

## SHOWOFF TECHNICAL ASSIGNMENT

### Tools & Technologies Used:

1. PHP 5.6.40
2. CSS 3
3. JS ES5
4. HTML5
5. BS4
6. WAMP Server
7. Codeigniter 3
8. Github
9. Heroku

### **Github Source code Link:**

<https://github.com/tarakantnayak/Showoff.git>

### **Heroku:**

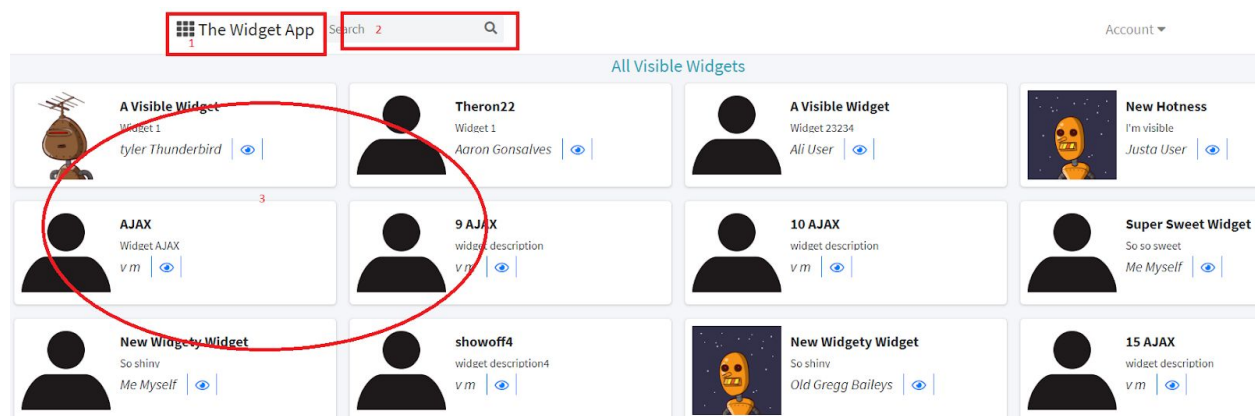
**Staging:** <https://damp-wildwood-56440.herokuapp.com/>

**Production:** <https://showtarak.herokuapp.com/>

Environment variables are set-up so that, there is no dependency on the code. It can be seamlessly deployed into any environment.

### **Requirements To Development Mapping:**

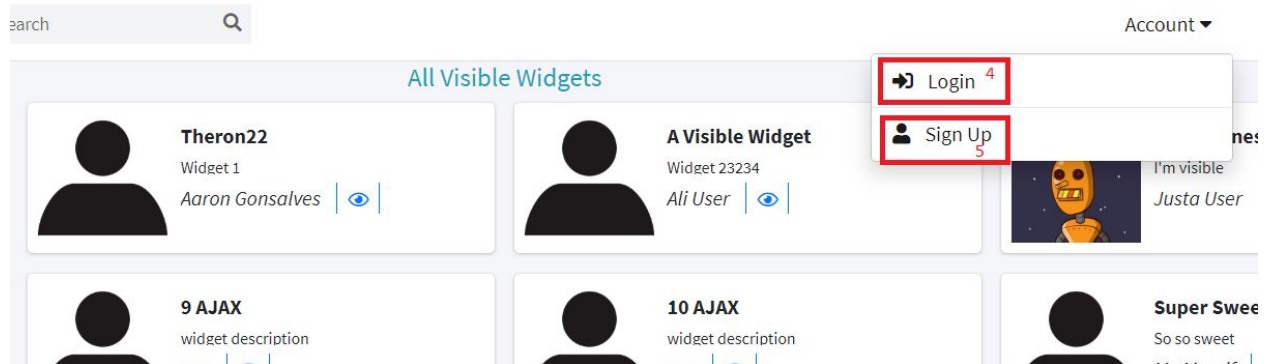
- Landing Page should present a list of Visible Widgets:
- This should be searchable, using the API.



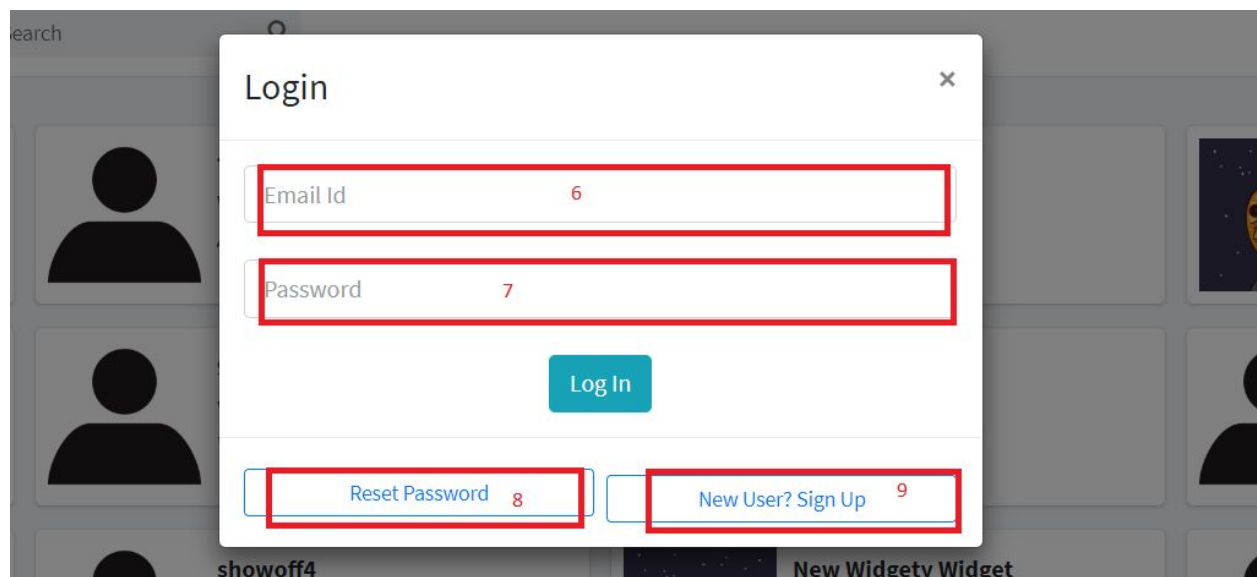
- In the above pic, three functions have been highlighted.*
  - The Widget App: On clicking this, the user will be redirected to the home page (Precisely the same page, without any search criteria).*

- ii. The search feature. The user can provide any search term, on clicking the search button, the user will be displayed a page with all visible widgets matching search term. If there are no widgets available, a blank page shall be displayed with appropriate message.

- **Allow Users to Login/Logout/Register/Reset Password via Modal:**



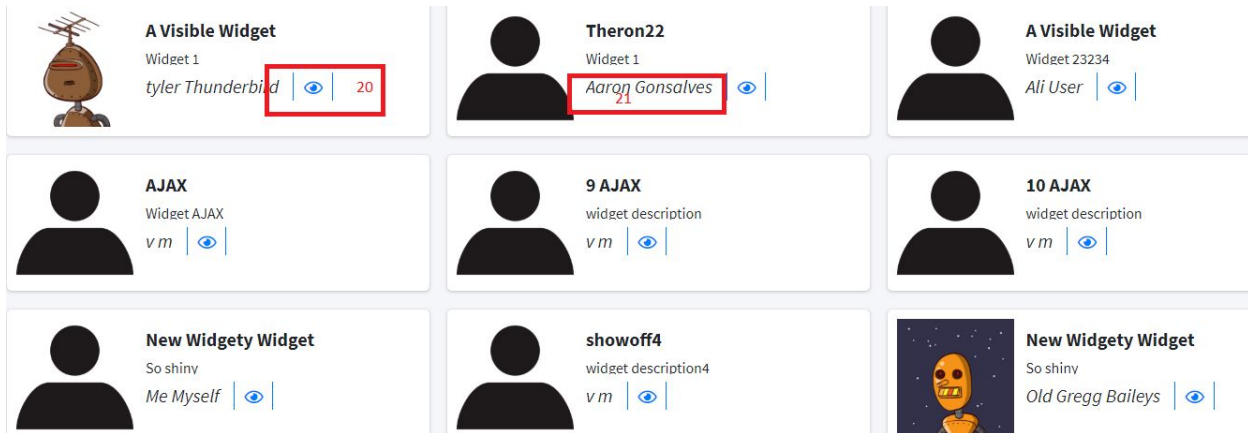
- a. On the landing page, on clicking the “Account” link on top right, you will see a drop down with two menu items.
- i. Login
  - ii. Sign up.
- b. On clicking “Login”, a modal will open up and the screen looks something like the following.



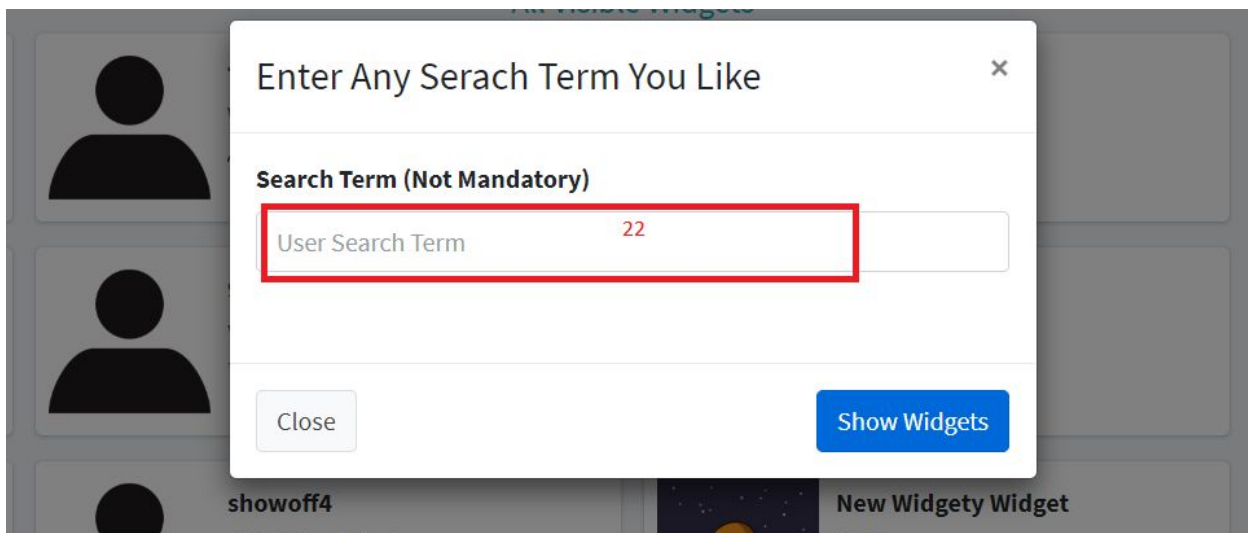
- c. Either the user can enter his credentials to login, or can reset his/her password in case it's forgotten.
- d. New user signup option is also given here for easy access.
- e. On clicking the Sign Up button either on the top Menu or in the Login screen, the user shall be redirected to a modal that looks like the following.

- f. The user can fill in all the form details and can sign up to the application. This modal also contains links to quick login and reset password modals.
- g. On clicking the Reset password button, the user gets to see the following modal.

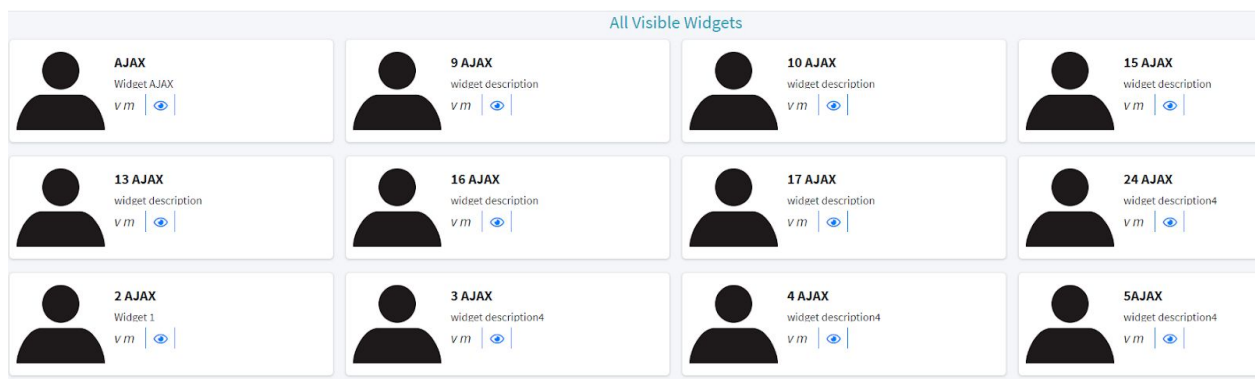
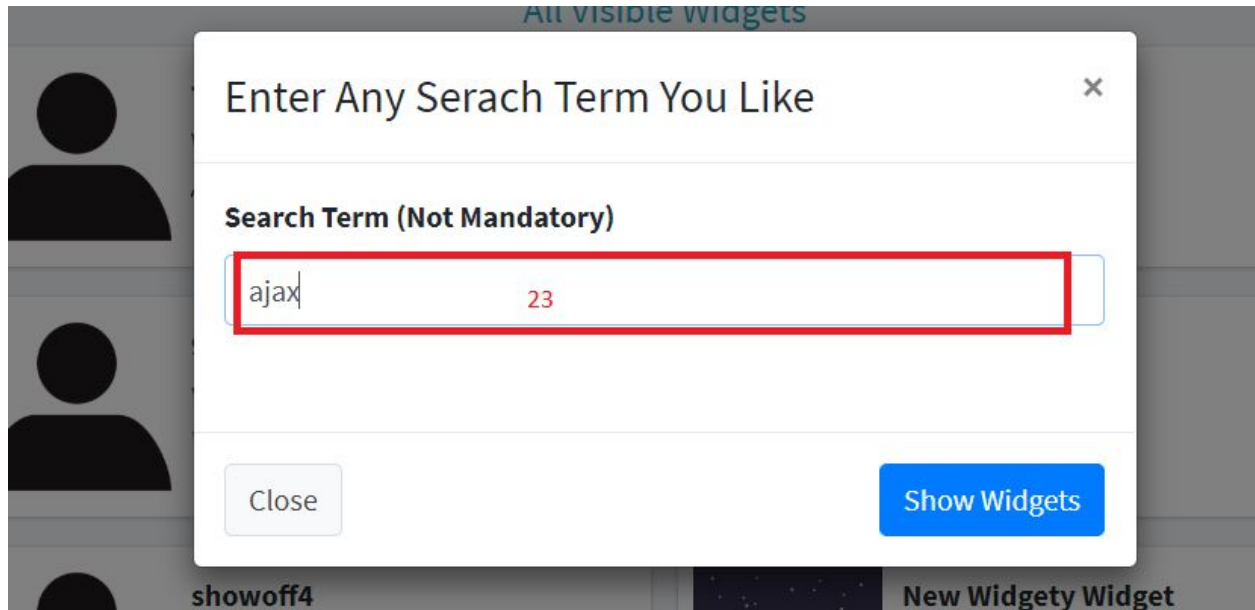
- h. The user has to provide a valid email address. On clicking “Reset Password” button, the system will send out an email to the user to reset the password. Once the password is reset, the user can come back and access the application with his new credentials.
  - i. As usual, the login and sign up buttons are also available on this modal for easy access.
- On the landing page, each item in the list of Widgets should include a reference to the User that created it:



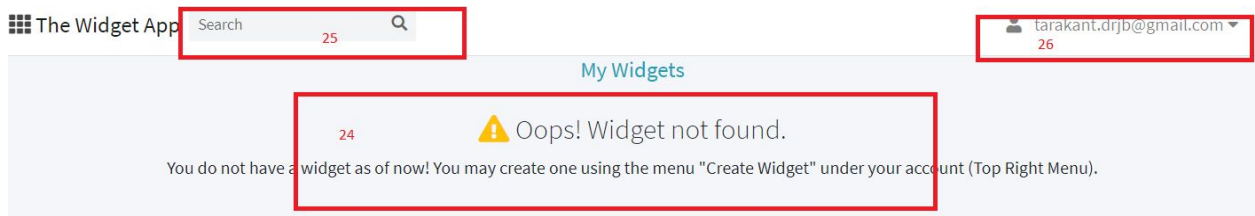
- The widgets on the landing page display the name of the user who created it. All the widgets are visible widgets on this page.
- Next to the name of the user, an “eye” icon is visible. On clicking of this icon, it opens up the following modal.



- The user may enter any search term that he wants, and it's not mandatory. If no term is given and if the user clicks the “Show Widgets” button, then the system displays all the visible widgets created by the specific user.
- If the user gives a “Search Term”, and then he clicks the “Show Widgets” button, then the system displays all the visible widgets of the specific user with the matching search term criteria.
- A sample example could be following:

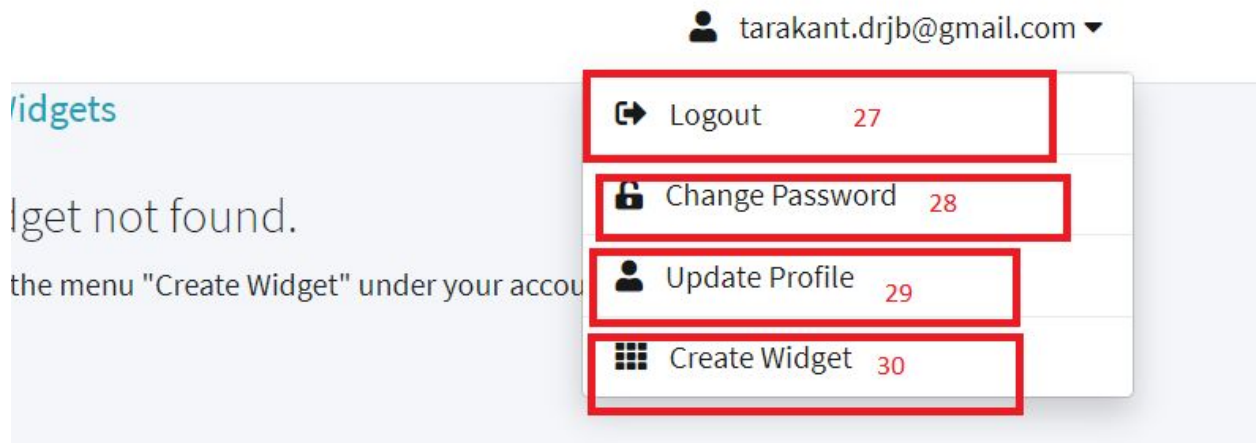


- f. All the widgets that are displayed above are visible widgets of the user “v m” with a matching search term of “ajax”.
- Once logged in the User should be able to navigate to a view of their Widgets:
  - They should also be able to create a new widget from this view:
    - a. Once logged in, the first time user will see the following page.

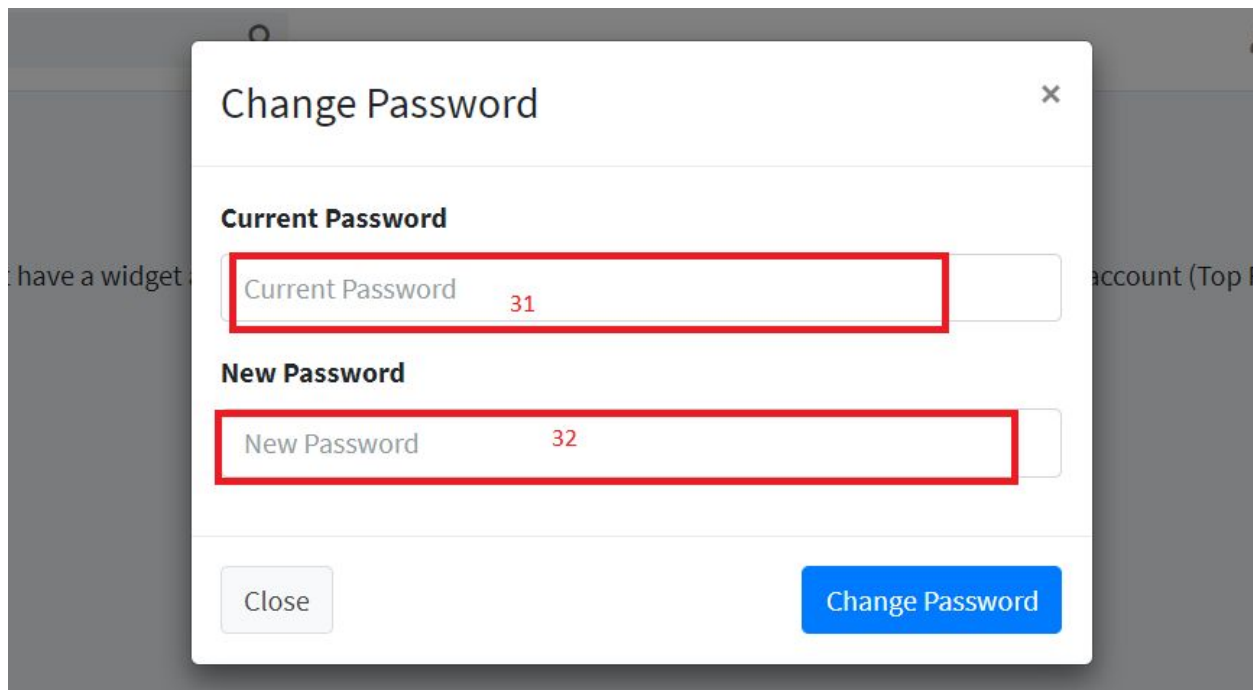


- b. Since the user is new, there will be no widgets.
- c. When the user gives a search term and clicks on the search button, he will be displayed all his widgets (both hidden and visible) with the matching term.

- d. On the top right corner, the email id is displayed stating that the user has logged in. It's a menu by itself. On clicking this, the user will see the following menu items.



- e. On clicking the Logout button, the user shall be logged out of the system and he will be directed to the landing page.
- f. On clicking "Change Password", the following modal shall be opened.



- g. The user has to provide the current & new password to be able to change the password.
- h. The user can update his profile by clicking on the button "Update Profile". Upon clicking on this button, the user will get to see the following modal.

Update Profile ×

**First Name**

Tarakant 33


**Last Name**

Nayak 34

**Date Of Birth**

28-01-1970 35

**Image URL**



Choose File No file chosen 36

Save Changes

- i. The user has to give the first name, last name, date of birth, image of any and can save the details by clicking the button "Save Changes".
- j. By clicking the button "Create Widget" on the menu, the user will see the following screen (modal).

**Create Widget**

**Widget Name**

Widget Name 37

**Description**

Description 38

**Select a Widget Kind**

Hidden 39

Close Create Widget

- k. To create a widget, the user has to give the widget name and description. Also, he has to mention whether it's a hidden or visible widget (to be selected from the dropdown).
- l. Upon clicking the button "Create Widget", a widget shall be created and the page would be reloaded with his widget(s).
- m. A page with users widgets would look like the following.

The Widget App Search tarakant.drjb@gmail.com

**My Widgets**

**Widget**  
Widget Description  
ant Nayak

**Fourth Widget**  
Second Widget Description  
visible  
Tarakant Nayak

**Third Widget**  
Second Widget Description  
hidden  
Tarakant Nayak

**Second Wi**  
Second Widge  
visible  
Tarakant N

- n. This has all the details about the widget. This apart, it contains two buttons.
  - i. Delete/Destroy widget : On clicking this button, the user will get rid of that particular widget.
  - ii. Edit widget: On clicking this button, the following modal will open up.



Search

Update Widget

Widget Name

Fourth Widget 42

Description

Second Widget Description 43

Close Save Changes

- iii. *The fields are pre-populated. The user may change any value and then click “Save Changes”, then the changes shall be saved and the page would be reloaded to reflect the newest changes.*