

Code review

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CreateRequsetPage.tsx

To Preserve -

- Code looks easy to read and understand, very well organized by the importance of each section and function.
- Good error handling with try-catch blocks and user feedback.
- Components look organized and clean with proper separation.

Potential issues -

- Inconsistency with variable naming, not keeping track of letter casing or odd variable names.
For example - phoneNumberm (m might stand for something im unaware of but still, should be mentioned at least.).
- Multiple calls for Google_API, can cause performance issues and Google maps might throw out errors.
- Potential memory leak, should use 'await' instead of straight away calling the method and initializing it to a certain variable.
- In the enter phone component, could elaborate more to create proper accessibility implementation, use "phone pad" and "done" to create a simpler UI usage.

Errors -

- Hardcoded API, the API is very sensitive and should be kept in a separate place and not exposed in the code.
- In the submit component, can use a better error handling code, with recovery options for users.
- MyComponent unnecessary re-renders due to callback recreation, which might lead to heavy computations.

Potential fix -

```
const GOOGLE_API_KEY = 'GOOGLE-API-KEY';  
  
// const GOOGLE_API_KEY = process.env.EXPO_PUBLIC_GOOGLE_API_KEY;
```

```
const handleSubmit = async () => {  
  // הוספת בקשה לרשימה  
  try {  
    await writer.addRequest({  
      title,  
      currentCoordinates ? `${currentCoordinates.latitude},${currentCoordinates.longitude}` : '',  
      currentAddress,  
      DestinationLoaction,  
      additionalNotes,  
      phoneNumberm  
    });  
    Alert.alert("Success", "Request added successfully");  
    console.log("Request added successfully");  
    // הוספת הודעה לרשימה  
    setTitle("");  
    setCurrentAddress("");  
    setPhoneNumber("");  
    setDestinationLoaction("");  
    setAdditionalNotes("");  
  } catch (error) {  
    Alert.alert("Error", "Failed to add request");  
    console.error(error);  
  }  
  // added finally here - to ensure loading reset even when theres an error  
  finally{  
    setLoading(false);  
  }  
};
```

