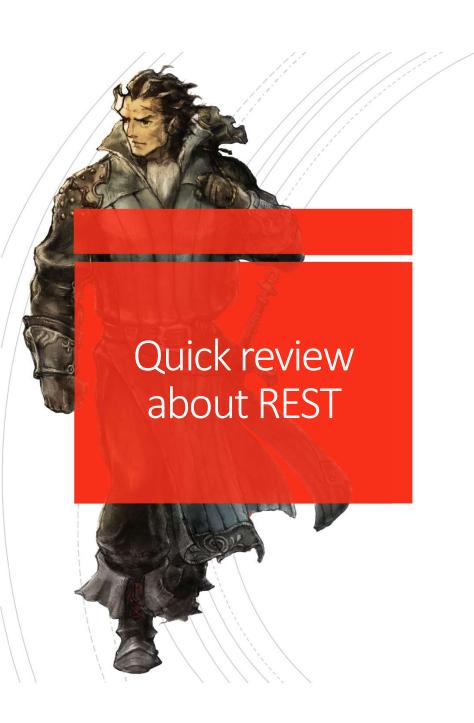


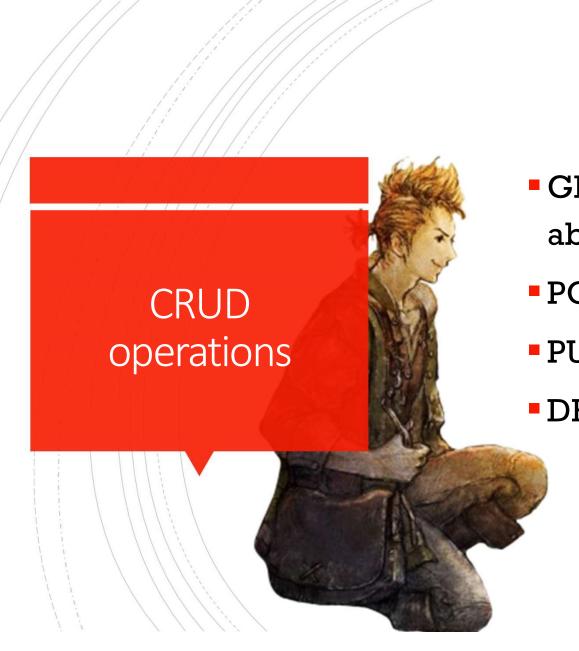
Andrea Traldi, Davide Schmidt



REST (Representational State Transfert)

Resource

Stateless



GET -> obtain informations about a resource

■ POST -> add a new resource

PUT -> modify a resource

DELETE -> delete a resource



• HTTPie is a software that let us perform HTTP requests easily from the terminal of our VM

• The syntax is really simple:
http <REQUEST> <resource/path> [json_data]

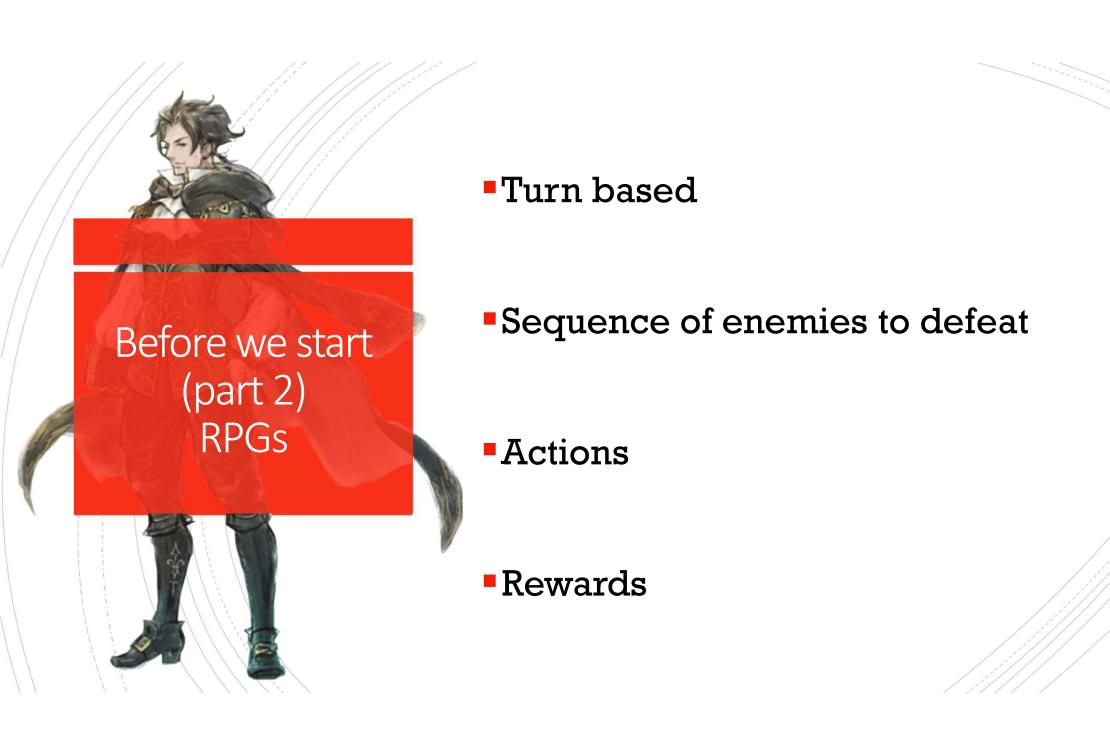
Before we start (part 1)
HTTPie

When you need to attach data (in json format) to your request, just use the following syntax: <key> = <value>, ...

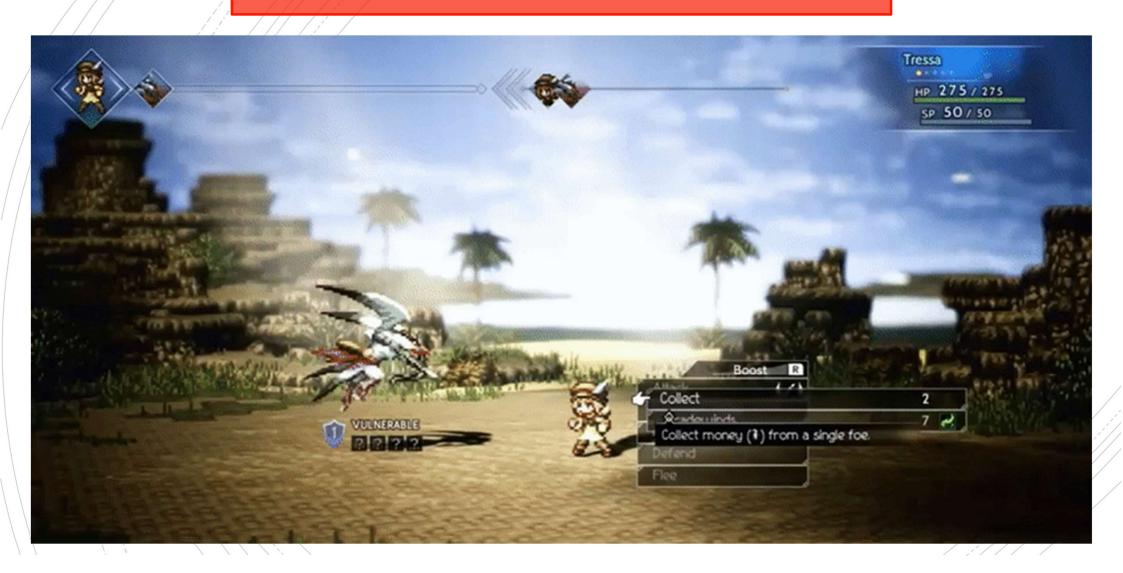
(e.g.: Name = Andrea, Surname = Traldi, Age = 22)

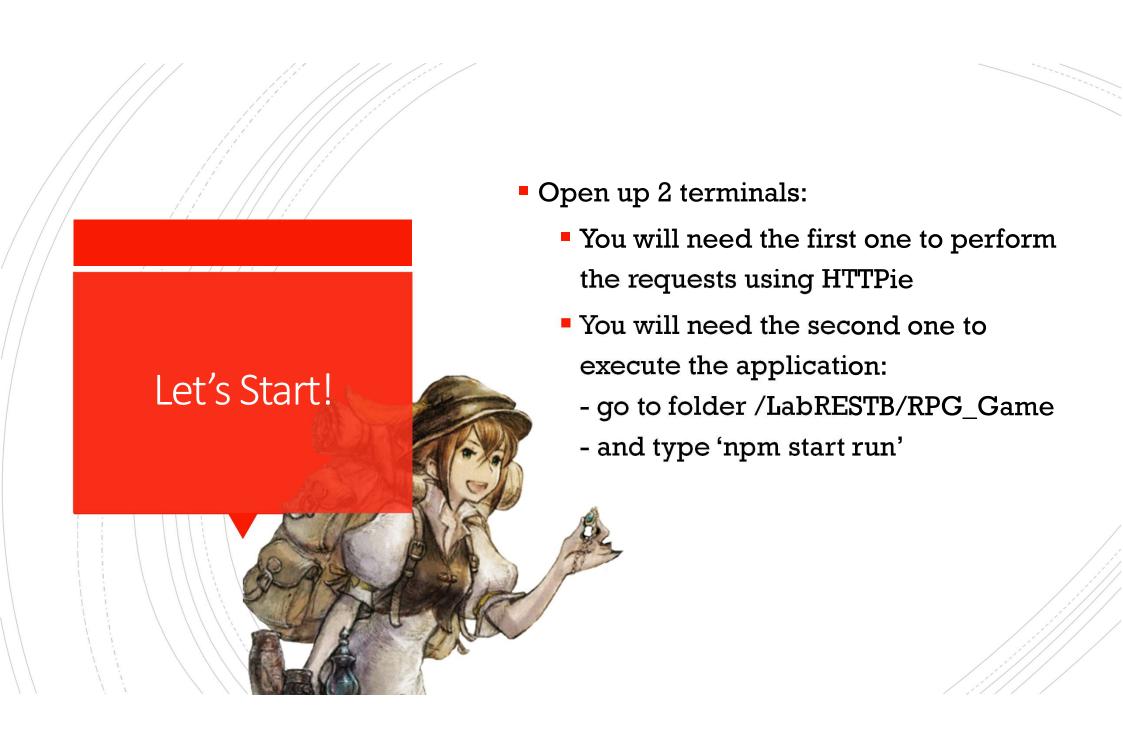
If you need more information check this link:

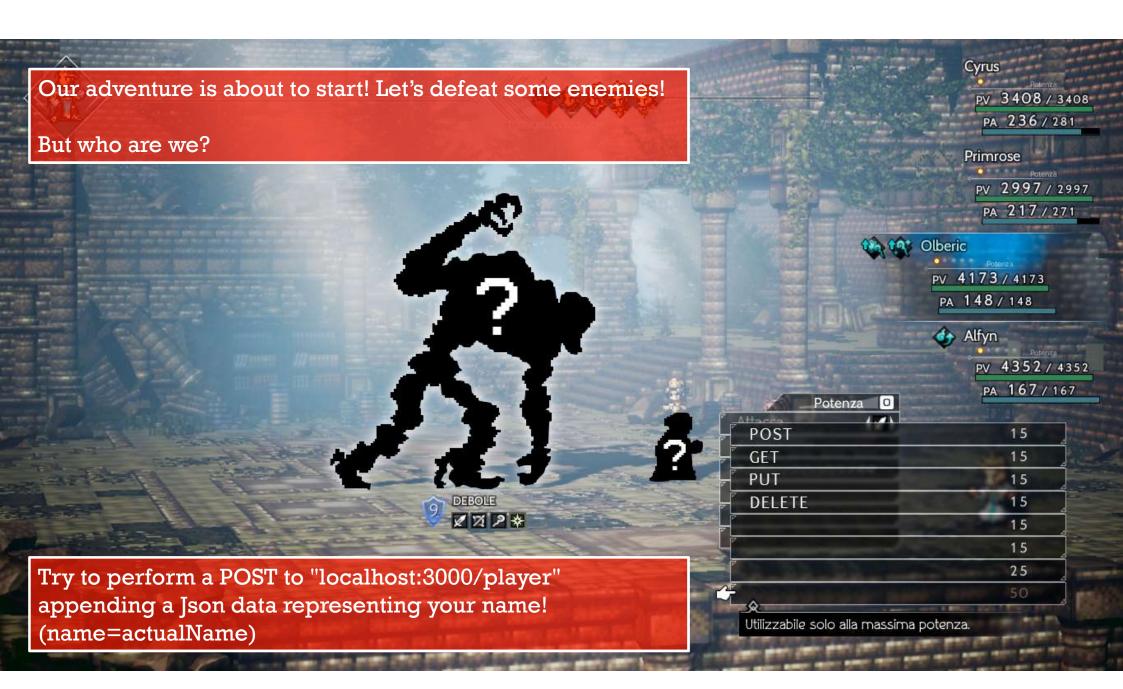
https://httpie.org/

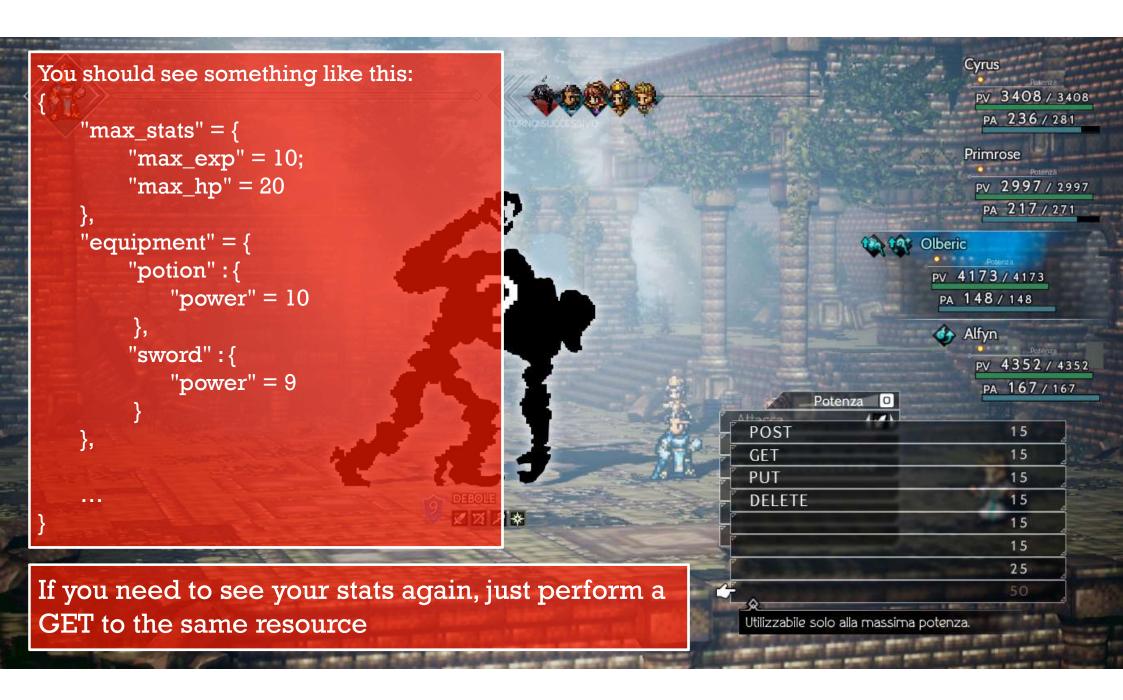


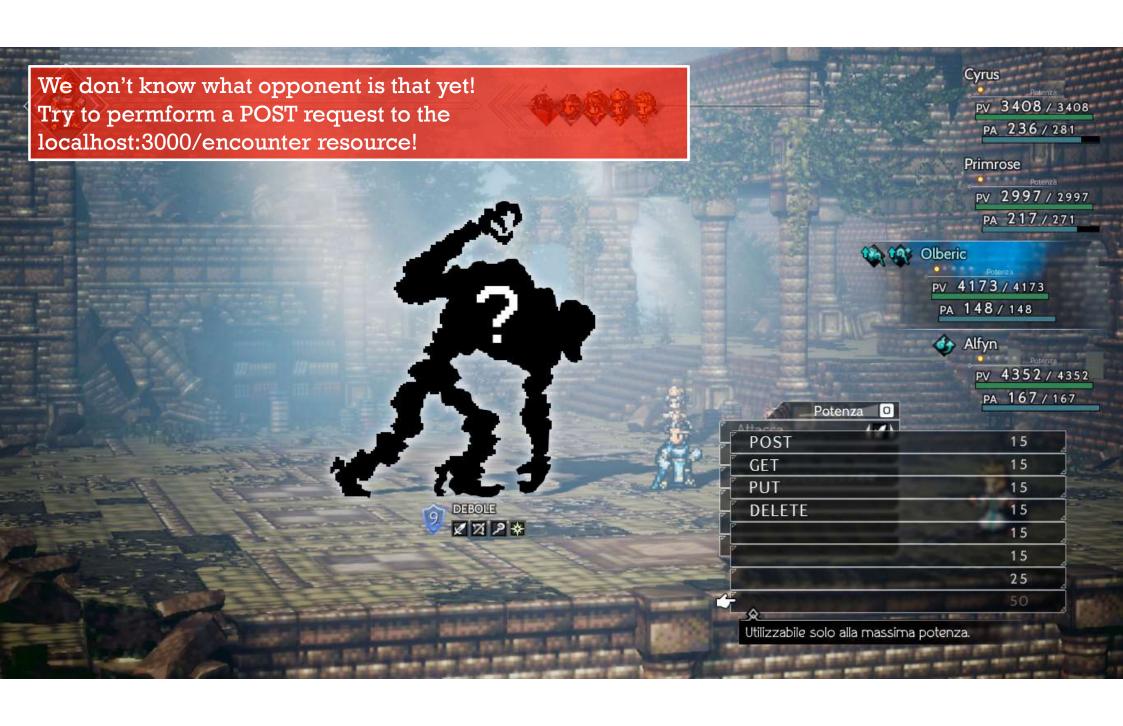
Let's take a look to an actual gameplay!

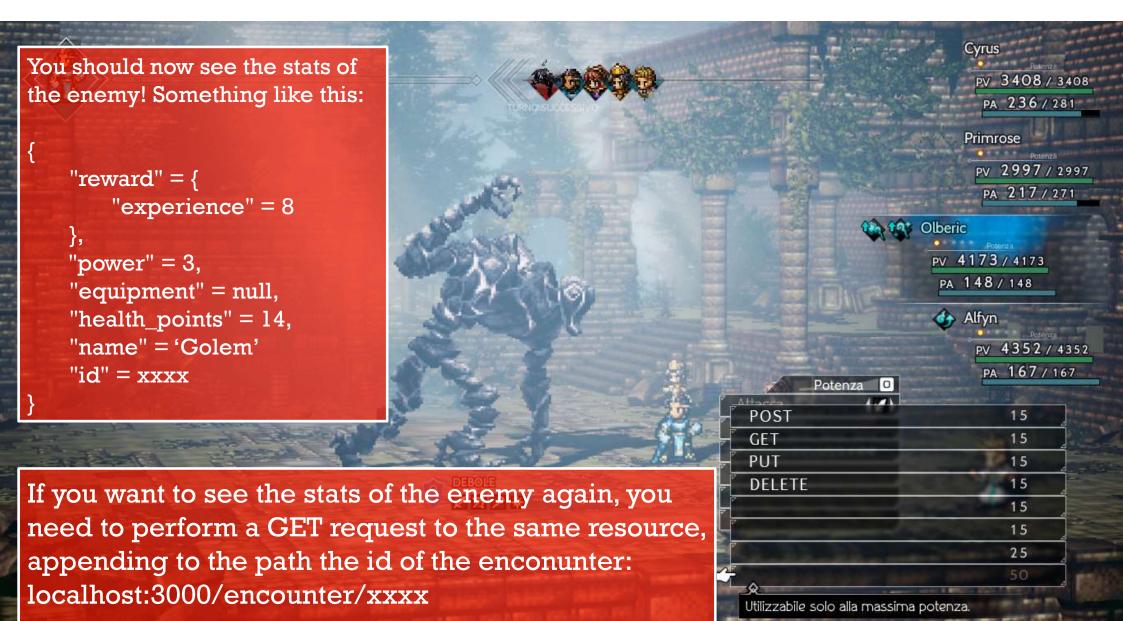


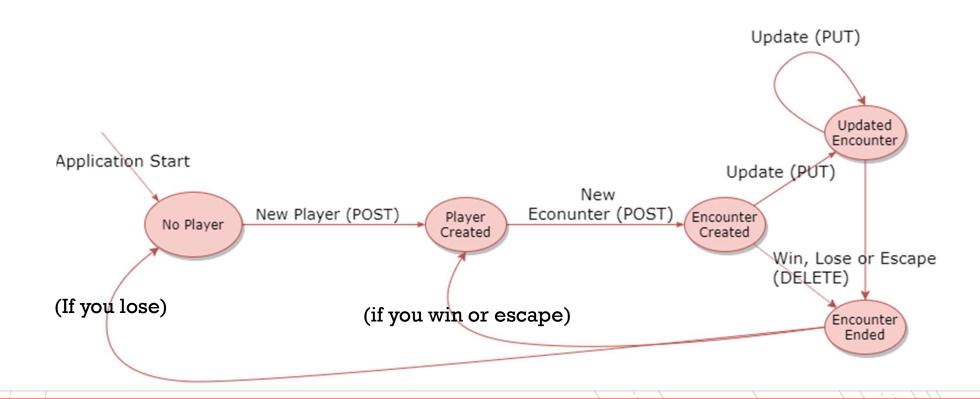












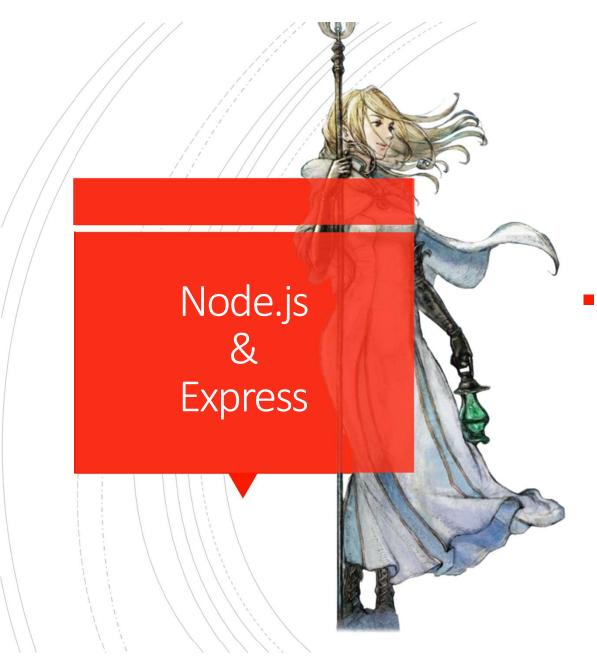
Let's analyze the intended flow of the application

Summary table of the application:

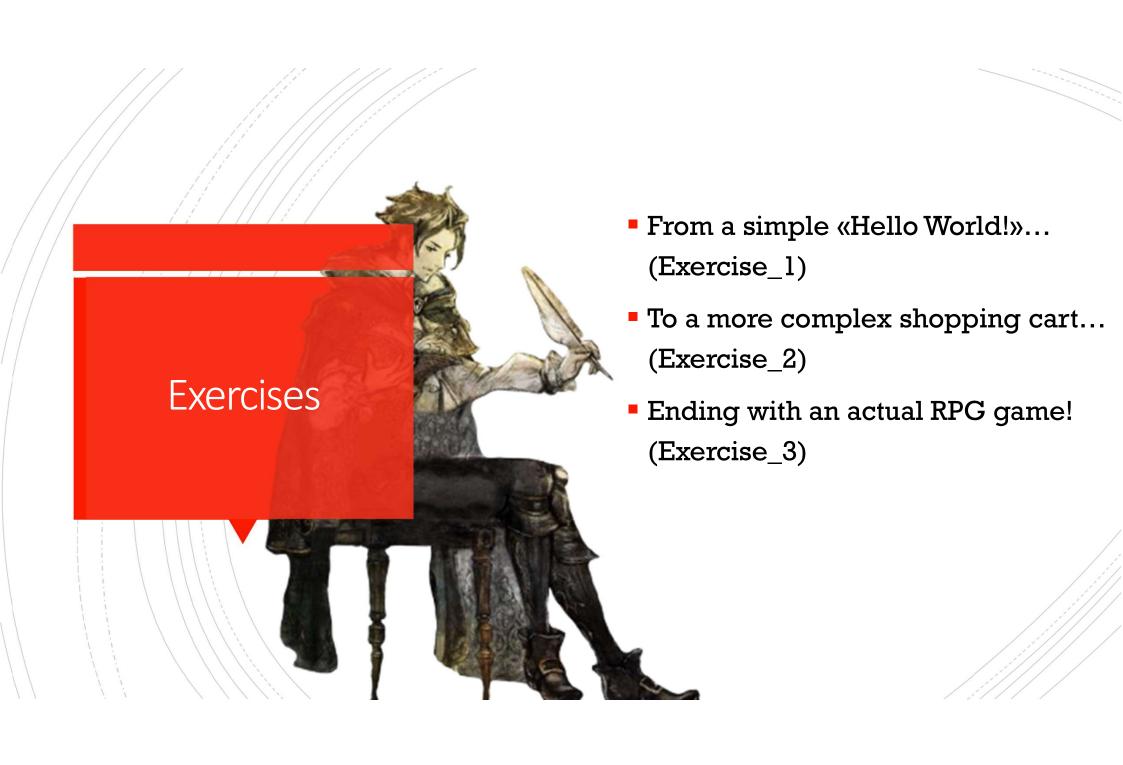
| Request | Resource | Data | What happens |
|---------|----------------|-------------------------------------|--------------------------------------------------------------------|
| POST | /player | name=acutalName | Create a new character with the specified name |
| GET | /player | X | Retrieve the character information |
| POST | /encounter | X | Create a new encounter (and obtain his id!) |
| GET | /encounter/:id | X | Retrieve the information of encounter with id=id |
| PUT | /encounter/:id | action=potion action=sword | Use a potion to heal yourself or use the sword to attack the enemy |
| DELETE | /encounter/:id | X | Run away from the opponent |

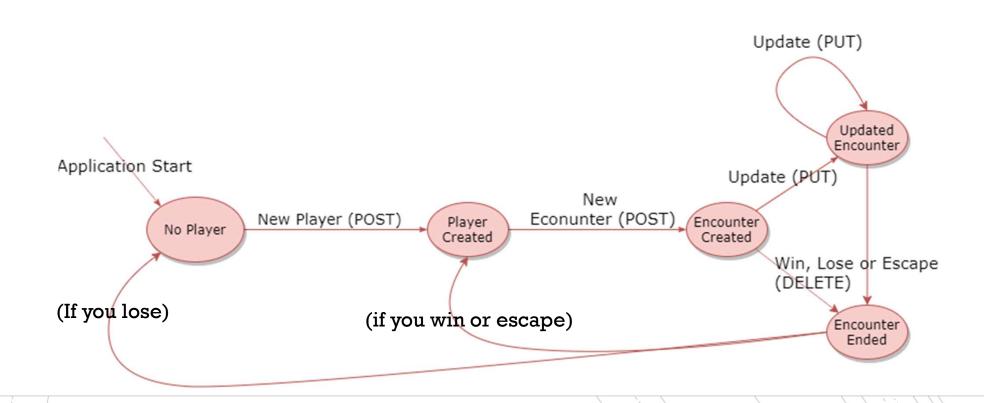
Let's have a break!





Easy way to create servers with javascript





Remember this?

And this?

| Request | Resource | Data | What happens |
|---------|----------------|-------------------------------------|--------------------------------------------------------------------|
| POST | /player | name=acutalName | Create a new character with the specified name |
| GET | /player | X | Retrieve the character information |
| POST | /encounter | X | Create a new encounter (and obtain his id!) |
| GET | /encounter/:id | X | Retrieve the information of encounter with id=id |
| PUT | /encounter/:id | action=potion action=sword | Use a potion to heal yourself or use the sword to attack the enemy |
| DELETE | /encounter/:id | X | Run away from the opponent |



- If you need music to concentrate, try to get into the mood:
 - Relaxing

https://www.youtube.com/watch?v=gXcrqsYukys&t=787s https://www.youtube.com/watch?v=WecVPMwZ5WI

• Lively:

https://www.youtube.com/watch?v=QtMY49NFzhw https://www.youtube.com/watch?v=CXT2wC3jsYk



• What do you think about the application? Are there any problems or logic issues?

Conclusions

