAIN) {
    Toast.show('Location permission revoked by user.', Toast.LONG);
  }

  return false;
}

//run one location update
getLocation = async () => {
  const hasLocationPermission = await this.hasLocationPermission();

  if (!hasLocationPermission) return;

  this.setState({ loading: true }, () => {
    navigator.geolocation.getCurrentPosition(
      (position) => {
        this.setState({
          location: position,

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        loading: false,
        prevTimestamp: position.timestamp,
        prevCoords: {
            latitude: position.coords.latitude,
            longitude: position.coords.longitude
        }
    });
    //get journey starting address
    //stored in $address
    Geocoder.from(position.coords.latitude, position.coords.longitude)
        .then(json => {
            const json_address = json.results[0].address_components
            var address_component = json_address[3].long_name + ", " +
            json_address[4].long_name
            this.setState({
                address: address_component
            })
        })
        .catch(error => console.warn(error))
    },
    (error) => {
        this.setState({ location: error, loading: false });
        console.log(error);
    },
    { enableHighAccuracy: true, timeout: 15000, maximumAge: 10000,
distanceFilter: 50, forceRequestLocation: true }
    );
    });
}

//start stream - fetch location updates
//trigger - geolocation.watchPosition
getLocationUpdates = async () => {
    const hasLocationPermission = await this.hasLocationPermission();

    if (!hasLocationPermission) return;

    //on location change
    this.setState({ updatesEnabled: true }, () => {
        this.watchId = navigator.geolocation.watchPosition(
            (position) => {
                this.setState({ location: position });
                const { distanceTravelled, prevCoords, prevTimestamp, speed } = this.state

                const newCoords = {
                    latitude: position.coords.latitude,
                    longitude: position.coords.longitude
                }

                const distance = this.calcDistance(
                    prevCoords,
                    newCoords
                )

                const currentTimestamp = position.timestamp

                const previous_speed = speed

                const current_speed = this.calcSpeed(

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        prevTimestamp,
        currentTimestamp,
        distance
    )

    const acceleration = this.calcAcceleration(previous_speed, current_speed,
currentTimestamp - prevTimestamp)

    this.setState({
        distanceTravelled: distanceTravelled + distance,
        prevCoords: newCoords,
        speed: current_speed,
        prevTimestamp: currentTimestamp,
        acceleration: acceleration
    })

    //update cost total
    this.calcCost(this.state.distanceTravelled, acceleration)
  },
  (error) => {
    this.setState({ location: error });
    console.log(error);
  },
  { enableHighAccuracy: true, distanceFilter: 5.0, interval: 1000,
fastestInterval: 2000 }
    );
  });
}

//stop location stream
//trigger - geolocation.clearWatch
removeLocationUpdates = () => {
  if (this.watchId !== null) {
    navigator.geolocation.clearWatch(this.watchId);
    this.setState({ updatesEnabled: false })
  }
}

//stopwatch and timer section
getFormattedTime(time) {
  this.currentTime = time;
};

//start journey event
startJourney() {
  const { prevCoords } = this.state

  //start stopwatch
  //hide countdown
  this.setState({
    running: true,
    stopwatchStart: true,
    stopwatchReset: false,
    showCountdown: false,
  })

  //make single location call
  this.getLocation()

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        //check driving time is unsafe
        const currentTime = new Date().getTime()
        if (currentTime > getSunset(prevCoords.latitude, prevCoords.longitude) ||
            currentTime < getSunrise(prevCoords.latitude, prevCoords.longitude)) {
            this.setState({ nightdrive: true })
        }

        //assign selected vehicle to journey
        this.state.vehiclelist.forEach((child, index) => {
            if(child.checked == true){
                this.setState({ vehiclename: child.name, vehicletype: child.type,
                    vehicleyear: child.year })
            }
        })

        //assign vehicle type
        switch (this.state.vehicletype) {
            case 'SUV':
            case 'Pickup':
            case 'Minivan':
                vehicleClass = 'heavy_class'
                break;
            case 'Coupe':
            case 'Roadster':
            case 'Sedan':
                vehicleClass = 'middle_class'
                break;
            case 'Hatchback':
                vehicleClass = 'light_class'
                break;
            default:
                vehicleClass = 'error'
                break;
        }

        //check age of car against conditional
        var year = new Date().getFullYear()
        if((year - this.state.vehicleyear) > db_input.age_conditional){
            olderCar = true
        }

        //start location stream
        this.getLocationUpdates()
    }

    //end journey event
    endJourney() {
        //stop tracking location
        this.removeLocationUpdates()

        const duration = this.currentTime;
        const distance = Number(this.state.distanceTravelled).toFixed(3);
        const cost_total = Number(this.calcCost(distance, 0)); //get final cost
        const nightdrive = this.state.nightdrive
        const address = this.state.address
        const vehiclename = this.state.vehiclename
        const vehiclekey = this.state.vehiclekey

        const hours = new Date().getHours()

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const date = new Date().getDate()
const month = new Date().getMonth()
const year = new Date().getFullYear()

//turn hour date month year into human friendly string
const humanized_string = this.humanizeDate(hours, date, month);

const billing_month = this.state.billing_month

const date_string = `${date}/${month}/${year}`
this.journeyCreate(address, distance, duration, cost_total, date_string,
humanized_string, nightdrive, vehiclename, vehiclekey, billing_month);

//reset variables
this.setState({
  distanceTravelled: 0,
  speed: 0,
  prevCoords: {},
  prevTimestamp: 0,
  running: false,
  stopwatchStart: false,
  stopwatchReset: true,
  speed: 0,
  nightdrive: false,
  updatesEnabled: false
});
}

//update current cost state
calcCost(distance, acceleration){
  //driving after sunset or before sunrise multiplier (percentage %)
  var nightdrive_addition = 0
  if (this.state.nightdrive) {
    nightdrive_addition = distance * db_input.nightdrive_multiplier/100
  }

  //vehicle type multiplier (percentage %)
  switch (vehicleClass) {
    case 'heavy_class':
      var vehicletype_addition = distance * (db_input.heavyclass / 100)
      break;
    case 'middle_class':
      var vehicletype_addition = distance * (db_input.middleclass / 100)
      break;
    case 'light_class':
      var vehicletype_addition = distance * (db_input.lightclass / 100)
      break;
    default:
      console.warn('ERROR: Vehicle type error in calculation')
      var vehicletype_addition = 0
      break;
  }

  //hard braking detection
  var hardBrakingPenalty = 0
  if(acceleration < (db_input.acceleration_conditional * -1) &&
!this.state.hardBraking){
    hardBrakingPenalty = db_input.hard_braking_penalty / 100
    this.setState({hardBraking: true})
  }
}

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        setTimeout(() => {
            this.setState({hardBraking: false})
        }, 5000);
    }

    //Car age addition
    var age_addition = 0
    if(olderCar){
        age_addition = distance * (db_input.age_addition / 100)
    }

    //Provisional License addition
    var licence_addition = 0
    if(provLicence){
        licence_addition = distance * (db_input.provisional_licence / 100)
    }

    //distance multiplier (cents/km)
    const distance_addition = distance * db_input.distance / 100

    var total = distance_addition + nightdrive_addition + vehicletype_addition +
    licence_addition + age_addition + hardBrakingPenalty

    //multiply total by insurance plan
    switch (coverage) {
        case 'Third Party Insurance':
            total = total * db_input.coverage_1
            break;
        case 'Third Party Fire & Theft':
            total = total * db_input.coverage_2
            break;
        case 'Comprehensive':
            total = total * db_input.coverage_3
            break;
        default:
            console.warn('ERROR: Coverage type error in calculation')
            break;
    }

    //update current total
    this.setState({journeyCost: total})
    return total.toFixed(2)
}

//return speed in km/hr
calcSpeed(prevTimestamp, newTimestamp, distance) {
    //get delta time in milliseconds
    const unix_time = new Date(newTimestamp).getTime() - new
    Date(prevTimestamp).getTime()

    var speed = 0
    if(distance != 0){
        //speed = distance / time
        speed = distance / (((unix_time)/1000)/60)/60 //convert to km/hr
    }

    return speed
}

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//return distance in km
calcDistance(start, end){
  //distance = difference in longitude and latitude
  //using haversine algorithm
  const distance = haversine(start, end, {unit: 'km'}) || 0
  return distance
}

//return acceleration in m/s^2
calcAcceleration(v_0, v, t){
  //acceleration = v/seconds - v_0/seconds / time elapsed
  return ((v/3.6) - (v_0/3.6))/t
}

//EVENT: firebase call
//push new journey to db
journeyCreate(address, distance, duration, cost_total, date, humanized_date,
nightdrive, vehiclename, vehiclekey, billing_month){
  const data = {
    address: address,
    distance: distance,
    duration: duration,
    cost: cost_total,
    date: date,
    humanized_date: humanized_date,
    nightdrive: nightdrive,
    vehiclename: vehiclename,
    vehiclekey: vehiclekey,
    billing_month: billing_month
  }
  const { currentUser } = firebase.auth();
  console.log(data)
  firebase.database().ref(`users/${currentUser.uid}/journeys`)
    .push(data)
}

//return human firendly date string
humanizeDate(hours, date, month){
  switch (hours > 12) {
    case true:
      hours = hours - 12 + "pm"
      break;
    case false:
      if(hours == 12){
        hours = "12pm"
        break;
      }

      if(hours == 0){
        hours = "12am"
        break;
      }

      hours = hours + "am"
    default:
      break;
  }

  date = humanize.ordinal(date)

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switch (month) {
  case 0:
    month = "Jan"
    break;
  case 1:
    month = "Feb"
    break;
  case 2:
    month = "Mar"
    break;
  case 3:
    month = "Apr"
    break;
  case 4:
    month = "May"
    break;
  case 5:
    month = "Jun"
    break;
  case 6:
    month = "Jul"
    break;
  case 7:
    month = "Aug"
    break;
  case 8:
    month = "Sep"
    break;
  case 9:
    month = "Oct"
    break;
  case 10:
    month = "Nov"
    break;
  case 11:
    month = "Dec"
    break;
  default:
    break;
}
this.setState({billing_month: month})
return `${date} ${month} ${hours}`
}

//3 2 1 countdown section
countdown() {
  this.setState({showCountdown: true});
}

//cancel journey
cancelPressed() {
  this.setState({
    showCountdown: false
  })
}

round(n) {
  if (!n) {

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    return 0;
  }

  return Math.floor(n * 100) / 100;
}

render() {
  const { hardBraking } = this.state
  return(
    <View style={styles.container}>
      <View style={styles.contentContainer}>
        <Text
          ref={(info) => this.errorMessage = info}
        />
        {this.state.showCountdown ? (
          <View style={{flex: 1, justifyContent: 'space-around'}}>
            <Image
              source={require('../assets/key.png')}
              style={styles.image}
              alignSelf='center'
            />
            <Text style={styles.logo}>Beginning Journey</Text>
            <CountDown
              until={3}
              size={50}
              digitStyle={{backgroundColor: ''}}
              onFinish={() => this.startJourney()}
              digitTxtStyle={{color: '#2E6CB5'}}
              timeToShow={['S']}
              timeLabels={{s: ' '}}
            />
          </View>
        ) : (
          this.state.running ? (
            <View style={styles.summary}>
              <View style={styles.summaryHeaderContainer}>
                <View style={{flex:1}}></View>
                <View style={{flex: 2}}>
                  <Image
                    source={require('../assets/gps.png')}
                    style={styles.placeholder}
                    alignSelf='center'
                  />
                </View>
              </View>
              <View style={{flex:3, borderBottomColor: '#84828C',
borderBottomWidth: 1, justifyContent: 'space-evenly'}}>
                <Text style=
{styles.amount}>€{this.state.journeyCost.toFixed(2).toString()}</Text>
                <Stopwatch
                  start={this.state.stopwatchStart}
                  reset={this.state.stopwatchReset}
                  options={stopwatchOptions}
                  getTime={(time) => this.getFormattedTime(time)}
                />
              </View>
            </View>
          ) : (

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<View style={{flex: 3}}>
  <ScrollView>
    <JourneyOption
      icon='map-marker-distance'
      type='material-community'
      text={this.state.distanceTravelled.toFixed(2).toString() + " Km"}
      addition={db_input.distance}
      mileage={true}
    />

    { this.state.nightdrive ?
      (<JourneyOption
        icon='moon'
        type='feather'
        text='Night drive'
        addition={db_input.nightdrive_multiplier}
      />)
      :
      (<JourneyOption
        icon='sun'
        type='feather'
        text='Day drive'
        addition={null}
      />)
    }

    { provLicence ? (
      <JourneyOption
        icon='drivers-license-o'
        type='font-awesome'
        text="Provisional Licence"
        addition={db_input.provisional_licence}
      />
    ) : (
      <JourneyOption
        icon='drivers-license-o'
        type='font-awesome'
        text="Full Licence"
        addition={null}
      />
    ) }

    {
      vehicleClass == 'heavy_class' ? (
        <JourneyOption
          icon='car-pickup'
          type='material-community'
          text={this.state.vehiclename + ' (Heavy
Class)'}
          addition={db_input.heavyclass}
        />
      ) : vehicleClass == 'middle_class' ? (
        <JourneyOption
          icon='car-sports'
          type='material-community'
          text={this.state.vehiclename + ' (Middle
Class)'}
          addition={db_input.middleclass}

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        Class)'}
        ) : vehicleClass == 'light_class' ? (
            <JourneyOption
                icon='car-hatchback'
                type='material-community'
                text={this.state.vehiclename + ' (Light
                    addition={db_input.lightclass}
            ) : (
                <JourneyOption
                    icon='drivers-license-o'
                    type='font-awesome'
                    text="Vehicle Class Error"
                    addition={null}
                ) : (
                    <JourneyOption
                        icon='calendar'
                        type='antdesign'
                        text={"Car older than " +
                            db_input.age_conditional + " years"}
                        addition={db_input.age_addition}
                    ) : (
                        null
                    ) : (
                        {
                            coverage == 'Third Party Insurance' ? (
                                <JourneyOption
                                    icon='attach-money'
                                    type='material'
                                    text={coverage}
                                    addition={null}
                                ) : coverage == 'Third Party Fire & Theft' ? (
                                    <JourneyOption
                                        icon='attach-money'
                                        type='material'
                                        text={coverage}
                                        addition={null}
                                    ) : coverage == 'Comprehensive' ? (
                                        <JourneyOption
                                            icon='attach-money'
                                            type='material'
                                            text={coverage}
                                            addition={null}
                                        ) : ( null )
                                }
                            ) : (
                                <View style={{flexDirection: "row",
                                    justifyContent: 'space-evenly', paddingVertical: '2%'}}>

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        <Icon
            name='warning'
            type='antdesign'
            color='#FFCC00'
        />
        <Text>Hard Braking Detected</Text>
    </View>
) : (
    <View>

    </View>
)}

</ScrollView>
</View>
</View>
) : (
    <View style={{paddingTop: '40%'}}>
        <Image
            source={require('../../assets/speedometer.png')}
            style={styles.image}
            alignSelf='center'
        />
        <Text style={styles.logo}>Track Journey</Text>
        <Select2
            isSelectSingle
            style={{ borderRadius: 5, width: '80%' }}
            colorTheme={'#2E6CB5'}
            popupTitle='Select vehicle'
            title='Select vehicle'
            data={this.state.vehiclelist}
            onSelect={key => {
                this.setState({ vehiclekey: key.toString() });
            }}
            onRemoveItem={key => {
                this.setState({ vehiclekey: key.toString() });
            }}
            searchPlaceholderText='Search Vehicle'
            cancelButtonText='Cancel'
            selectButtonText='Choose'
            listEmptyTitle='No vehicles to show'

        />
    </View>
)
)}
</View>

<View style={styles.buttonContainer}>
{
    !this.state.running ? (this.state.showCountdown ? (
        <ButtonComponent
            text="Cancel"
            icon="minuscircleo"
            type="antdesign"
            onPress={() => this.cancelPressed()}
        />
    ) : (
        <ButtonComponent

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        text="Start Journey"
        icon="pluscircleo"
        type="antdesign"
        onPress={() => {
            if(this.state.vehiclekey == '') {
                Toast.show("Please select a vehicle first")
                return
            }
            requestAnimationFrame(() =>
this.setState({showCountdown: true}))
        })
    />
    )) : (
        <ButtonComponent
            text="End Journey"
            icon="closecircleo"
            type="antdesign"
            onPress={() => requestAnimationFrame(() =>
this.endJourney())}
        />
    )
    }
    </View>
</View>
    )}
}

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const stopwatchOptions = {
    container: {
        alignSelf: 'center',
        borderRadius: 5,
        width: '100%'
    },
    text: {
        fontSize: 28,
        color: '#84828C',
        alignSelf: 'center'
    }
};

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//center icons
const styles = StyleSheet.create({
    container: {
        flex: 1,
    },
    summary: {
        width: '100%',
        flex: 1,
    },
    logo:{
        fontWeight:"bold",
        fontSize:32,
        color:"#373E45",
        marginBottom:40,
        textAlign: 'center'
    },
    image:{
        flex: 1,
    }
});

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        height: 150,
        width: 150,
        resizeMode: 'contain'
    },
    placeholder: {
        flex: 5,
        height: 150,
        width: 150,
        resizeMode: 'contain'
    },
    buttonContainer: {
        flex: 1,
    },
    contentContainer: {
        flex: 6,
        alignItems: 'center',
    },
    amount: {
        fontSize: 40,
        textAlign: 'center',
        color: '#2E6CB5'
    },
    summaryHeaderContainer:{
        flex: 2,
        justifyContent: 'space-between'
    }
})

export default TrackJourney;

{/* <Timer
  start={this.state.timerStart}
  reset={this.state.timerReset}
  totalDuration={3000}
  handleFinish={() => {
    this.setState({hardBraking: false, resetTimer: true, timerStart: false})
  }}
  options={stopwatchOptions}
/> */}

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