Flash Card System
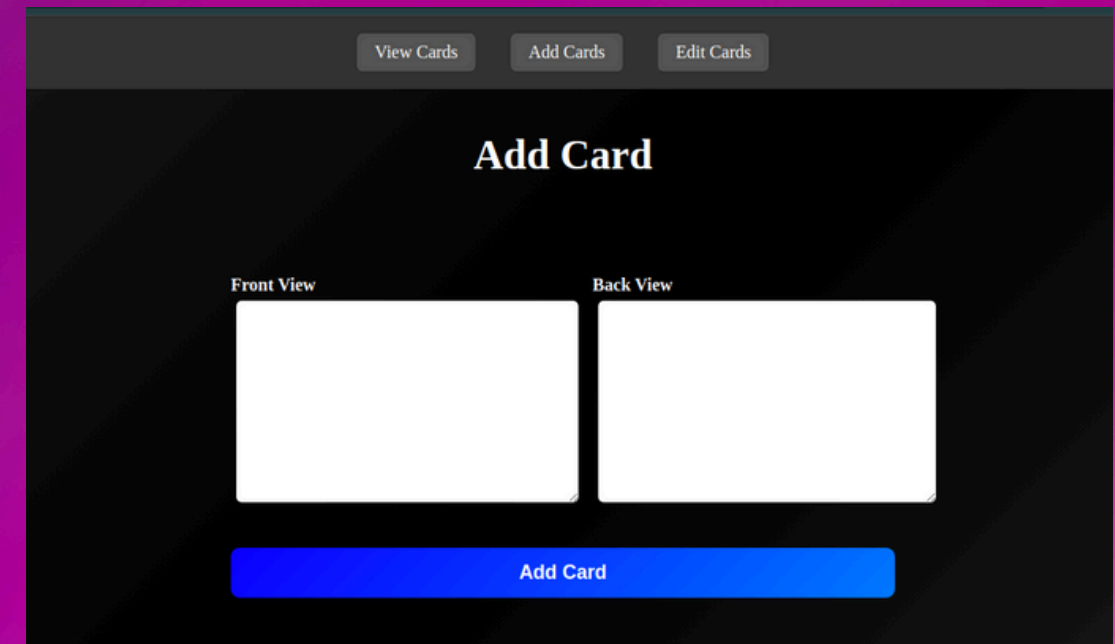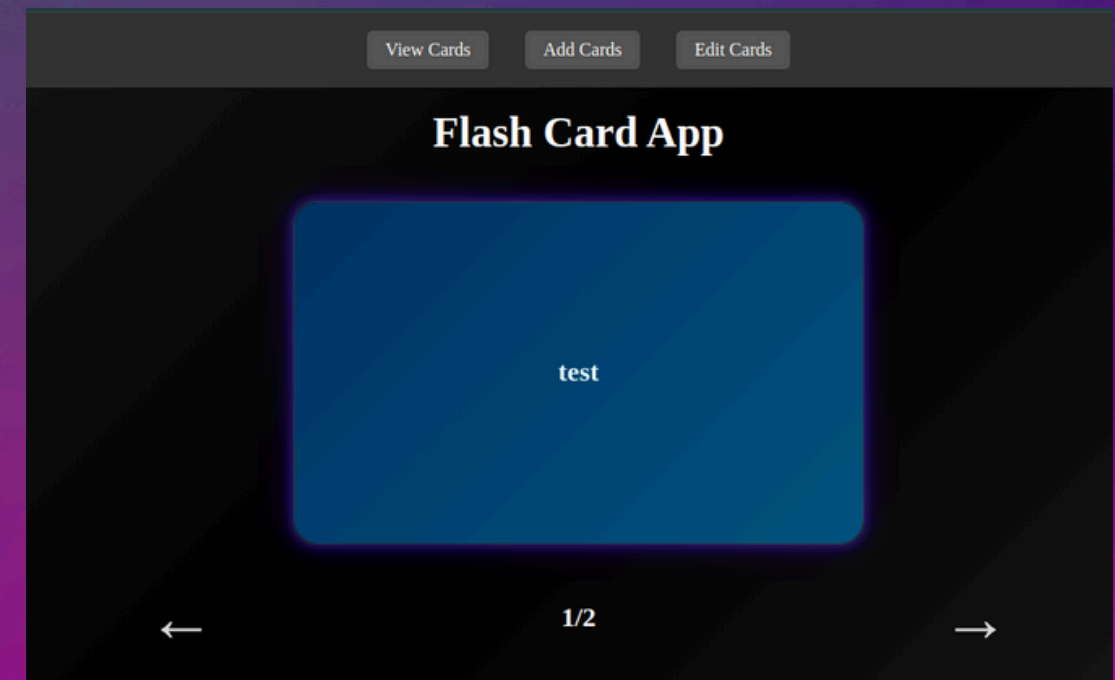
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CMPS2212-GUI Programming

Introduction

- **Purpose: The purpose of this project is to put to the test everything we have learnt about this course**
- **This includes:**
  - **JavaScript Promises**
  - **Express package**
  - **Views / EJS templates / Partials**
  - **Connecting a web app to a database**
  - **MVC Architecture**

Features

- **The purpose of this app is to help students study using flashcards**

- **Add new cards**

- **Study mode / View Cards**

- **Edit Cards**

- **Delete Cards**

Technologies Used

- **HTML**
- **CSS**
- **Javascript**
- **NodeJS**

Code Structure

- **Models directly update fields in the database**
- **Controllers have functions that render the EJS files to the frontend**
- **ApiControllers have functions that handles the logic of user requests**
- **Routes run the controllers that handle page navigation**

Code Structure

- **ApiRoutes run the ApiControllers that handle user requests**
- **EJS files load cards dynamically into the page**
- **JavaScript files handles interactivity and sends promises with API requests**

Challenges Faced

- The implementation of the flip animation
- The merging in github and sharing of code between the team