Antifragile Documentation

Description

Source code: https://github.com/sherwin-leung/antifragile

This program is a simple timer app that creates a Routine object that contains an array of Exercise objects.

Data is stored locally on a user's device using local storage.

How It Works

Exercise objects

Contain three properties:
- name
- durationMinutes
- durationSecond

Routine objects

Contains two properties:
- name
- exerciseList (which will be an array of Exercises)

Flow

Step 0

pageLoad is run each time the page is loaded or refreshed.

Step 1

Users can create Exercise objects by writing a name in the associated input then pressing the save button (both duration properties are initially 0). **saveNewExerciseToLocalstorage** is called, which appends the new Exercise to an array of existing (if any) Exercises then saves it into the local storage. *Key: exerciseDataKey*

Then **refreshExerciseCards** which clears and re-renders all the Exercise buttons each time a new Exercise is saved.

Step 2

Users can click on the buttons created from Exercise objects, enter the duration in the minutes/seconds inputs, then append them into a temporary array by clicking the add button (**addToTempExerciseList**).
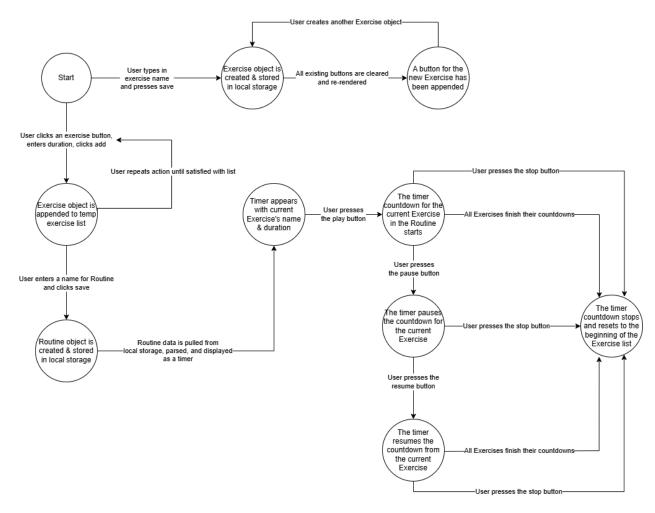
Step 3

Once they are done building their list of Exercises (the temporary array), they can enter a name and save the Routine (**saveNewRoutineToLocalStorage**). *Key: routineDataKey*

The timer then gets populated by **populateTimerDetailsOnLoad** for the user to interact and control.

If a Routine is already in local storage, on page load, *populateTimerDetailsOnLoad* will be run because of *pageLoad*

Flow Chart

Testing

Test #	Test Description	Expected Result	Pass/Fail
1	User tries to save an Exercise with no name	No Exercise is created	**Pass**
2	User tries to save a Routine with no name	No Routine is created	**Pass**
3	User tries to enter a negative number for **minutes** duration	The input value is changed to 0	**Pass**
4	User tries to enter a negative number for **seconds** duration	The input is changed to 0	**Pass**
5	User tries to enter a number above 59 for **seconds** duration	The input is changed to 59	**Pass**
6	User starts to create a list of Exercises to add to the Routine. They then clear the list and save the Routine	The save button should hide itself so that the user cannot save an empty Routine	**Pass**