# LOYALIST COLLEGE IN TORONTO

Go API for Current Toronto Time with MySQL Database Logging

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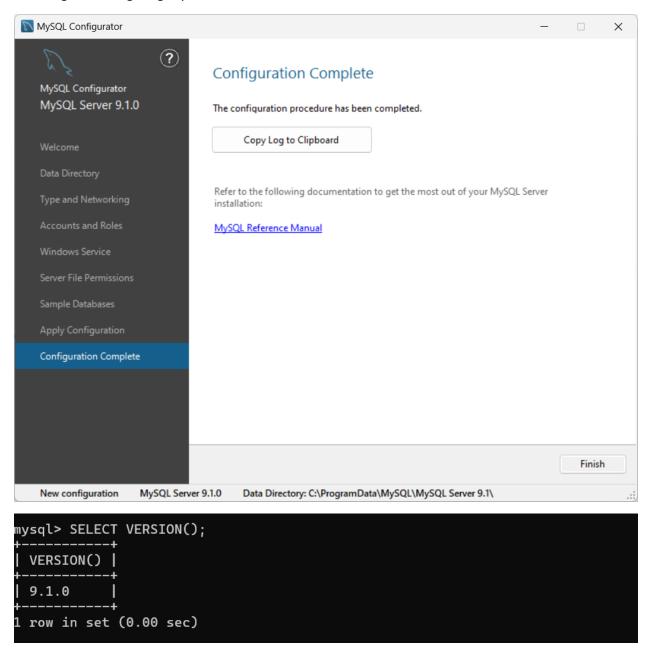
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Building a Go API for Current Toronto Time with MySQL Database Logging.

#### Tasks:

## 1. Set Up MySQL Database:

Installing and configuring MySQL.



Creating Database 'go\_api'

```
mysql> create database go_api;
Query OK, 1 row affected (0.01 sec)
mysql> use go_api;
Database changed
```

Creating a table named time\_log with two fields: id (primary key) and timestamp.

```
mysql> create table time_log (
    -> id INT AUTO_INCREMENT PRIMARY KEY,
    -> timestamp DATETIME NOT NULL
    -> );
Query OK, 0 rows affected (0.03 sec)

mysql> |
```

```
mysql> DESCRIBE time_log;
 Field
                                Key
                                      Default |
             Type
                         Null
                                                Extra
  id
              int
                         NO
                                PRI
                                      NULL
                                                auto_increment
 timestamp
            datetime
                         NO
                                      NULL
2 rows in set (0.01 sec)
```

## 2. API Development:

Write a Go application with a web server and creating an API endpoint /current time that returns the current time in Toronto.

#### 3. Time Zone Conversion:

Use Go's time package to handle the time zone conversion to Toronto's local time.

```
// Get the current time in Toronto and format it
currentTime := time.Now().In(loc).Format("2006-01-02 15:04:05")

{"current_time":"2024-11-28 11:30:09"}
```

#### 4. Database Connection:

Connect to your MySQL database from your Go application.

On each API call, insert the current time into the time\_log table.

```
// Insert the current time into the time_log table
_, err = db.Exec("INSERT INTO time_log (timestamp) VALUES (?)", currentTime)
if err != nil {
   http.Error(w, "Failed to insert time into database", http.StatusInternalServerError)
   log.Printf("Error inserting time into database: %v", err)
   return
}
```

#### 5. Return Time in JSON:

Format the response from the /current-time endpoint in JSON.

```
type TimeResponse struct {
    CurrentTime string `json:"current_time"`
}

// Create a response with the formatted time
    response := TimeResponse{CurrentTime: currentTime}

// Set the content type to JSON and send the response
    w.Header().Set("Content-Type", "application/json")
    if err := json.NewEncoder(w).Encode(response); err != nil {
        http.Error(w, "Failed to encode JSON", http.StatusInternalServerError)
        log.Printf("Error encoding JSON: %v", err)
}
```

# 6. Error Handling:

Implement proper error handling for database operations and time zone conversions.

```
func logCurrentTime() error {
    // Get the current time for logging
    currentTime := time.Now().Format("2006-01-02 15:04:05")

    // Insert the current time into the time_log table
    _, err := db.Exec("INSERT INTO time_log (logged_time) VALUES (?)", currentTime)
    if err != nil {
        return fmt.Errorf("error inserting time into database: %v", err)
    }

    return nil
}
```

## **Bonus Challenges**

• Implement logging in your Go application to log events and errors.

• Create an additional endpoint to retrieve all logged times from the database.

```
// Fetch all logged times from the database
func getAllLoggedTimes() ([]LoggedTime, error) {
   var times []LoggedTime

   // Query to fetch all logged times
   rows, err := db.Query("SELECT id, logged_time FROM time_log")
   if err != nil {
      return nil, fmt.Errorf("error querying database: %v", err)
   }
   defer rows.Close()
```

```
// New endpoint to retrieve all logged times
http.HandleFunc("/all-times", func(w http.ResponseWriter, r *http.Request) {
    // Fetch all logged times from the database
    loggedTimes, err := getAllLoggedTimes()
    if err != nil {
        http.Error(w, "Failed to fetch logged times", http.StatusInternalServerError)
        log.Printf("Error fetching logged times: %v", err)
        return
}
```