

## Express.Router

11 min

An Express router provides a subset of Express

Preview: Docs Methods are object properties that contain functions.

### [methods](#)

. To create an instance of one, we invoke the `.Router()` method on the top-level Express import.

To use a router, we *mount* it at a certain path using `app.use()` and pass in the router as the second argument. This router will now be used for all paths that begin with that path segment.

To create a router to handle all

Preview: Docs Loading link description

### [requests](#)

beginning with `/monsters`, the code would look like this:

```
const express = require('express');
const app = express();

const monsters = {
  '1': {
    name: 'godzilla',
    age: 2500000000
  },
  '2': {
    name: 'manticore',
    age: 21
  }
}

const monstersRouter = express.Router();

app.use('/monsters', monstersRouter);

monstersRouter.get('/:id', (req, res, next) => {
  const monster = monsters[req.params.id];
  if (monster) {
    res.send(monster);
  } else {
    res.status(404).send();
  }
}
```

```
});
```

Inside the `monstersRouter`, all matching routes are assumed to have `/monsters` prepended, as it is mounted at that path. `monstersRouter.get('/:id')` matches the full path `/monsters/:id`.

When a `GET /monsters/1` request arrives, Express matches `/monsters` in `app.use()` because the beginning of the path (`/monsters`) matches. Express' route-matching algorithm enters the `monstersRouter`'s routes to search for full path matches. Since `monstersRouter.get('/:id')` is mounted at `/monsters`, the two paths together match the entire request path (`/monsters/1`), so the route matches and the callback is invoked. The 'godzilla' monster is fetched from the `monsters` object and sent back.

## Instructions

### 1. Checkpoint 1 Passed

#### 1.

Create an `expressionsRouter` instance of `Express.Router`. Mount it at `/expressions` at your base app level with `app.use`.

After doing so, create a route for your `expressionsRouter` that will send all expressions for a `GET` request.

Hint

Remember, if the `expressionsRouter` is mounted properly at `/expressions`, the `GET` request for all expressions will use the `/` path inside the `expressionsRouter`.

## app.js

```
const express = require('express');
const app = express();
const expressionsRouter = express.Router();

const { getElementById, getIndexById, updateElement,
  seedElements, createElement } = require('./utils');

const PORT = process.env.PORT || 4001;

// Use static server to serve the Express Yourself Website
app.use(express.static('public'));
app.use('/expressions', expressionsRouter)
```

```
let expressions = [];
seedElements(expressions, 'expressions');

let animals = [];
seedElements(animals, 'animals');


// Get all expressions
expressionsRouter.get('/', (req, res, next) => {
  res.send(expressions);
});


// Get a single expression
app.get('/expressions/:id', (req, res, next) => {
  const foundExpression = getElementById(req.params.id, expressions);
  if (foundExpression) {
    res.send(foundExpression);
  } else {
    res.status(404).send();
  }
});


// Update an expression
app.put('/expressions/:id', (req, res, next) => {
  const expressionIndex = getIndexById(req.params.id, expressions);
  if (expressionIndex !== -1) {
    updateElement(req.params.id, req.query, expressions);
    res.send(expressions[expressionIndex]);
  } else {
    res.status(404).send();
  }
});
```

```
});
```

```
// Create an expression
```

```
app.post('/expressions', (req, res, next) => {  
  const receivedExpression = createElement('expressions', req.query);  
  if (receivedExpression) {  
    expressions.push(receivedExpression);  
    res.status(201).send(receivedExpression);  
  } else {  
    res.status(400).send();  
  }  
});
```

```
// Delete an expression
```

```
app.delete('/expressions/:id', (req, res, next) => {  
  const expressionIndex = getIndexById(req.params.id, expressions);  
  if (expressionIndex !== -1) {  
    expressions.splice(expressionIndex, 1);  
    res.status(204).send();  
  } else {  
    res.status(404).send();  
  }  
});
```

```
// Get all animals
```

```
app.get('/animals', (req, res, next) => {  
  res.send(animals);  
});
```

```
// Get a single animal
```

```
app.get('/animals/:id', (req, res, next) => {
  const animal = getElementById(req.params.id, animals);
  if (animal) {
    res.send(animal);
  } else {
    res.status(404).send();
  }
});

// Create an animal
app.post('/animals', (req, res, next) => {
  const receivedAnimal = createElement('animals', req.query);
  if (receivedAnimal) {
    animals.push(receivedAnimal);
    res.send(receivedAnimal);
  } else {
    res.status(400).send();
  }
});

// Update an animal
app.put('/animals/:id', (req, res, next) => {
  const animalIndex = getIndexById(req.params.id, animals);
  if (animalIndex !== -1) {
    updateElement(req.params.id, req.query, animals);
    res.send(animals[animalIndex]);
  } else {
    res.status(404).send();
  }
});
```

```
// Delete a single animal
app.delete('/animals/:id', (req, res, next) => {
  const animalIndex = getIndexById(req.params.id, animals);
  if (animalIndex !== -1) {
    animals.splice(animalIndex, 1);
    res.status(204).send();
  } else {
    res.status(404).send();
  }
});

app.listen(PORT, () => {
  console.log(`Server is listening on ${PORT}`);
});
```