

GSOC' 23 PROJECT PROPOSAL

Sugarizer Vue.JS Core

Basic Details

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First Language: Hindi

Location and Timezone: Uttar Pradesh, India(UTC +5:30)

Share links, if any, of your work on previous open source projects?

Here are some links to my previous contributions.

[Improving documentation for a tool named Ugit\(undo git commands\).](#)

[Fixed a minor bug in amibot\(a whatsapp bot for amity university students\)](#)

Besides that, I have been working on development of an Open source project - [Mesazh \(A chat application\)](#)

Convince us that you'll be a good fit for this project , by sharing links to your contribution to Sugar Labs.

To start with, I previously interned at a company named [essentia softserv](#). There I worked on Vue.Js and I developed UI for categories and subcategories section for [novoconnect.ca website](#) (website may not be working properly because project has been put on hold recently) and I also did unit testing of components using jest.

Apart from that I perceive qualities like reliability, responsibility and communication which makes me a good fit to work on any open source projects.

My contributions at Sugar Labs aren't that much but I have been exploring and working on the Sugarizer app, and I am hoping to have some meaningful contributions at sugar labs in near future.

Proof of work:

[Vanilla Javascript activity tutorial](#)

[VueJS activity tutorial](#)

[An unmerged PR for exerciser activity](#)

Project Details

What are you making?

This project aims to reimplement the Sugarizer Core UI by utilizing Sugarizer Vue.JS components. The current implementation of the Sugarizer Core UI relies on Enyo.JS, which is a deprecated web framework. Therefore, this project is necessary to update and improve the Sugarizer Core UI to ensure that it remains a modern and efficient tool.

The link below is the flow chart which describes the architecture of the project.

📄 [sugarizer-vuejs-core-ui.drawio.png](#)

How will it impact Sugar Labs?

In this project, we will be enhancing the Sugarizer Core UI by implementing it using the Vue.js framework, known for its high speed, efficiency, and superior performance. By leveraging Vue.js, Sugarizer can become a more efficient and maintainable application.

What all technologies will you be using?

Sugarizer Vue.JS Components

In order to achieve the aim of this project, we will need to use Sugarizer Vue.JS components, which is already being used in some of the activities.

Require.JS

To import/load javascript files and modules.

Vue test utils with Jest

For unit testing of our Vue components.

Axios

For making HTTP requests to the sugarizer server.

i18Next

An internationalization framework which we will use for translation of the content in different languages.

Timeline

May 4 - 28 (Community bonding period)

- Completing the required setup for the project
- Discussing the overall workflow of the project with my mentor
- Understanding the current architecture of sugarizer in depth, will contribute to existing sugarizer repo achieve the same.

Note: Might be off-grid during this period due to my end semester exams.

May 29 - June 4 (Week 1)

- Adding localization compatibility using i18Next.
- Reimplementing the required features of the current lib/sugar-web directory.

June 5 - June 11 (Week 2)

- Development of UI of the first screen.(New user, Login, Help)



June 12 - June 18 (Week 3)

- Development of Login Screen(including the password screen).



Server address:

<https://server.sugarizer.org>

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Next



Your images:

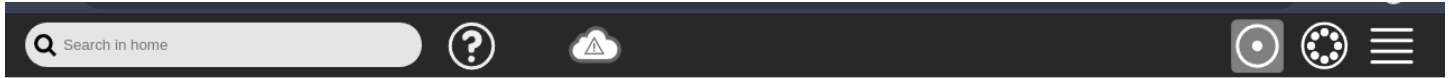


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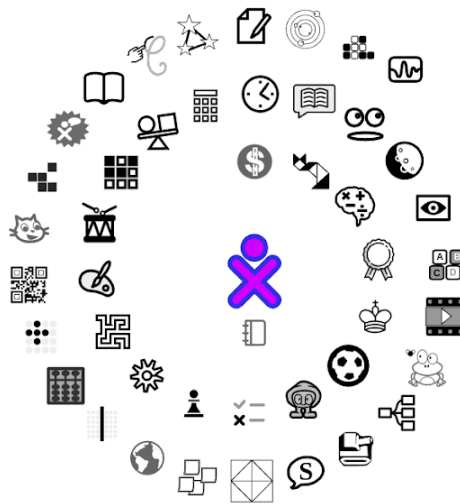
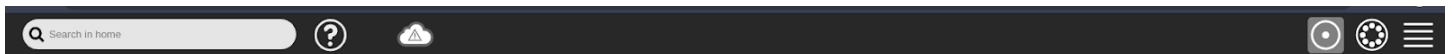
Done

June 19 - June 25 (Week 4)

- Navbar UI.



- Development of Home View.



June 26 - July 2 (Week 5)

- Continuing the work on Home View as it will require more interaction with the server and has quite unique design.

July 3 - July 9 (Week 6)

- Fixing the patches (if they exist).
- Sugarizing the UI (if needed).

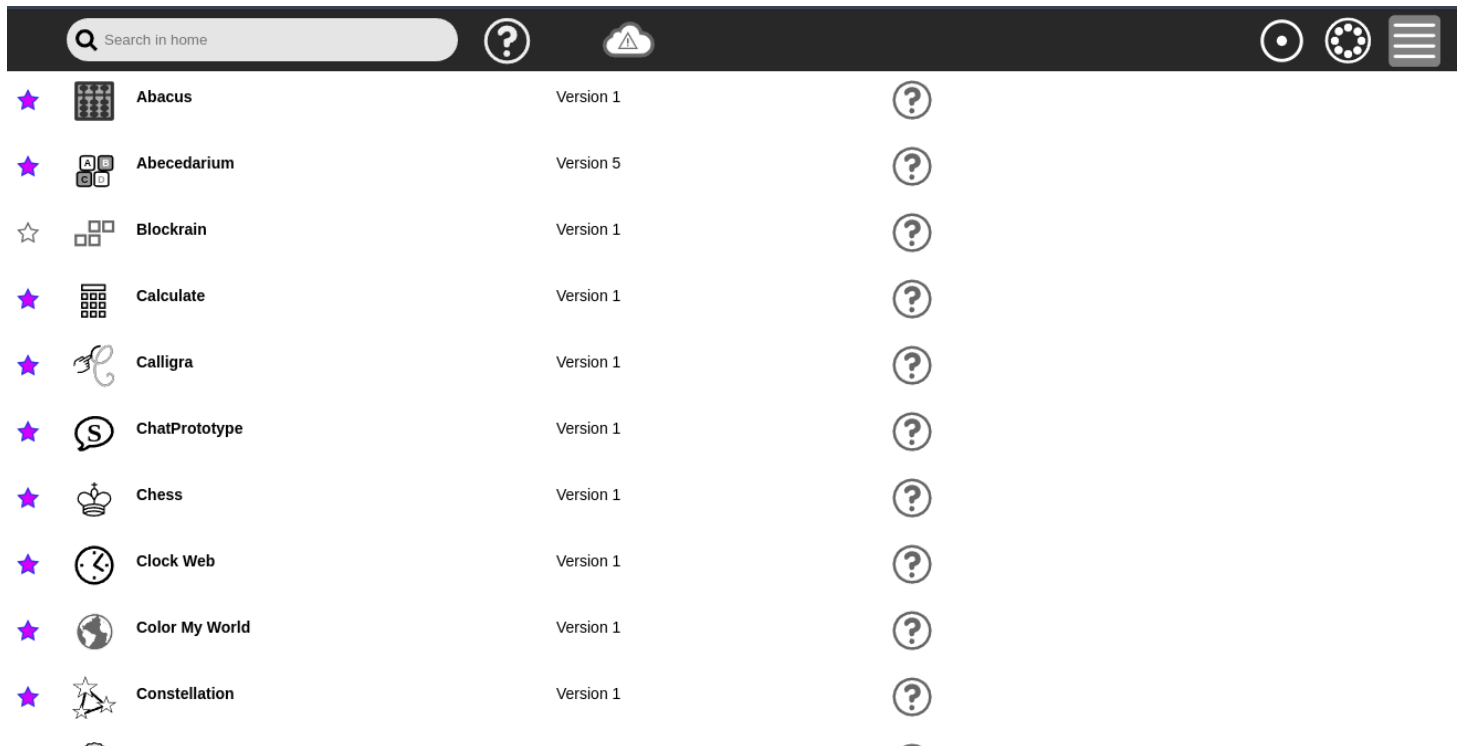
July 10 - July 14 (Mid-term evaluation)

Goals for mid term evaluation

Majorly, Localization of the app should be implemented. First Screen, Login and Home View should be working perfectly with most of the functionalities working.

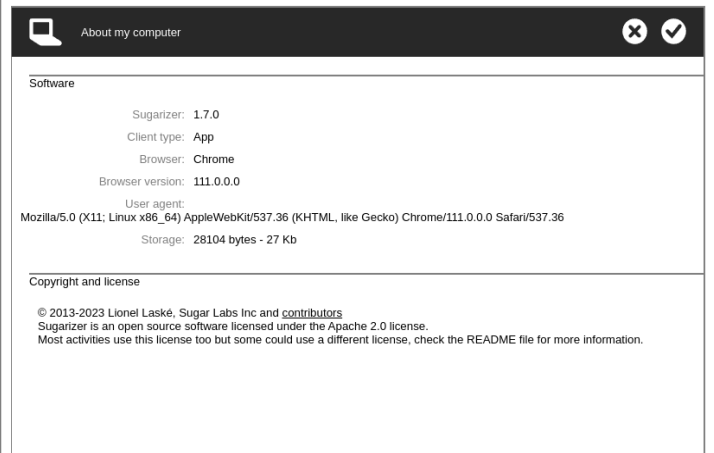
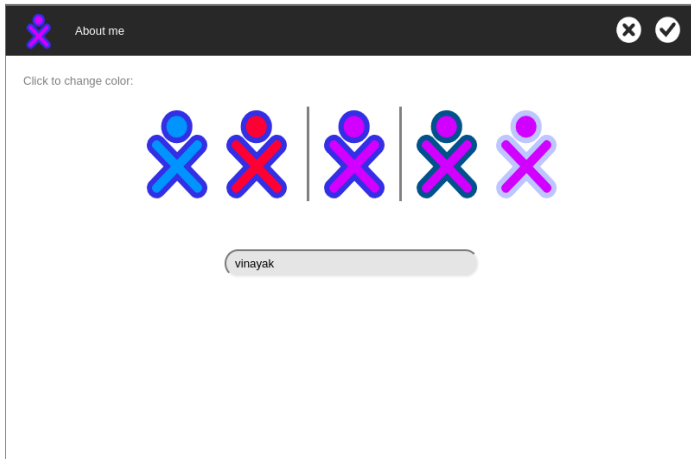
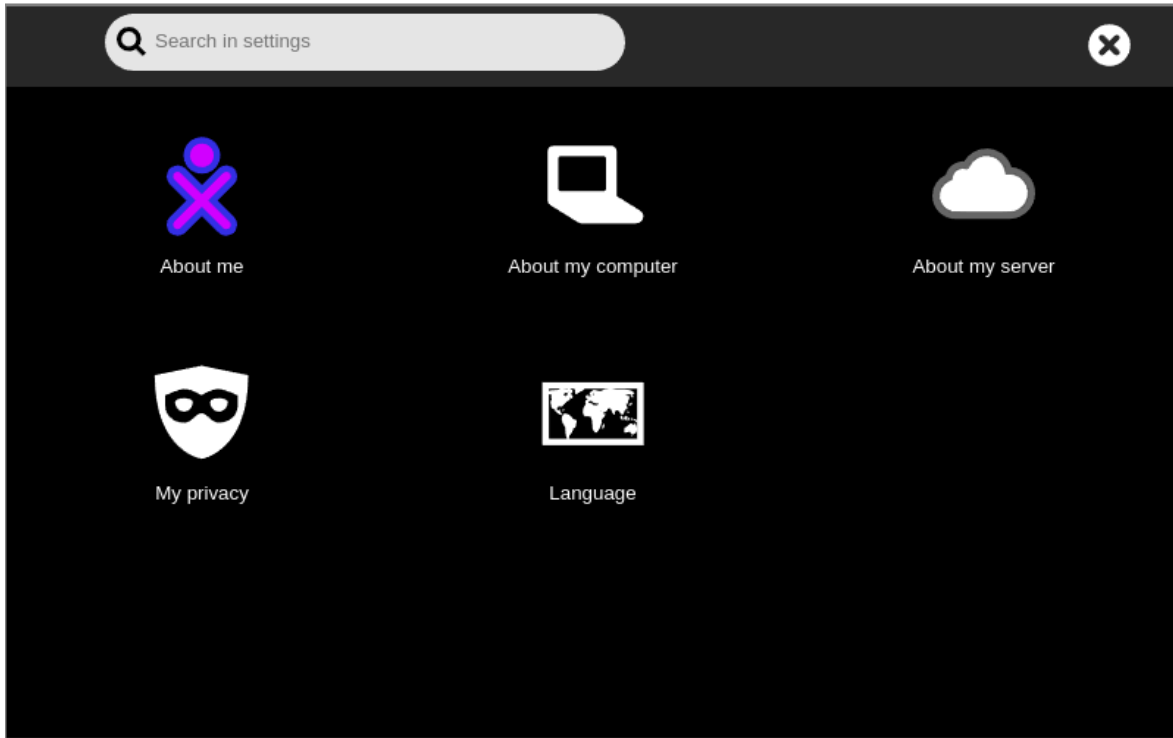
July 14 - July 23 (~ Week 9)

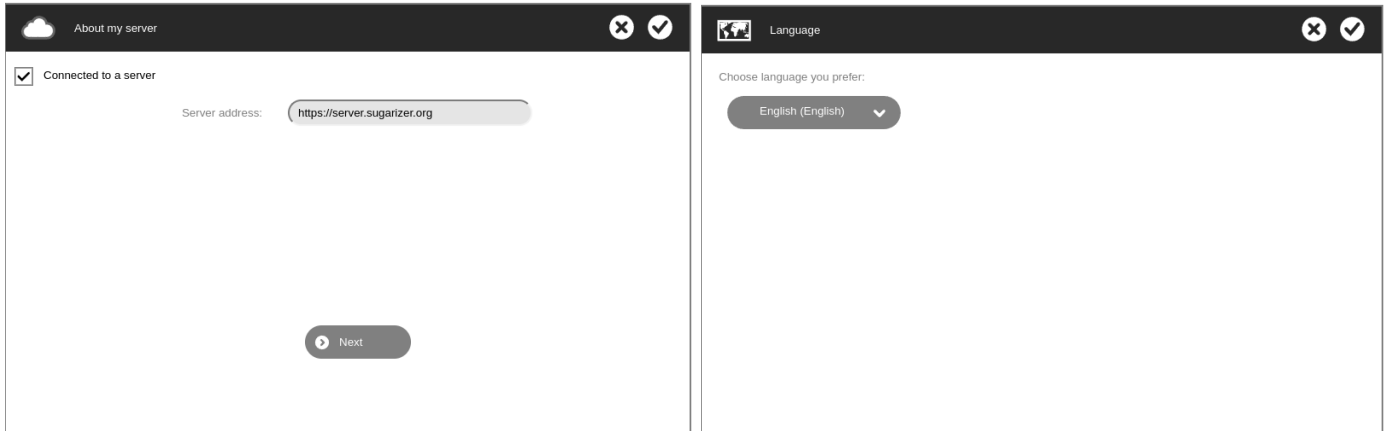
- Development of List View.



July 24 - July 30 (Week 10)

- Implementing the settings screen.





July 31 - August 13 (Week 11 & Week 13)

- Unit testing of the components.

August 14 - August 20 (Week 14)

- Fixing the patches (if they exist).
- Sugarizing the UI (if needed).

August 21 - August 27 (Final Week)

- Code review, refactoring of code (if needed).
- Finishing/ Final touch to the project.

August 28 - September 4 (Final Evaluation)

Goals for final evaluation

Completion of all the five screens (first screen, login, home view, list view and settings screen), implementation of other important features of sugarizer like localization and saving history of user and unit testing coverage of the components.

How many hours do you plan to spend each week on your project?

I plan to spend 4-6 hours daily, so, at least 24-30 hours a week.

How will you report progress between evaluations?

I would like to provide weekly progress reports and would appreciate it if you could suggest a suitable platform or method for me to share them with you regularly.

Post GSoC plans?

As someone who is new to Sugar Labs, I find the fact that it is a free/libre open source organization whose main aim is to make the learning process for students easy and enjoyable to be a bit intimidating. However, I am eager to become an active contributor and to learn as much as possible during my journey with the organization. In fact, I see myself eventually becoming a mentor for programs like GSoC, as I become more experienced and skilled in the Sugar Labs community. Even if I don't get selected for GSoC, I would like to be a contributor.