Questions for this exercice

1. ***Notice:*** *This step requires some JavaScript know-how to complete. If you have trouble getting this to work, do not get frustrated :) Please do check the section call "JavaScript fundamentals" inside this course first.*

When creating a new board, instead of My Board, try generating a unique board name by incrementing a number (using a pre-request script).

For example the first board you create will be:

My Board 1

The second board:

My Board 2

The third board:

My Board 3

and so on.

Hint #1: Use an environment variable to save the last used number.

Hint #2: Take into account that when retrieving a value for a variable that has not been defined, you will get the value null.

Trello / **Create Board**

| POST | ∨ | https://api.trello.com/1/boards/?name={{boardName}}&key={{keyapi}}&token={{tokentrello}}&defaultLists=false |

Params ●   Authorization   Headers (7)   Body   Pre-request Script ●   Tests ●   Settings

```
1   // Use currentBoardNumber to store the board number
2   var currentBoardNumber = pm.environment.get("currentBoardNumber");
3
4   // Check if currentBoardNumber is already defined
5   if (currentBoardNumber) {
6       currentBoardNumber++; // increment
7   } else {
8       currentBoardNumber = 1; // start from 1
9   }
10
11  var boardName = "My board " + currentBoardNumber;
12
13  // Set the boardName for the request
14  pm.environment.set("boardName", boardName);
15
16  // Set the currentBoardNumber for future requests
17  pm.environment.set("currentBoardNumber", currentBoardNumber);
```

Body   Cookies (2)   Headers (43)   Test Results (3/3)

| All | Passed | Skipped | Failed |

PASS   Status code is 200

PASS   Board should be created

PASS   Board should be private

Dit is de pre-request script die ik heb gebruikt voor deze vraag.

Ik had er niet echt een probleem mee omdat ik veel ervaring heb met javascript.

2. Use environment variables for any dynamic parts in your requests (boardId, listId) and use them in requests and tests. Replace all usages of global variables in your requests.

How do does your request and tests look like now?

Alle globale variabele omzetten naar environment variabele, alsook de jsonData omzetten naar response

Trello / **Create Board**

| POST | ∨ | https://api.trello.com/1/boards/?name={{boardName}}&key={{keyapi}}&token={{tokentrello}}&defaultLists=false |

Params ●   Authorization   Headers (7)   Body   Pre-request Script ●   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4   pm.test("Board should be created", function () {
5       var response = pm.response.json();
6       pm.expect(response.name).to.eql(pm.environment.get("boardName"));
7       pm.expect(response.closed).to.eql(false);
8   });
9   pm.test("Board should be private", function () {
10      var response = pm.response.json();
11      pm.expect(response.prefs.permissionLevel).to.eql("private");
12  });
13
14  var response = pm.response.json();
15  pm.environment.set("boardiD", response.id);
```

Body   Cookies (2)   Headers (43)   Test Results (3/3)

| All | Passed | Skipped | Failed |

PASS   Status code is 200

PASS   Board should be created

PASS   Board should be private

➔ Create Board

| POST ∨ | https://api.trello.com/1/lists?name=TODO&idBoard={{boardiD}}&key={{keyapi}}&token={{tokentrello}} |

Params ●   Authorization   Headers (7)   Body   Pre-request Script   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4   pm.test("Check list name", function () {
5       var response = pm.response.json();
6       pm.expect(response.name).to.eql("TODO");
7   });
8   pm.test("Check list is not closed", function () {
9       var response = pm.response.json();
10      pm.expect(response.closed).to.eql(false);
11  });
12  pm.test("List is created in API_test board", function () {
13      var response = pm.response.json();
14      pm.expect(response.idBoard).to.eql
15      (pm.environment.get("boardiD"));
16  });
17  let id = pm.response.json().id;
18  pm.environment.set("list_TODO_id", id);
19
```

Body   Cookies (2)   Headers (42)   Test Results (4/4)

All   Passed   Skipped   Failed

PASS   Status code is 200

PASS   Check list name

PASS   Check list is not closed

PASS   List is created in API_test board

➜ Create TODO List

| POST ∨ | https://api.trello.com/1/lists?name=DONE&idBoard={{boardiD}}&key={{keyapi}}&token={{tokentrello}} |

Params ●   Authorization   Headers (7)   Body   Pre-request Script   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4   pm.test("Check list name", function () {
5       var response = pm.response.json();
6       pm.expect(response.name).to.eql("DONE");
7   });
8   pm.test("Check list is not closed", function () {
9       var response = pm.response.json();
10      pm.expect(response.closed).to.eql(false);
11  });
12  pm.test("List is created in API_test board", function () {
13      var response = pm.response.json();
14      pm.expect(response.idBoard).to.eql
15      (pm.environment.get("boardiD"));
16  });
17  let id = pm.response.json().id;
18  pm.environment.set("list_DONE_id", id);
19
```

Body   Cookies (2)   Headers (42)   Test Results (4/4)

All   Passed   Skipped   Failed

PASS   Status code is 200

PASS   Check list name

PASS   Check list is not closed

PASS   List is created in API_test board

➜ Create DONE List

| POST | ⌄ | https://api.trello.com/1/cards?name=Learn Postman&idList={{list_TODO_id}}&key={{keyapi}}&token={{tokentrello}} |

Params ●   Authorization   Headers (7)   Body   Pre-request Script   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4   pm.test("Check card name", function () {
5       var response = pm.response.json();
6       pm.expect(response.name).to.eql("Learn Postman");
7   });
8   pm.test("Check card is not closed", function () {
9       var response = pm.response.json();
10      pm.expect(response.closed).to.eql(false);
11  });
12  pm.test("card is created in TODO list", function () {
13      var response = pm.response.json();
14      pm.expect(response.idList).to.eql
15      (pm.environment.get("list_TODO_id"));
16  });
17  let id = pm.response.json().id;
18  pm.environment.set("card_learnpostman_id", id);
```

Body   Cookies (2)   Headers (42)   Test Results (4/4)

| All | Passed | Skipped | Failed |

PASS   Status code is 200

PASS   Check card name

PASS   Check card is not closed

PASS   card is created in TODO list

➔ Create Card « Learn Postman » in TODO List

| PUT | ⌄ | https://api.trello.com/1/cards/:id?idList={{list_DONE_id}}&key={{keyapi}}&token={{tokentrello}} |

Params ●   Authorization   Headers (7)   Body   Pre-request Script   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4   pm.test("Check card name", function () {
5       var response = pm.response.json();
6       pm.expect(response.name).to.eql("Learn Postman");
7   });
8   pm.test("Check card is not closed", function () {
9       var response = pm.response.json();
10      pm.expect(response.closed).to.eql(false);
11  });
12  pm.test("card is in DONE list", function () {
13      var response = pm.response.json();
14      pm.expect(response.idList).to.eql
15      (pm.environment.get("list_DONE_id"));
16  });
17  let id = pm.response.json().id;
18  pm.environment.set("card_learnpostman_id", id);
```

Body   Cookies (2)   Headers (42)   Test Results (4/4)

| All | Passed | Skipped | Failed |

PASS   Status code is 200

PASS   Check card name

PASS   Check card is not closed

PASS   card is in DONE list

➔ Put Card « Learn Postman » in DONE List

Trello / **Delete Board**

DELETE ∨ | https://api.trello.com/1/boards/:id?key={{keyapi}}&token={{tokentrello}}

Params ●   Authorization   Headers (6)   Body   Pre-request Script   Tests ●   Settings

```
1   pm.test("Status code is 200", function () {
2       pm.response.to.have.status(200);
3   });
4
5   // Clear environment variables
6   pm.environment.unset("boardName");
7   pm.environment.unset("boardiD");
8   pm.environment.unset("currentBoardNumber");
9   pm.environment.unset("list_TODO_id");
10  pm.environment.unset("list_DONE_id");
11  pm.environment.unset("card_learnpostman_id");
```

Body   Cookies (2)   Headers (42)   **Test Results (1/1)**

All	Passed	Skipped	Failed

PASS   Status code is 200

➔ Delete Board
➔ Hier worden alle environmennt variabele verwijderd na het verwijderen van het board, behalve de apikey en trellotoken

Trello

	VARIABLE	INITIAL VALUE ⓘ	CURRENT VALUE ⓘ
☑	keyapi		1c0b21980c6841c9e0e69936ece307c6
☑	tokentrello		3fce7efe427ae299e909070c98d0d9779f7d93ab0389a3535d3a270dd6b05d69
☑	boardName		My board 1
☑	currentBoardNumber		1
☑	boardiD		6165851957e02443a5335bb6
☑	list_TODO_id		6165851ee759ec4a3160b01a
☑	list_DONE_id		616585207da1c2386215ab92
☑	card_learnpostman_id		616585210d303a49a20b8e33
	Add a new variable		

➔ Dit zijn mijn environment variabele voor het verwijderen van het bord

Trello

	VARIABLE	INITIAL VALUE ⓘ	CURRENT VALUE ⓘ
☑	keyapi		1c0b21980c6841c9e0e69936ece307c6
☑	tokentrello		3fce7efe427ae299e909070c98d0d9779f7d93ab0389a3535d3a270dd6b05d69
	Add a new variable		

➔ Dit zijn mijn environment variabele na het verwijderen van het bord.

3. Inspect your environment variables after you reached the last request. Clear any variables that you do not need as soon as you do not use them anymore.

What were the lines of code needed to clear the variables?

```
// Clear environment variables
pm.environment.unset("boardName");
pm.environment.unset("boardiD");
pm.environment.unset("currentBoardNumber");
pm.environment.unset("list_TODO_id");
pm.environment.unset("list_DONE_id");
pm.environment.unset("card_learnpostman_id");
```

4. **How was this assignment?**

Thank you for looking into this assignment. Please let me know how did you like it, if you feel you have learned something new. Any feedback on how to improve is welcome!

Leuke opdracht. 1uur