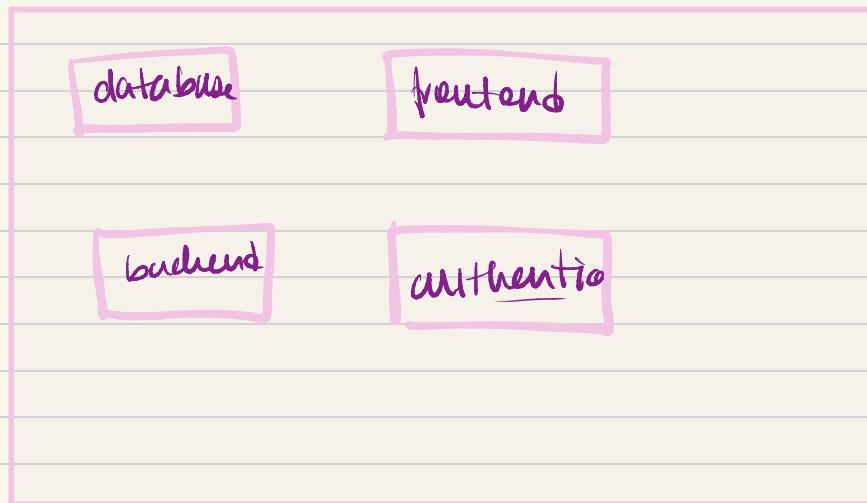




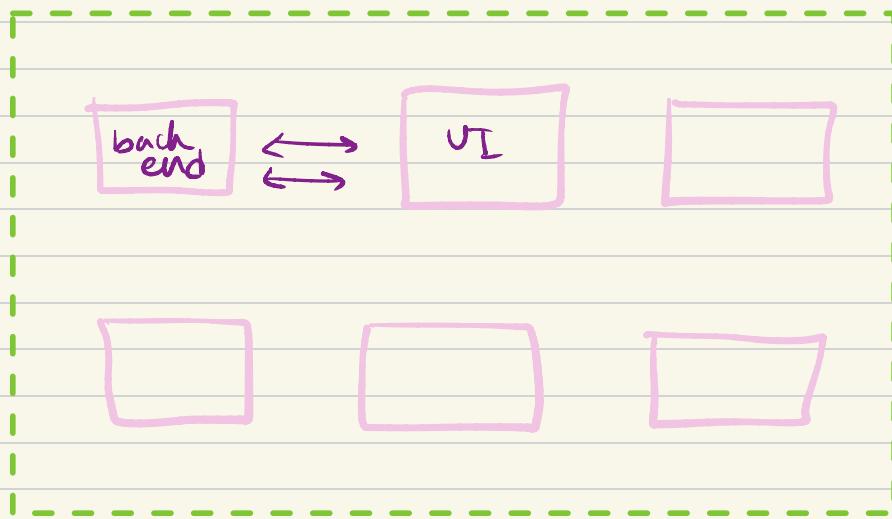
Episode 6

LETS EXPLORE
THE WORLD.

Mono 1st architecture



Microservices : all services talk to each other



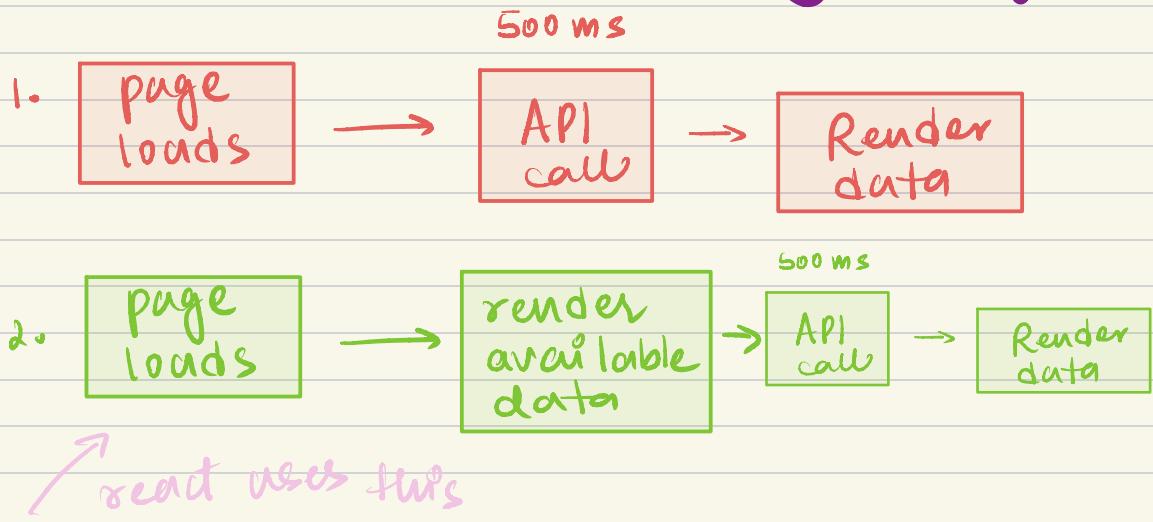
- each small thing done by separate project.
- microservices
- all service talk to each other
- different services can be in different Tech stack.

* separation of concern

* single service architecture

- our app can be considered VI microservices.
- all services run on their own port.
different ports, different services.

API calls for real data



useEffect (callback , ^{→ dependency}
 _{func"} array)
2 arguments.

useEffect (() => { }, []);

↓
do something after the page renders
automatically.

The callback func" is called after the page

loads.

1. Body renders
2. useEffect called.

data.cards[i].card.card.

gridElements.info with style. ~~get and~~ get

write code for fetching API data.

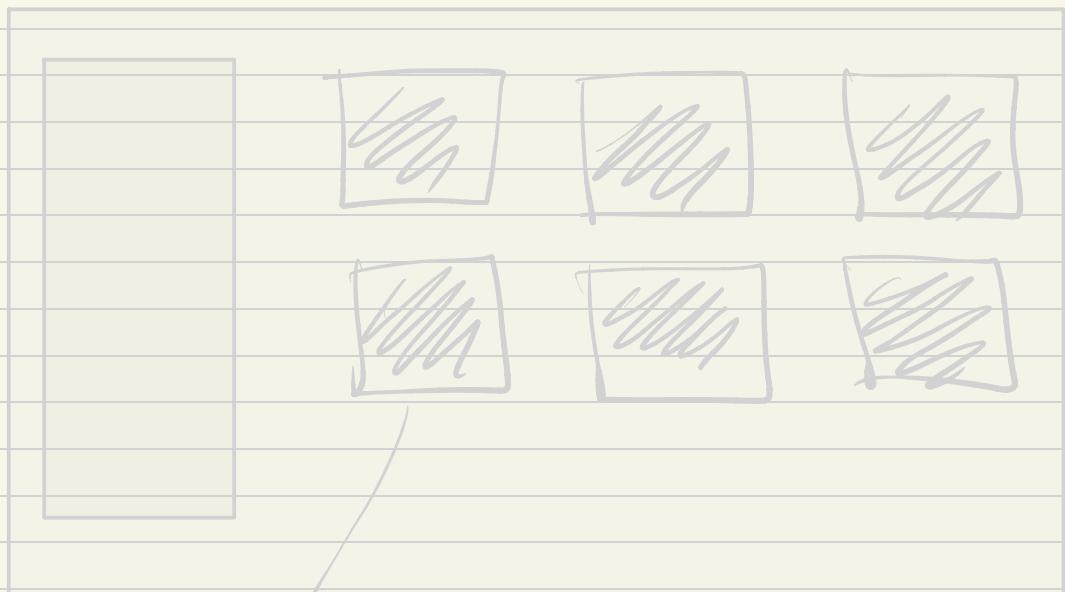
display a spinning loader.

if (`VST of Restaurants.length = 0`) {

return <h1> Loading.... </h1>

SHIMMER UI

skeleton / fake page, until the data is loaded.



empty cards.

Shimmer UI

↓

a component, returning some fake cards.

- before the API fetches, there is empty screen.
- we should display something before the data comes in.
- when list of rest == 0, then display

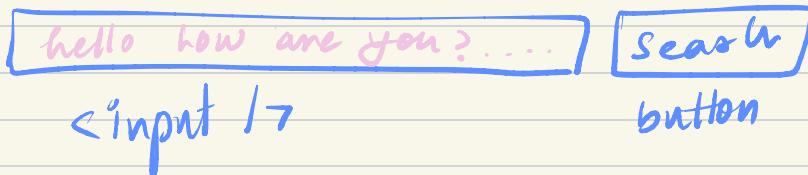
Fake UI

JavaScript concept : ternary operator.

condition ? execute this if true : execute this if false

Log in | Log out

Search functionality



- ① Make a state variable that tracks the search text.
- ② Bind the state variable to the input box

using `input = "` `"`

`[searchText, setSearchText] = useState("")`

make sure to add. on change event
handler \rightarrow `{(e) \Rightarrow e.target.value}`

hence the input box will display, whatever
is being written

③ In the button, use the onClick handler,
to write the filter logic

and filtered set should be updated
in UI using set ~~filter~~^{filter}