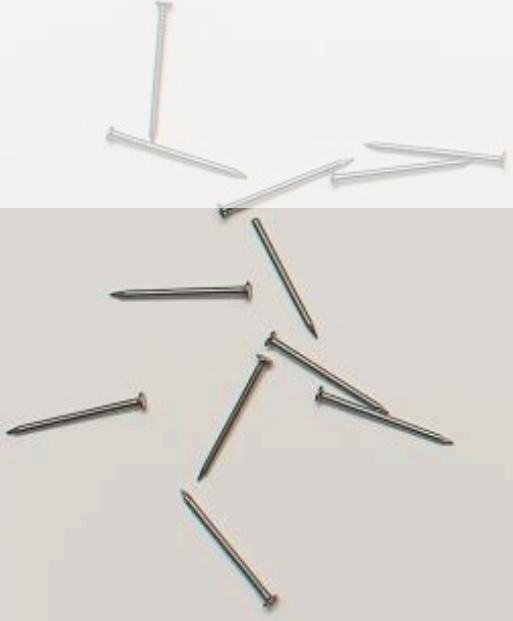


# Incremental documentation

The background of the slide is a blurred photograph of a library. It features tall, dark wooden bookshelves filled with books of various colors and sizes. Several glowing lightbulbs hang from the ceiling by thin black cords, creating a warm, bokeh effect. The overall atmosphere is quiet and scholarly.

# Why do we need docs?



**It's a tool**



A photograph of a small, light-colored wooden cabin with a dark gabled roof and a prominent chimney. The cabin is situated on a rocky outcrop in a vast, snow-covered mountainous area. The sky is overcast with heavy clouds.

**Compare them with  
unit testing**



# Compilation of unique-knowledge snippets

# Where the docs live?





The closer the better

Branch: master ▾

[mobile-apps](#) / app / cart /

[Create new file](#) [Upload files](#) [Find file](#) [History](#)



**sospedra** Standarize button api (#334) [...](#)

Latest commit e07de2b 19 days ago

..



[\\_tests\\_](#) Standarize button api (#334)

19 days ago



[components](#) Merge react-navigation (#223)

3 months ago



[CartContainer.js](#) Merge tracking-refactor-add-google-analytics (#321)

23 days ago



[README.md](#) docs(cart): Fix images

29 days ago



[actions.js](#) Merge deprecate-add-to-cart-and-update

6 months ago



[reducer.js](#) Merge fix-logged-out-cart

6 months ago



[sagas.js](#) Merge ask-permissions

29 days ago



[state.js](#) Merge tags-and-badges

a month ago



[vault.js](#) Merge fix-logged-out-cart

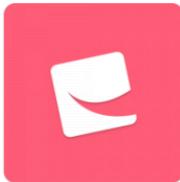
6 months ago

# They express the intent

[README.md](#)

## Cart

This pod is the one in charge to handle the current cart state and it's business logic. The most complex thing about



mobile-apps

# They are linked

This code repository main goal is to develop and deploy ulabox mobile apps (both android and ios). The code is written in javascript ES7 with react-native.

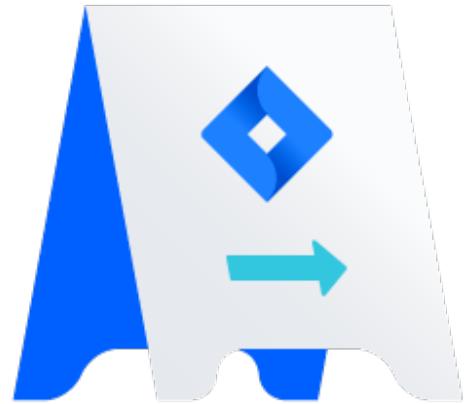
## Directory

Hello fellow developer. Welcome to the Ulabox mobile apps project. You might find the following resources useful while you're around here. Bare in mind not all the documentation is placed at `/docs` since we like to have the docs as much close to the code as we can. At `/docs` you'll find generic instructions.

- [Installation](#)
- [Project structure](#)
- [Development](#)

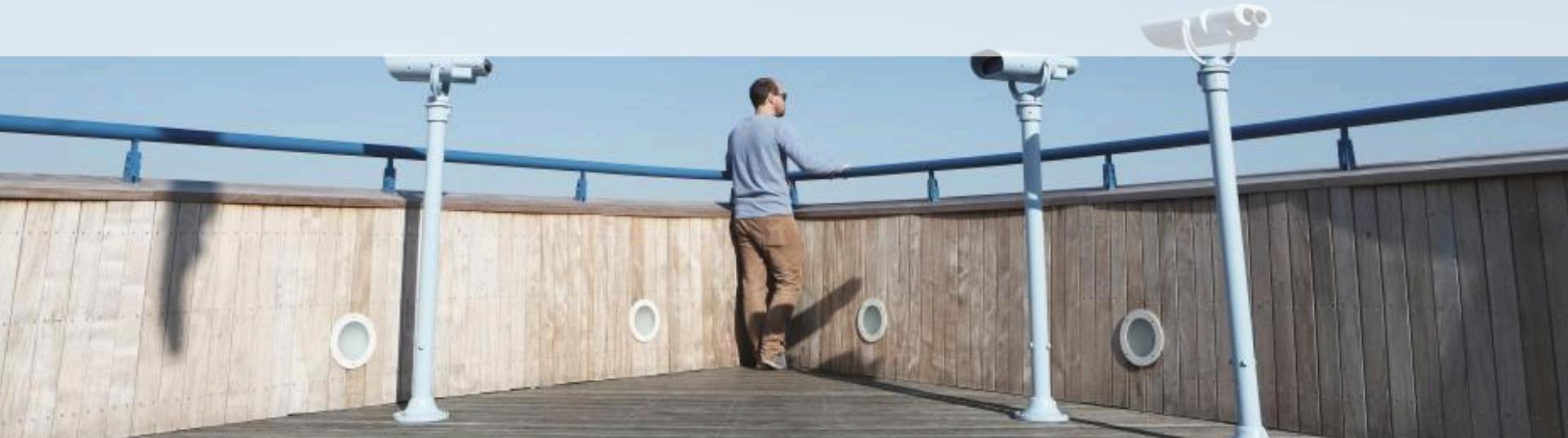
A photograph of a small, traditional-style boat with a blue stripe along its hull, anchored in clear, turquoise-colored water. The boat is positioned in the lower-left quadrant of the frame, facing towards the left. The water is calm with gentle ripples, reflecting the light. The overall scene is peaceful and suggests a remote location.

**Docs are not for discussion**





# How the docs looks like?



Branch: master ▾

[ulaoffice](#) / [src](#) / [Ulabox](#) / [UlaofficeBundle](#) / [Docs](#) / [Newsletters.md](#)

Find file

Copy path



**sospedra** Merge beta-raw-html

93ae69b a day ago

1 contributor

45 lines (30 sloc) | 2.37 KB

Raw

Blame

History



# Newsletter

# Question yourself how, what and why

Ulabox BO includes a newsletter generator. Deployed under [bo.ulabox.com/newsletters](http://bo.ulabox.com/newsletters). This generator depends upon 3 different main concepts:

- Newsletter controller
- Newsletter blocks
- Render service

## Newsletter controller

Includes the entity, repository and so on. It's the one who resolves the requests. Loads the editor, pick up the email template, defines the possible actions (copy, edit, show, etc) and establishes the model and db relationships.

Find it, as usual, by the name conventions: [Controller/NewsletterController.php](#) , [Entity/NewsletterEntity.php](#) , etc.



# Universally editable

A close-up photograph of a dead, brittle plant sprouting from dark, dry, and cracked soil. The plant has several thin, white, fibrous roots and a few small, dried, brownish branches. In the background, a range of mountains is visible under a bright, overexposed sky.

Super DRY



**Docs are also for  
troubleshooting**

# Troubleshooting

---

## Connected device is stuck on "@{iphone} is busy: Processing symbol files"

Xcode is downloading the symbols of the device: for the OS and the CPU. Therefore is gonna take a while (20 minutes max). The issue is with the end of process notification, which is not working sometimes. If you feel like is running forever just disconnect the device and restart it. Plug in again and should be working fine. Remove the logs only as a last resource; they're there for a reason.

## ERROR Error watching file for changes: EMFILE

You're missing `watchman`. Watch this [React Native issue](#).

**ERROR Unable to remove module**

# Don't rely on humans

See this [issue](#) and follow the steps described in it.

## Weird error while compiling

When you face Objective-C errors unlikely to be related to any of our dependencies is probably due to a corrupted build. Try removing the existing one a recompile again. Either:

- A. `rm -rf ios/build`
- B. From `xcode` press `⌘↑K` for a clean build

## Property 'cacheKey' not found on object of type 'LOTComposition'

If you try to build and failed with this lottie error try the following commands:

# Troubleshooting

---

## Connected device is stuck on "@{iphone} is busy: Processing symbol files"

Xcode is downloading the symbols of the device: for the OS and the CPU. Therefore is gonna take a while (20 minutes max). The issue is with the end of process notification, which is not working sometimes. If you feel like is running forever just disconnect the device and restart it. Plug in again and should be working fine. Remove the logs only as a last resource; they're there for a reason.

## ERROR Error watching file for changes: EMFILE

You're missing `watchman`. Watch this [React Native issue](#).

## neither on synchronisation

See this [issue](#) and follow the steps described in it.

## Weird error while compiling

When you face Objective-C errors unlikely to be related to any of our dependencies is probably due to a corrupted build. Try removing the existing one a recompile again. Either:

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- B. From `xcode` press `⌘↑K` for a clean build

## Property 'cacheKey' not found on object of type 'LOTComposition'

If you try to build and failed with this lottie error try the following commands:

A close-up photograph of a person's hand holding a fan of playing cards. The cards are fanned out, showing various suits and values. The background is a soft, out-of-focus green.

# Tips & tricks



**Code smell**

# Proportionality



## Results in [ulabox/mobile-apps](#)

### [fastlane/BUILD.md](#)

Markdown

Showing the top two matches Last indexed on 17 Oct

```
5 Connect everything, atoms (wires) and bytes. If you run into platform specific  
troubles see the `/android` and `/ios` `README.md` for more info. Deploy/release  
processes are platform isolated.  
...  
7 Take a look at the [development guide] (https://github.com/ulabox/mobile-apps/tree/master/fastlane/README.md) document to know how to release to staging and  
production.
```

# Cithub search

### [docs/PROJECT\\_STRUCTURE.md](#)

Markdown

Showing the top two matches Last indexed on 17 Oct

```
11 You'll find more information on the [Development guide]  
(https://github.com/ulabox/mobile-apps/blob/master/app/README.md)  
12  
13 ### `/android`  
...  
15 Android configuration can be found under [`/android`]  
(https://github.com/ulabox/mobile-apps/blob/master/android/README.md) directory. For
```



**Don't over prioritise**

A photograph of a paved road curving through a dense forest. The road is dark asphalt with a single yellow dashed line. It leads into a misty, hazy landscape where more trees and hills are visible through the haze.

# How do I start?

# /thanks