

## ACTIVIDAD NODE JS / MY SQL

### Código de API:

<https://github.com/DiegoAraque21/BeatHop/tree/main/API>

### Dump de DB:









<https://github.com/DiegoAraque21/BeatHop/blob/main/Data%20Acquisition/dbBeathopBackup.sql>

## USERS Y FORMS

### Código:

<https://github.com/DiegoAraque21/BeatHop/blob/main/API/routes/userRoutes.js>

### Tabla User:

Result Grid			Filter Rows:				Export/Import:			Wrap Cell Content:	
	idUser	name	lastName	email	password	userType	age	gender	idForm		
▶	84	Marco	Torres	marcotorres258@gmail.com	123123	Player	19	M	224		
	94	Alvaro	García	alvarogarcia@gmail.com	123123	Player	19	M	234		
	104	Salo	Dabbha	salodabbha@gmail.com	123123	Player	20	M	244		
	114	Diego	Araque	diegoaraque@gmail.com	123123	Player	20	M	254		
	134	Sandra	Castro	sandracastro@gmail.com	123123	PAS Admin	22	F	274		
	144	Paul	Fernandez	paulfernandez@hotmail.com	60360924	Player	18	M	284		
	154	Pablo	Hernandez	pablohernandez@yahoo.com	n983-ryhus	PAS Admin	25	O	294		
	164	Jorge	DeSousa	JorgeSousa@hotmail.com	936ey02yh	PAS Admin	30	M	304		
	174	Cristina	Vazquez	cristinavazquez@gmail.com	893yf97db	Player	27	F	314		
	184	Ana	Herrero	anaherrero@gmail.com	08ghdpadb-d	Player	19	F	324		
	194	Sergio	Villalobos	sergiovillalobos@hotmail.com	bdiybeiyb72	Player	22	M	334		
	204	Cristiano	Ronaldo	cr7@gmail.com	cr7-bchebc	Player	37	M	344		
	214	Javier	villanueva	javiVilla@hotmail.com	nb8370d	Player	21	O	354		
	224	Iker	Torres	ikersin@hotmail.com	98duuda	PAS Admin	27	M	364		
	244	Diego	Fernandez	diego234@gmail.com	ibbdyibe291e	Player	21	M	384		
	254	Luis	Ocampo	lucho@icloud.com	inodun212e	Player	21	O	394		
	264	Carlos	Orfao	carlitosOrfao@gmail.com	kbhehb23	Player	24	M	404		
	274	Maria	Alvarez	mariaA@icloud.com	jkndij3b2i	Player	24	F	414		
	284	Adriana	Schneider	adrianaSchneider@gmail.com	jneib3hi24b	Player	19	F	424		
	294	Claudia	Martin	claudiaMartin@hotmail.com	jneib3i2rb	PAS Admin	28	F	434		
	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL		

### Tabla Form:

Result Grid				
Filter Rows:				
	idForm	answer 1	answer 2	answer 3
▶	224	Yes	Yes	Some of them
	234	No	Some of them	Yes
	244	No	Some of them	Some of them
	254	Yes	No	Yes
	274	Yes	Yes	Yes
	284	No	Some of them	No
	294	Yes	Yes	Yes
	304	Yes	Yes	Yes
	314	No	Some of them	Some of them
	324	Yes	No	Some of them
	334	Yes	Some of them	Some of them
	344	No	No	No
	354	Yes	Yes	Yes
	364	Yes	Yes	Yes
	374	Yes	Yes	Yes
	384	Yes	No	No
	394	No	No	No
	404	Yes	Some of them	Some of them
	414	No	Some of them	Some of them
	424	Yes	Some of them	No
	434	Yes	Yes	Yes
*	NULL	NULL	NULL	NULL

## Formulario:

BeatHop

Log In

Create Account

Enter Your Data

Name

Last Name

Email

Password

User Type

Gender

Age

Questions

Have you played any percussion instrument?

Can you identify the musical notes?

Can you identify all the different tempo notes?

Create Account

GAMERUNS Y LEVELS

## Código:

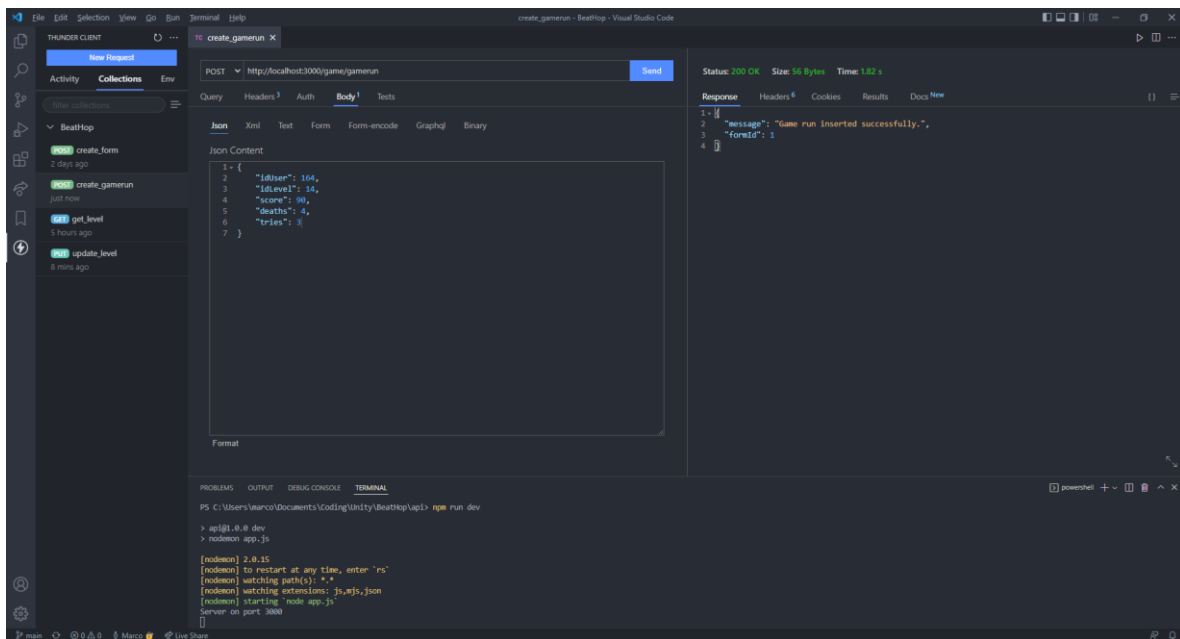
<https://github.com/DiegoAraque21/BeatHop/blob/main/API/routes/gameRoutes.js>

## Tabla Game Run:

Result Grid						
Filter Rows:						
	idGameRun	idUser	idLevel	score	deaths	tries
▶	24	84	4	80	5	3
	44	94	14	100	2	4
	54	94	24	60	9	5
	64	164	24	70	3	6
	74	194	4	30	5	1
	84	274	14	70	2	5
	94	144	4	80	7	8
	104	154	24	90	1	6
	114	154	24	20	8	2
	124	184	4	40	5	3
	134	214	14	50	5	3
	144	264	14	20	8	4
	154	294	24	10	9	7
	164	174	4	60	4	3
	184	84	4	70	3	6
	194	94	24	80	2	6
	204	134	14	80	2	9
	214	204	4	60	4	2
	224	184	24	90	1	6
	234	154	4	100	1	9
	NULL	NULL	NULL	NULL	NULL	NULL

## Thunder Client:

La creación de nuevos gameruns será desde el video juego pero todavía no está implementado. Por lo tanto se simularon las peticiones con thunder client.



## Tabla Level:

Solo habrá tres niveles, no habrá creación de nuevos niveles, solo habrá actualización de sus datos.

Result Grid						
Filter Rows:						
	idLevel	levelName	avgScore	totalDeaths	totalTries	amountGameRuns
	4	Mountains	65	34	38	8
	14	The City	64	19	25	5
	24	North Pole	60	33	38	7
	NULL	NULL	NULL	NULL	NULL	NULL

## Thunder Client:

The screenshot shows the Thunder Client interface within Visual Studio Code. A PUT request is being made to the endpoint `http://localhost:3000/game/level`. The request body is a JSON object with the following content:

```
1 {
2   "idLevel": 4,
3   "avgScore": 65,
4   "totalDeaths": 34,
5   "totalTries": 38,
6   "amountGameRuns": 8
7 }
```

The response status is `200 OK` with a size of `60 Bytes` and a time of `602 ms`. The response body is a JSON object:

```
1 {
2   "message": "Successfully updated level data.",
3   "status": true
4 }
```

The bottom panel shows the terminal output of the development server:

```
PS C:\Users\marco\Documents\Coding\Unity\Beahtop\api> npm run dev
> api@1.0.0 dev
> nodemon app.js

[nodemon] 2.0.15
[nodemon] to restart at any time, enter 'rs'
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,json
[nodemon] starting 'node app.js'
Server on port 3000
```