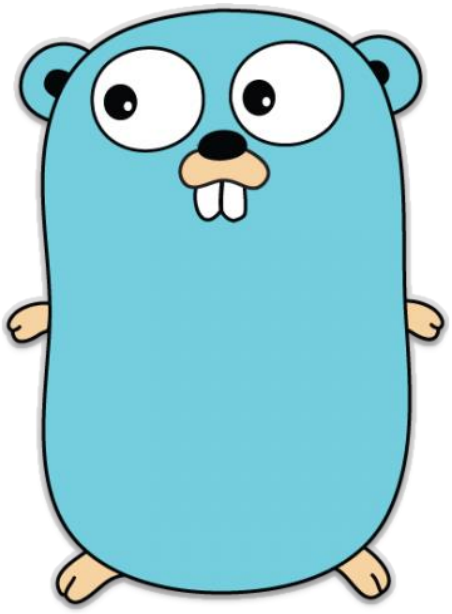
Go First App

Manual

Version 1.0



Control data	
TÍTULO	Go First App
VERSIÓN	1.0
TYPE	MANUAL
STATE	ENDED
LANGUAGE	ENGLISH
AUTHOR	ALEJANDRO LAYOS
CREATION DATE	17/02/2020
UPDATED	18/02/2020

Control changes

VERSION	AUTHOR	DATE	CHANGE DESCRIPTION
1.0	Layos	17/02/2020	First version

Contenido

1.Introduction

This document contains all the details about the application "Go First App". All requirements for this development have been defined by Lab Cab. The purpose of this document is to explain the architecture and usage of the requested app

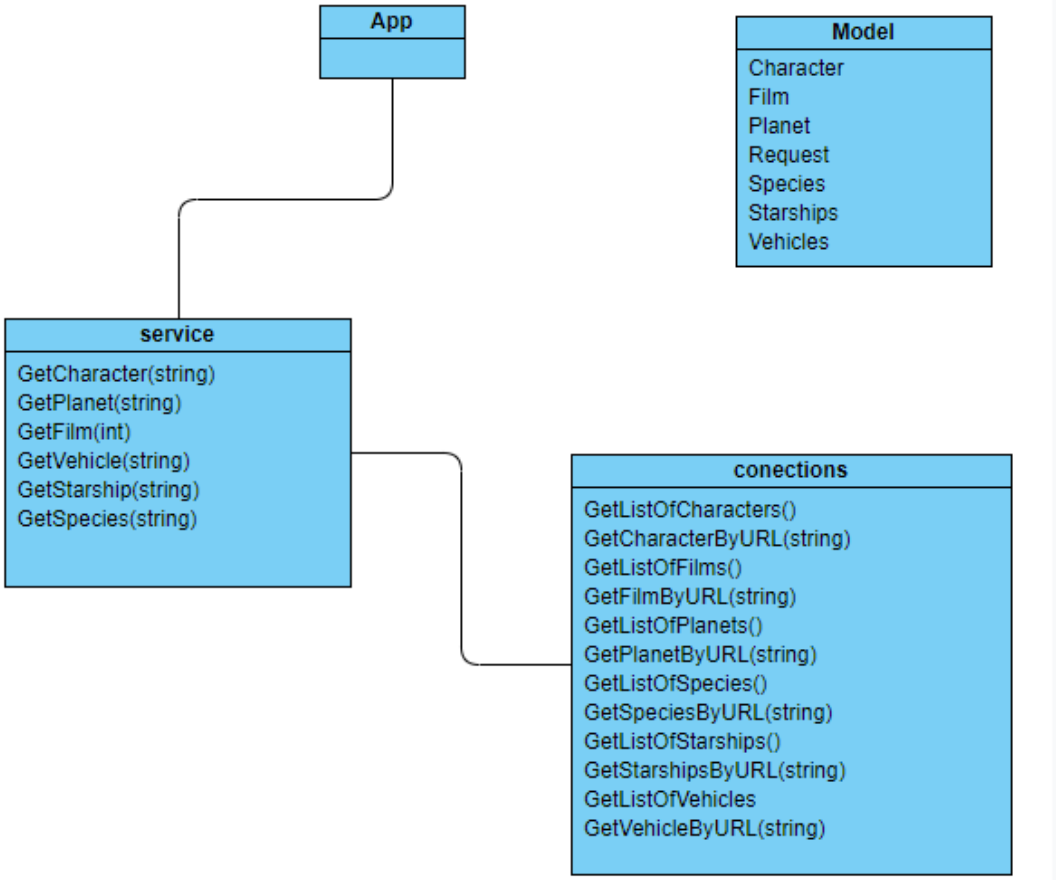
2.Requirements

- Create a java app to get some information from an API. The main class should communicate with an intermediate service that returns a JSON built with the API information retrieved.
- This service must use a third party library to make a GET request.
- The information retrieved should be stored so that it can be handled to perform searches depending on the user entry
- We need to run the app by command line:

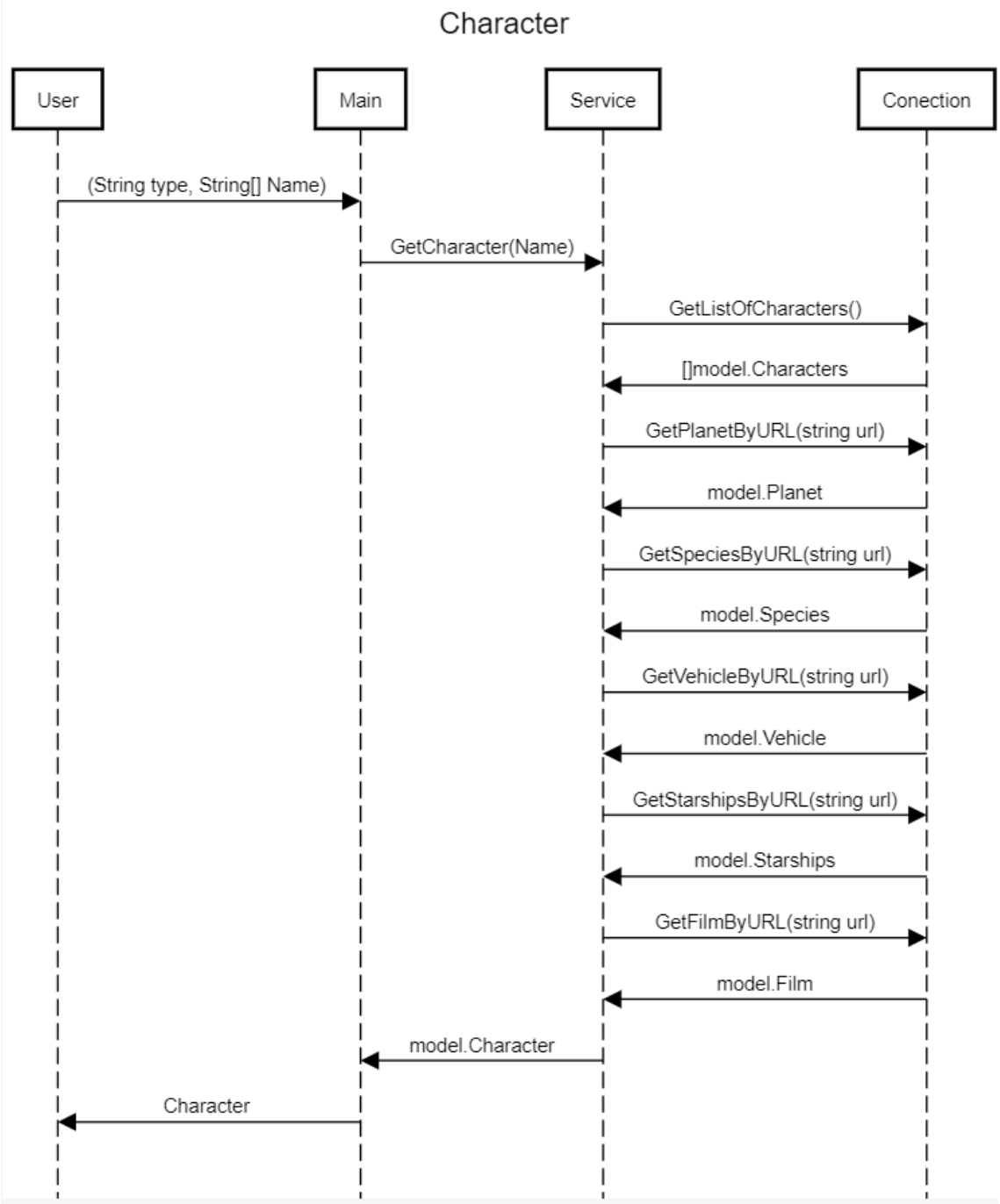
  bash$ java swcatalog "Han Solo"

- The argument will be the name of a Star Wars character and the app will search in the API.
- If the character exist the app returns all the information
- If the character do not exist the app will show a message : "The character do not exist"

3. Class Diagram



4.Sequence Diagram



5. Installation

1. Install go distribution from here https://golang.org/dl/
2. Clone the repository https://github.com/AlejandroLayos/startingGo.git
3. Go to src/main
4. Open a console and type > go build swcatalog.go

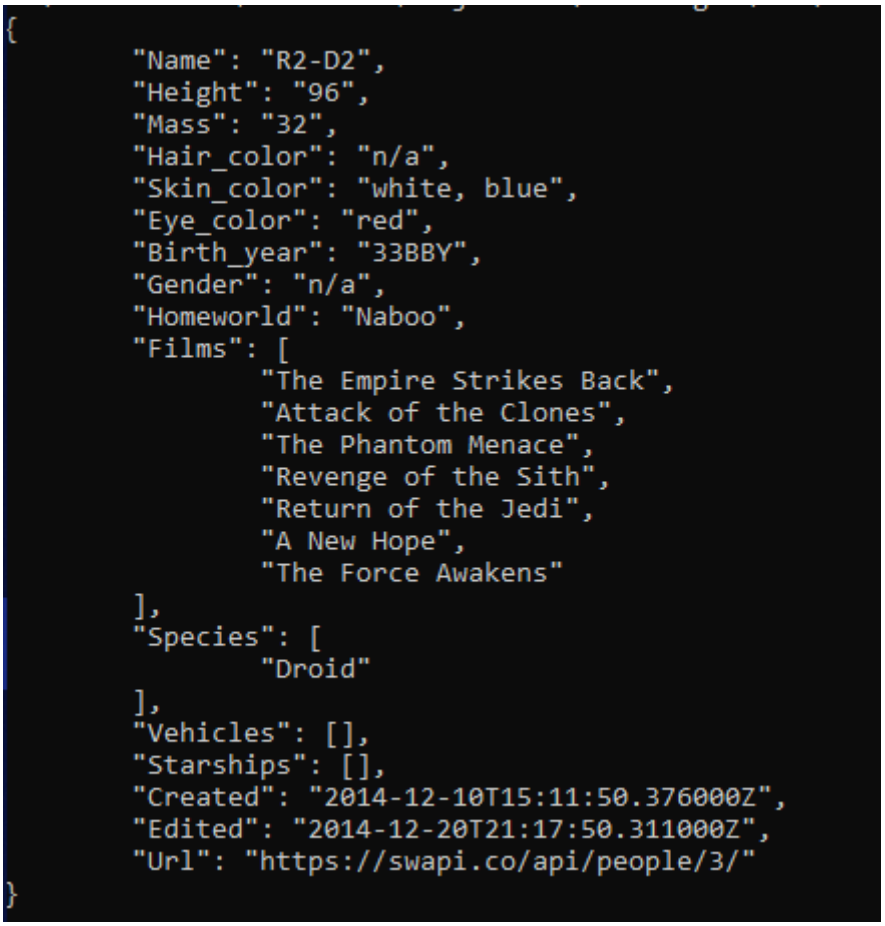
6.Usage

- To execute the app type: .\swcatalog -type [type of the object] [Name to find]
- The different types of objects are:

  planet, character, species, starship, vehicles , episode
- [Name to find] is the name of the object (R2-D2, Alderaan, Snowspeeder…)
- If you select episode instead of a name you have to type a number (1,2,3…)

6.1.Some examples

- .\swcatalog -type character R2-D2



- .\swcatalog -type planet Alderaan

- .\swcatalog -type episode 1

6.2.Unit test run

- Go to \src\test
- Open a console and type go test

7.Versions

Golang go1.13.8 windows/amd64

Visual Studio Code 1.42.1