Facultad de Ingeniería

Escuela de Computación

Desarrollo de Software Empresarial

Guía 7: Desarrollo de habilidades

PRESENTADO POR:

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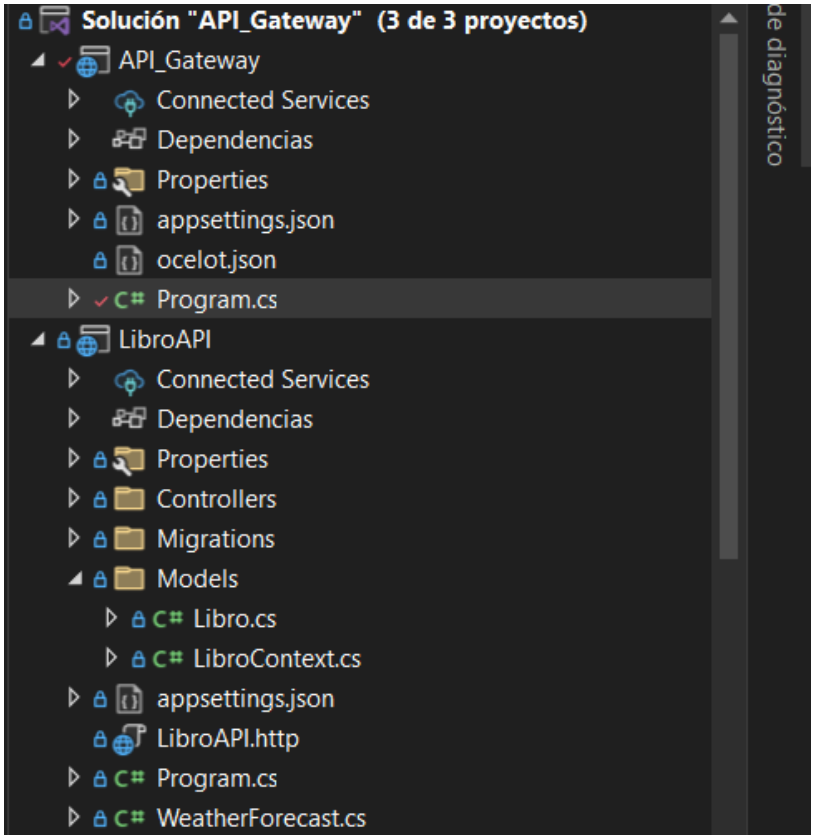
Desarrollo de habilidades

1. Estructura del proyecto



2. Modificando el program.cs del Api Gateway

```
using LibroAPI.Models;
using Microsoft.EntityFrameworkCore;
using Ocelot.DependencyInjection;
using Ocelot.Middleware;

namespace API_Gateway
{
    1 referencia
    public class Program
    {
        0 referencias
        public static async Task Main(string[] args)  // Cambiar a Task y agregar async
        {
            var builder = WebApplication.CreateBuilder(args);

            builder.Configuration.AddJsonFile("ocelot.json", optional: false, reloadOnChange: true);
            builder.Services.AddOcelot();

            builder.Services.AddDbContext<LibroContext>(options =>
                options.UseSqlServer(builder.Configuration.GetConnectionString("DefaultConnection")));

            builder.Services.AddControllers();

            builder.Logging.AddConsole();
            builder.Logging.AddDebug();

            var app = builder.Build();

            // autenticación para API Key
            app.Use(async (context, next) =>
            {
                const string HeaderName = "Auth";
                const string apiKey = "terrestre";

                if (context.Request.Headers.TryGetValue(HeaderName, out var extractedApiKey))
                {
                    if (extractedApiKey == apiKey)
                    {
                        await next();
                        return;
                    }
                    else
                    {
                        context.Response.ContentType = "text/plain";
                        context.Response.StatusCode = StatusCodes.Status401Unauthorized;
                        await context.Response.WriteAsync("La clave API es incorrecta");
                        return;
                    }
                }

                context.Response.ContentType = "text/plain";
                context.Response.StatusCode = StatusCodes.Status401Unauthorized;
                await context.Response.WriteAsync("No autenticado");
            });

            app.UseRouting();
            app.UseAuthorization();

            await app.UseOcelot();  // Ahora await es válido dentro del método async

            var logger = app.Services.GetRequiredService<ILogger<Program>>();
            logger.LogInformation("Ocelot on port {Port}", builder.Configuration["GlobalConfiguration:BaseUrl"]?.Split(':').Last());

            app.Run();
        }
    }
```

3. Validando las configuraciones atraves de thunderclient