



## Assignment 5

---

*Due: Wed 27.11.2019; 18:00h (1 Week)*

### Goals

This assignment trains you in...

- Building webapps in React

### Task 1: Meme History – The Basics

**Difficulty: Medium**

Your task is to build a (local) history for MemeMuc, the MMN Meme Generator. Use the skeleton from GitHub, which is similar to the tutorial's code-along solution but contains some guidance for this task. Please be patient with MemeMuc, loading images is slow when using long captions ;)

The goal of task one is to have a working meme history on the bottom of the page. In the meme configuration area on the right, a save button should be added. When one clicks the save button, the currently configured meme should be added to the meme history.

Appropriate steps could be:

- In the *mememuc* component, a button for saving memes is already added. Implement its event handling. When the button is clicked, a *CustomizedMeme* object should be saved into the *mememuc* component's *savedMemes* array.
- Take a look at the *mememuc-history* component. The component skeleton and a separate css styling file.
- Use the *mememuc-history* component in the *mememuc* component, and implement a store function to save all saved memes in the *savedMemes* array .
- Use props to pass all saved memes, and adjust the *mememuc-history*'s *JSX template* to actually render all saved memes

### Task 2: Meme History – Restore and Remove

**Difficulty: Hard**

Now let's add some interactivity to the meme history. Two features should be supported:

#### Restoring a meme (viewing it in the large middle-area)

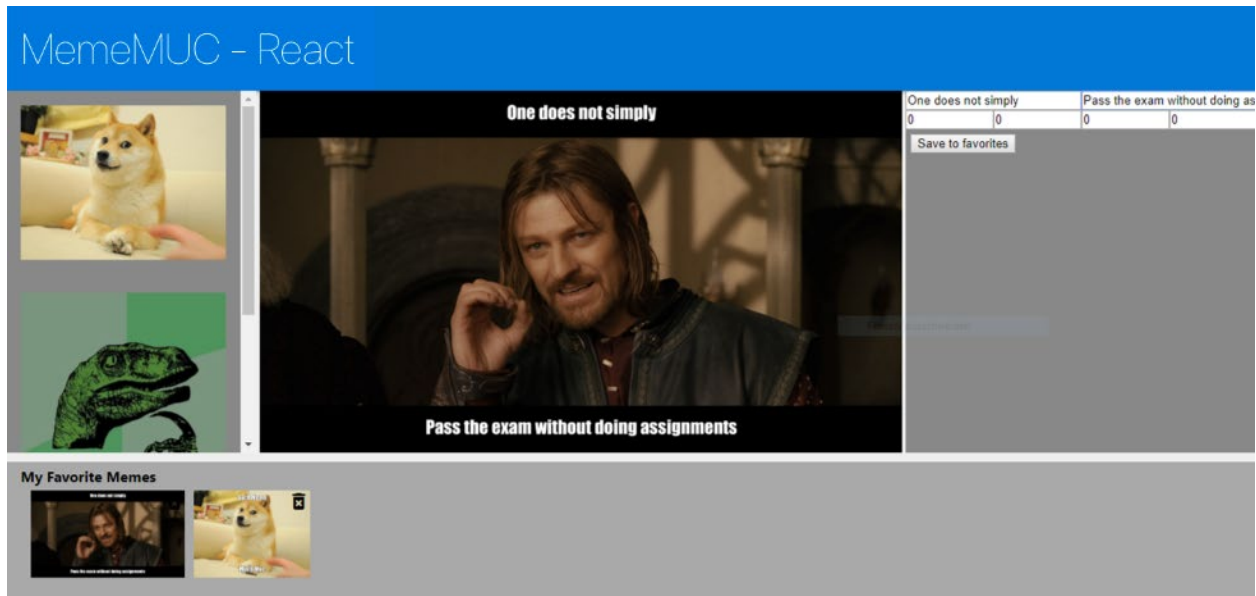
For restoring, implement a click handler on the meme history items. To change the displayed meme in the parent component, pass a callback through props that allow child components update properties *selectedBaseImage* and *caption* in the history component. Through props, it should be accomplished that the displayed meme changes when the history component's event



handler changes its properties. Re-rendering the meme should work automatically if the two aforementioned properties in the parent component change through props (same principle like for the caption editing).

### Deleting a meme from the history

Add a delete icon to each history meme. We recommend to use Material Design Icons ([see here](#)), for example the *DeleteForever* icon. Also mind to setup Material Design in your project. To delete a meme, use a callback that pass through props to edit the *savedMemes* array in the history component.



### Submission

Please turn in your solution as ZIP file via Uni2Work. You can form groups of up to three people.

We encourage you to sign up for Slack! All you need is a CIP account and an email address that ends in "@cip.ifi.lmu.de". Ask us if you don't know how to get them.

If you have questions or comments before the submission, please contact one of the tutors. They are on Slack [@Aleksa](#) and [@Andre](#), remember that they also want to enjoy their weekends 😊

It also makes sense to ask the question in our #omm-ws1920 channel. Maybe fellow students can help or benefit from the answers, too!