Handling POST requests on the Submission Microservice

1. BucStop creates form data that contains the file for the POST request (You can change "file1" to file.FileName)

```
HttpContent fileStreamContent = new StreamContent(file.OpenReadStream());

using (var formData = new MultipartFormDataContent())
{
    formData.Add(fileStreamContent, "file1", "file1");
```

2. BucStop makes the POST request over to the Submission microservice

```
// For locally deploying it, change the port number to whatever the submission microservice is
var response = await _httpClient.PostAsync("https://localhost:32775/api/Submission", formData);
```

3. On a POST in the submission microservice, the MS will take the incoming file stream and copy it to itself

```
[HttpPost]
public async Task<IActionResult> Post()
{
    var filePath = CreateFilePath();

    await using var writeStream = System.IO.File.Create(filePath);

    foreach (var file in Request.Form.Files)
    {
        await file.CopyToAsync(writeStream);
    }

    return Ok();
}
```

4. Next, the copied file will have it's name changed with a random string of characters. Finally, .js will be added to the end of the file. (You can change this method if you do not want to change anything about the incoming file.)

```
private string CreateFilePath()
{
    var chars = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789";
    var stringChars = new char[8];
    var random = new Random();

    for (int i = 0; i < stringChars.Length; i++)
    {
        stringChars[i] = chars[random.Next(chars.Length)];
    }

    var finalString = new String(stringChars);

    var path = Path.Combine(Directory.GetCurrentDirectory(), @"Uploads", finalString);
    path += ".js";

    return $"{path}";
}
```

5. The submission microservice will then send a status code back to BucStop. If the message is Ok, then the user will know that the file was uploaded. If not, then an error message will show.

```
// For locally deploying it, change the port number to whatever the submission microservice is
var response = await _httpClient.PostAsync("https://localhost:32775/api/Submission", formData);

if (response.IsSuccessStatusCode)
{
    // Return a success message
    TempData["Message"] = "File uploaded successfully!";
}
else
{
    //return an error message
    TempData["Message"] = response.ToString();
}
```