Flickr Image Grabber Coding Challenge

Introduction:

While I was a Software Engineer Intern with Kapsch TrafficCom, I participated in a coding challenge to showcase my ability to be a front-end developer.

Here was the prompt given to interns:

Please construct a "Flicker Image Grabber". We are looking for a fully functioning webpage that allows a user to browse images (with or without a search function). Using the Flickr API is mandatory, but feel free to design the layout how you see fit. You only have 1 hour, good luck.

P.S. We highly suggest using JQuery.

Using HTML in VSCode:

I ended up using JQuery to help streamline my coding process. Considering that we only had an hour to complete the challenge, I created my code to be very simple and easy to understand. I also emphasized organization in my code structure (mainly so I could understand what *I* was looking at).

Using CSS in VSCode:

It took me a while to toggle with spacing and image placement, but it ended up looking professional. I wanted the webpage to have neutral colors (whites and greys) to better highlight the images the user was looking at.

```
| Interfeatly 'Roboto', same-serify | rent-sign: center; | background-color: | backgro
```

```
55
56
57 .thumbnails {
    display: grid;
    max-height: 70vh;
    min-width: 90px;
    padding: 10px;

62
63    overflow-x: hidden:
    overflow-y: scroll;

65    background: ■whitesmoke;

67
78
79
70
70
71 .center {
    margin-left: auto;
    margin-right: auto;
    display: block;

75
```

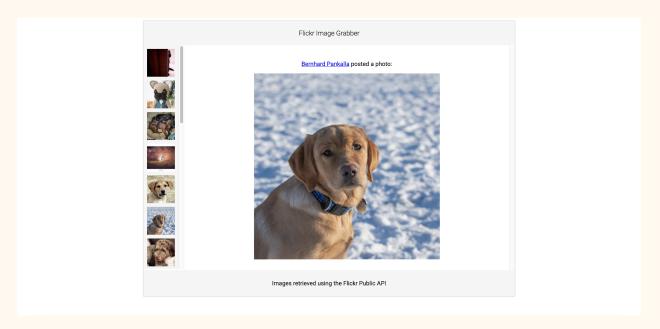
Using JavaScript in VSCode:

Using JQuery helped really streamline my work and reduced the amount of code I would've had to have used (especially with the loops). I also implemented AJAX when utilizing the API to help synch the photos in real time. To add a personal touch - the Flickr tag is displaying puppies :) .

```
thumbnails = document.getElementById("thumbnails");
async init() {
     let allPhotos = await this.getPhotos();
    for(let i = 0; i < allPhotos.data.length; i++) {
   let thisImage = document.createElement("img");
   thisImage.src = this.getSmallPhoto(allPhotos.data[i].media.m);</pre>
          console.log(allPhotos.data[i]);
         thisImage.addEventListener('click', () => {
    document.getElementById("display").innerHTML = "";
               let description = document.createElement("div");
description.innerHTML = allPhotos.data[i].description;
               let image = document.createElement("img");
image.src = this.getLargerPhoto(allPhotos.data[i].media.m);
               description.getElementsByTagName("img")[0].parentNode.replaceChild(
                    image,
description.getElementsByTagName("img")[0]);
               document.getElementById("display").appendChild(description);
document.getElementById("display").appendChild(image);
          thumbnails.appendChild(thisImage);
getSmallPhoto(largeURL) {
     return largeURL.substring(0, largeURL.length-5) + "s.jpg";
getLargerPhoto(largeURL) {
     return largeURL.substring(0, largeURL.length-6) + ".jpg";
async getPhotos() {
     return new Promise(resolve => {
          let url = "http://www.flickr.com/services/feeds/photos_public.gne?tags=puppy&format=json&jsoncallback=?";
               url: url,
crossDomain: true,
               dataType: 'jsonp',
success: (responseData)
```

The Visual Result:

Once the hour was up, I was extremely happy with how the web page turned out. Though I wish I could've made it a bit more visually pleasing, it met all of the functional aspects of the prompt.



Conclusion:

This challenge was a lot of fun to participate in! Reflecting back on my work it taught me a lot about:

- Integrating an API
- Working with JQuery and AJAX
- Working under a time crunch

After completion, a lot of other interns recommended using Angular. I've never used Angular but I've started the "Tour of Heros" exercise that the creators have added to their website. (https://angular.io/tutorial)