# Questions

1. What is responsible for defining the routes of the game’s resource?

*gamesRouter*

1. What do you notice about the folder structure? What’s the client responsible for? What’s the server responsible for?

*The folder structure keeps both ends of the application separated. The client deals with the front end while the server deals with the back end.*

1. What are the responsibilities of server.js?

* *Connecting to Express, Cors and MongoClient.*
* *Setting up the database and games router*
* *Listening for requests on port 5000.*

1. What are the responsibilities of the gamesRouter?

*The routing for the game resource.*

1. What process does the client (front-end) use to communicate with the server?

*In GamesService, the server URL is fetched*

1. What optional second argument does the fetch method take? And what is it used for in this application? Hint: See Using Fetch on the MDN docs

*It takes an init object that allows you to control a number of different settings. In this application it is used to control the request method type, body and headers.*

1. Which of the game’s API routes does the front-end application consume (i.e. make requests to)?

*Get, Post and Delete*

1. What are we using the MongoDB Driver for?

*It allows us to connect to MongoDB and work with data within our application.*