Quest 4: Payments API Guide.

1. First Step: Installing Circle's Sample Web Application

1.1 check if git is installed on your machine, run the following command on you terminal:

git -v

1.2 *git -v* will the git version on your machine else head to
https://github.com/git-guides/install-git and install-git

1.3 check to make sure node is installed on your machine, on the terminal run**:**

node -v

1.4 if a version is returned then node is installed on your machine else use https://nodejs.org/en/ to install node

1.5 since the project repository we will work with was set up with yarn, we need will use yarn as our node.js package manager

* run the following command on your terminal:

yarn —version

1.6 if it does not return a version number, run the below command on the terminal to install yarn:

npm install --global yarn

1.7 Next run the command below to clone the working repo.

git clone **https://github.com/circlefin/payments-sample-app.git**

1.8 once the repository is cloned, run the command below to navigate to "payments-sample-app" :

cd payments-sample-app

1.9 open the current directory(ie payments-sample-app) using a code editor of your choice, I will use vscode.

code .

```
/payments-sample-app [master] > code .
```

1.10 Next, we will need to create a .env file that will store our environment variables.

→ Run the command below in the terminal of your vscode to create .env and set the environment variable.

echo BASE_URL=https://api-sandbox.circle.com > .env

```
/payments-sample-app [master] > echo BASE_URL=https://api-sandbox.circle.com > .env
/payments-sample-app [master] > █
```

1.11 install the necessary libraries by running the command below

yarn install

```
/payments-sample-app [master] > yarn install
```

1.12 once the libraries are done installing, we start the web server by running the command below in the terminal, also make sure you are using node version > 16:

yarn dev

```
○ (base) page Mar 2 15:47 ~/.../circle guide to quest 4-6/4 quest/payments-sample-app [master] > yarn dev
yarn run v1.22.19
warning ../../../../../package.json: No license field
$ cross-env NODE_ENV=development nuxt


   ┌─────────────────────────────────────────────────────────┐
   │                                                         │
   │   Nuxt @ v2.15.8                                         │
   │                                                         │
   │   ▸ Environment: development                            │
   │   ▸ Rendering:   client-side                            │
   │   ▸ Target:      server                                 │
   │                                                         │
   │   Listening: http://192.168.43.59:3011/                 │
   │                                                         │
   └─────────────────────────────────────────────────────────┘

i Preparing project for development                                                    15:50:56
i Initial build may take a while                                                       15:50:56
✔ Builder initialized                                                                  15:50:56
✔ Nuxt files generated                                                                 15:50:57

  WARN  Browserslist: caniuse-lite is outdated. Please run:                            15:51:00
npx browserslist@latest --update-db

Why you should do it regularly:
https://github.com/browserslist/browserslist#browsers-data-updating


✔ Client
  Compiled successfully in 1.34m


  WARN  Browserslist: caniuse-lite is outdated. Please run:                            15:51:08
  npx browserslist@latest --update-db
  Why you should do it regularly: https://github.com/browserslist/browserslist#browsers-data-updating

i Waiting for file changes                                                             15:52:27
i Memory usage: 922 MB (RSS: 1.09 GB)                                                  15:52:27
i Listening on: http://192.168.43.59:3011/                                             15:52:27
No issues found.                                                                       15:52:27
```

→ once "web server" is up and running, navigate to this url on your browser http://localhost:3011/ .
you should see output like the one shown below:

2. Making Card Payments in the Sandbox Environment

2.1 click on the setting icon at the top right: check image below

2.2 enter the api key you obtained from the quest 3: check image below....
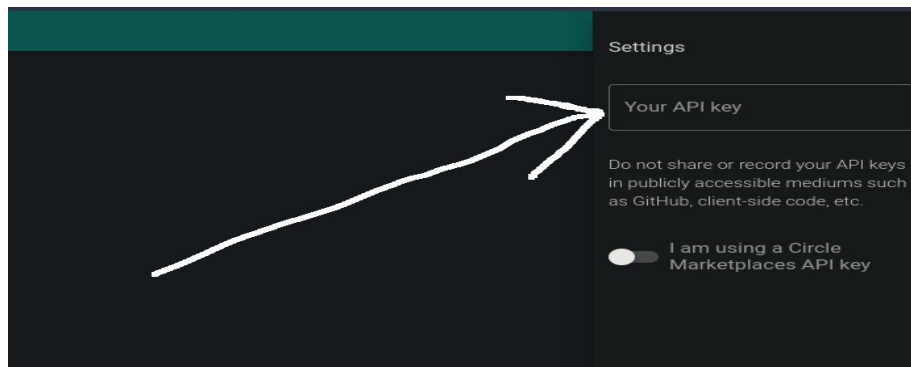
2.3 After inserting the API key, it will be possible to card payment. Return to the main page, click on "Charge Flow", a page like the one below comes up, "click on the 'PREFILL FORM' button pointed by the arrow

2.4 after you clicked on "prefill form", select one of the card details made available and proceed to add '9.99' in the amount field... see below for confirmation...

2.5 after adding 9.99 for amount, click on "make payment"

2.6 after clicking 'make payment', you will see a window as the one below, copy down the 'payment id', as we will need it later
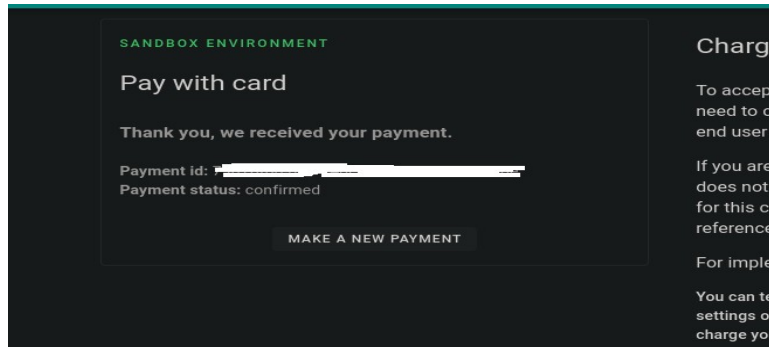

3 : Making an API Call

3.1 Having completed Quest 2 Step 5, open postman we will reuse the Exchange API Rate collection to create our API request


Follow the arrows in the picture above, click on the 'three dot icon' as shown on "arrow 1", then click on "arrow 2" to 'add request'

3.2 Follow the image below, in the request tab we created from step 3.1, click on 'authorization' as pointed by 'arrow 1', then click on the drop-down as shown by 'arrow 2', finally click on 'Bearer token' as shown by arrow 3
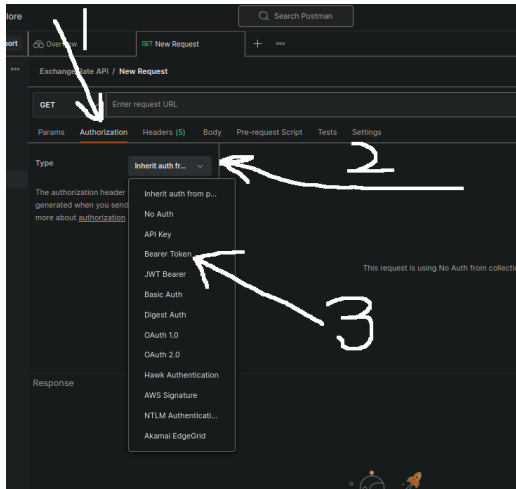
3.3 Enter your api key that you obtained from the third quest as shown by arrow in the image below
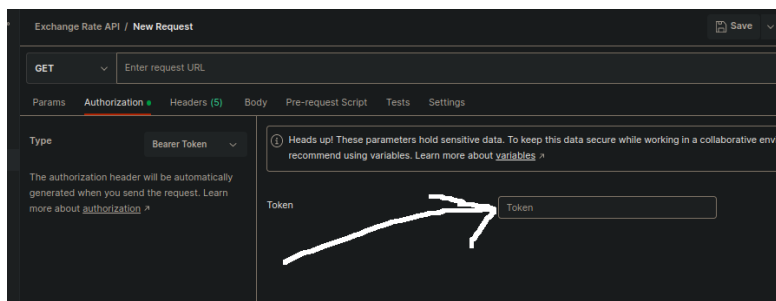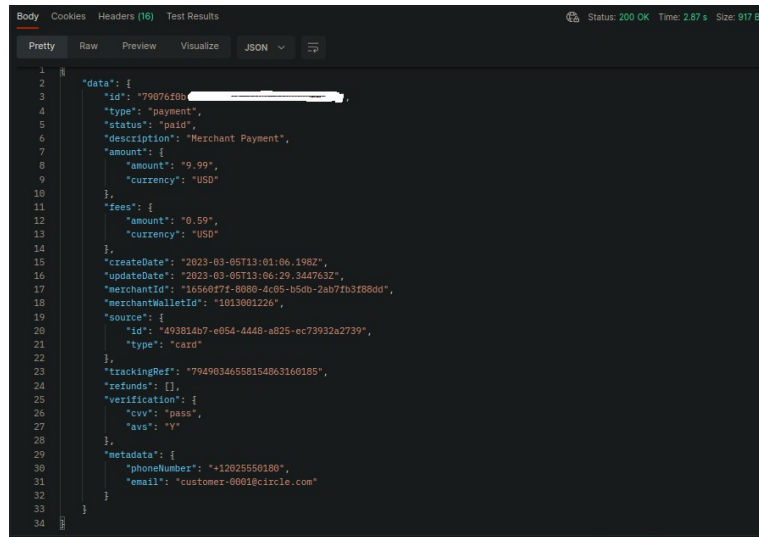

3.4 copy the this url and paste it in the 'Get' field
https://api-sandbox.circle.com/v1/payments/${PAYMENT_ID}, also replace the 'PAYMENT_ID' with 'payment id' obtained from step 2.6. check the image below for reference
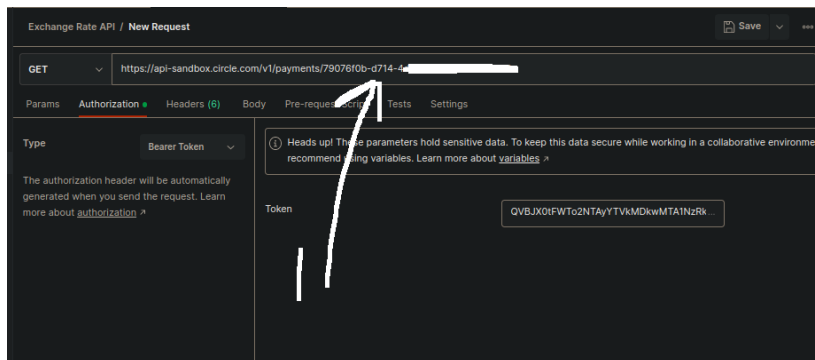
3.5 after step 3.4, click on 'send' button

=>   the output below will be retrieved

Weldone, you did it.