Path Variable

- Recap
- Submit your Postman collection
- Claim your badge!

Task: Your first script

If you are new to JavaScript - have no fear! Here are some basics.

Logging data

In JavaScript, you can print data for a value to the console using this syntax:

```
console.log("Hello world!")
// => Hello world!
```

Comments

In JavaScript you can add comments to your code. Comments are skipped by the interpreter, so you can use them to explain things in your code if you like.

```
// Single line comments start with two slashes. I am not code!

/* You can write multi-line comments by
opening and closing with slash and asterisk.
I am not code!

*/
```

Add a script to your request

1. In your "add a book" request, change the book data in your Body to a new book you like.

2. I TOTH the Julipto tan of your request, open the Fustines tan (short for Fustinesponse)

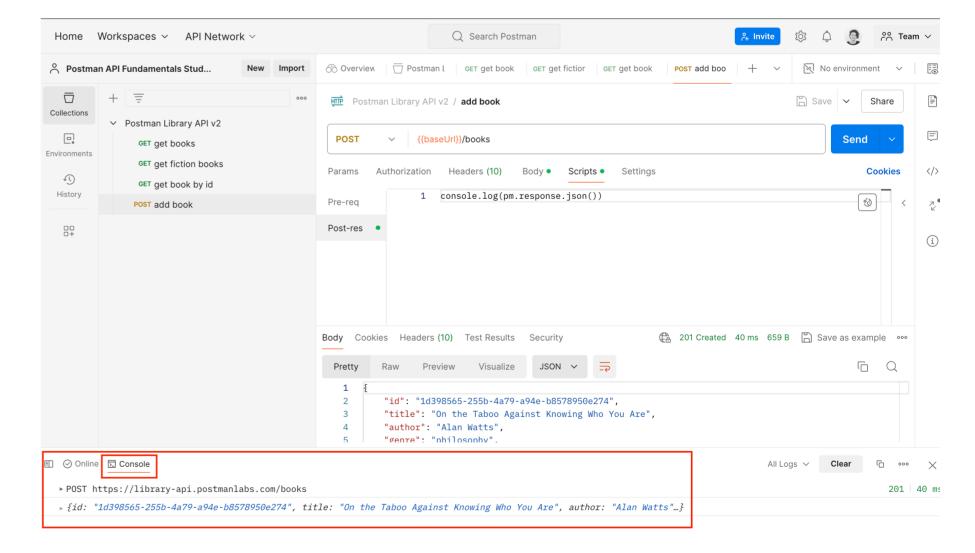
< Previous

3. Inside the Script editor, add this JavaScript code to log the JSON response from the API:

console.log(pm.response.json())

1. Save your request

- 2. **Send** your request. This will trigger the script in the Post-response script tab to run after the response comes back from the API
- 3. **Open** the **Postman Console** in the lower left of the window.
- 4. Scroll to the bottom of the logs in the console. You will see your most recent request POST
 https://library-api.poistmanlabs.com/books



The response data from the API is logged in the console because of the code in our **Scripts** tab! You can **expand the data** by clicking on the small arrow to the left



Congratulations!

You've written your first script. Next, you'll learn how to grab the automatically **id** of your new book and save it as a collection variable.... using code!

