# Angular Components and Markup Exercises

## Run and test the provided server

Using postman run requests to the following endpoints.

### Login

http.post('{yourLocalHostAdress}+/login',

{username: 'user', password: 'pass'},

{headers: {'Content-Type': 'application/json'}

})

### Pokedex

http.get('{yourLocalHostAdress}+/pokedex?pokename={partOfPokemonName}',

{headers: {'Content-Type': 'application/json'}

})

### Pokemon

http.get('{yourLocalHostAdress}+/pokemon?pokemonId={partOfPokemonName}',

{headers: {'Content-Type': 'application/json',

'Authorization': {token}}

})

## Create Login

Create login component. Upon pressing the button "Login", your app should send appropriate request to the server. Upon receiving response save the incoming data, so that it can be reused for authentication purposes.

## Create PokeList

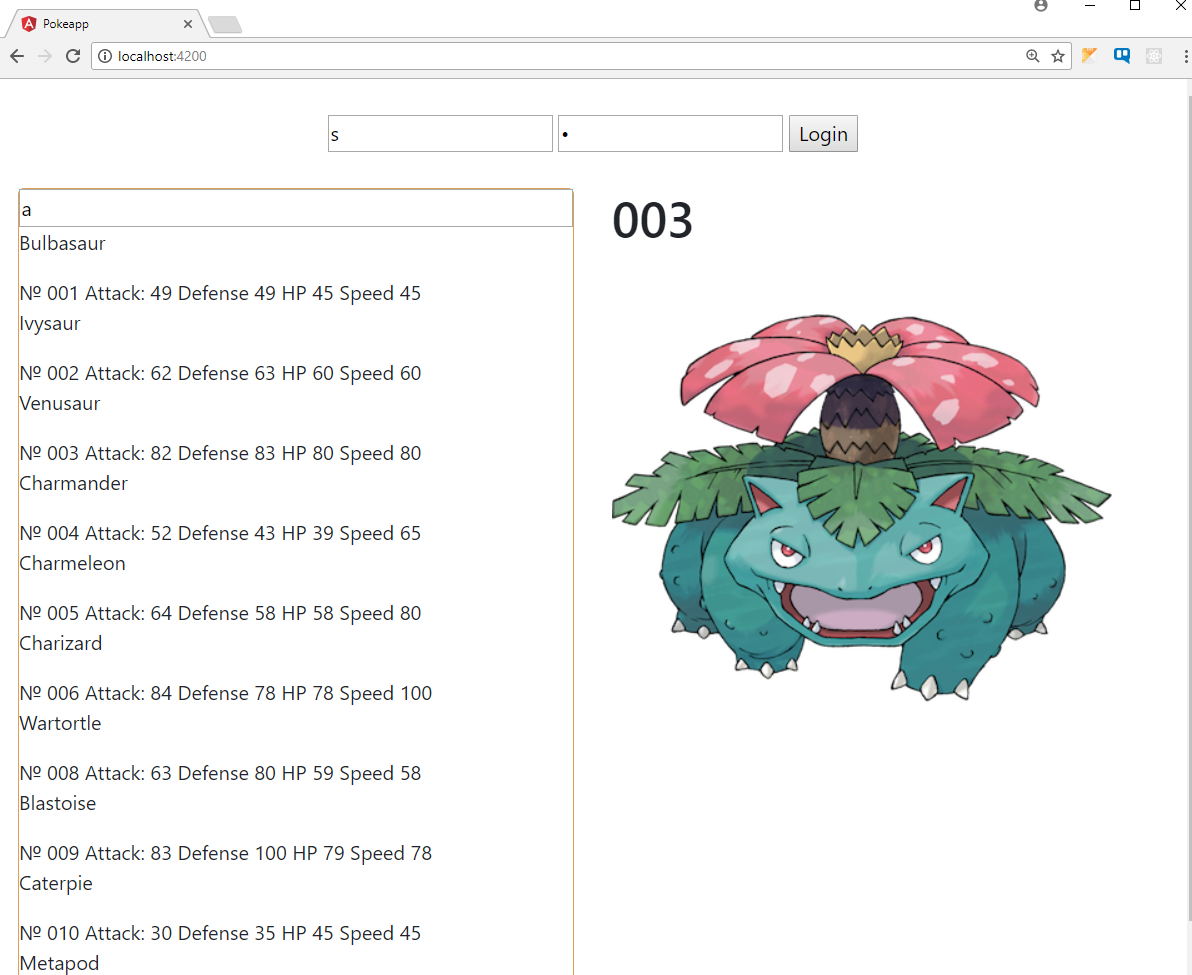
Create search input, that will dynamically (upon key press) create requests, to the appropriate path, which will return list of pokemons, that must be displayed in a table.

**! All rows of the list should be generated with** **'\*ngFor'**

## Show Image

Upon clicking on element of the PokeList, make request to the appropriate end-point (1.3) and visualize image of the selected pokemon, using the response img path.

**! All request must be done through a service component**

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