

React: Weekend Assignment

JavaScript – Flash Cards

The following exercise contains the following subjects:

- ◆ React

Submitting instructions:

Please add the following to hive:

- A link to the repository
- Free text – a description of the app. Stuff you found hard to implement, known bugs and your review of this assignment.

The assignment

We are going to build a flash card web app.

Flash cards are a great way to learn a heap of information in a short period of time. It helps engage your brain with active recall information, which in turn helps you place information in your long term memory.

The Design

In your own capsules, talk with one another and decide on the design of the application. The design code and the look and feel.

Code design

1. Components breakdown
- 2 Where to place your state

3. What utility functions do you need.

Layout design:

Use a sketch online tool like [this one](#).

Or sketch it on a piece of paper and scan it using [this cool tool](#)

Or any other tool you prefer.

Instructions

Here is a simple [demo](#) of what we want to accomplish

Make it persistent

Make your cards persistent. Either by the Mock API or local storage.

Features

- Ability to create, read, update and delete cards
- Randomize the deck of cards
- Show one card at a time
- Ability to go to the next card
- Display the cards question and a button to reveal the answer
- Once revealed, ability to remove the card from the deck (you got it right) or to continue to next random card (you got it wrong)
- A progression bar on how many cards are completed
- Once all cards are completed, ability to reshuffle and start again.

Extra features

- Ability to create different flash card categories.
- Ability to select which category cards to train on.

- The user should complete at least once a day the deck of cards. If the user hasn't completed that particular day's deck, alert the user to do so.

Submit the file to Hive.