GIBRAN RUBINGER

Guided Technology Project 2020 | cct -dUBLIN COLLEGE

STOCK WALLET

CLOUD-BASED WEB APPLICATION

23.06.2020 - Tuesday

I received from Ken and Amilcar the ok to proceed with my project during the session guided project today. The first step to start the project, I created a Git repository to track all the changes during this project:

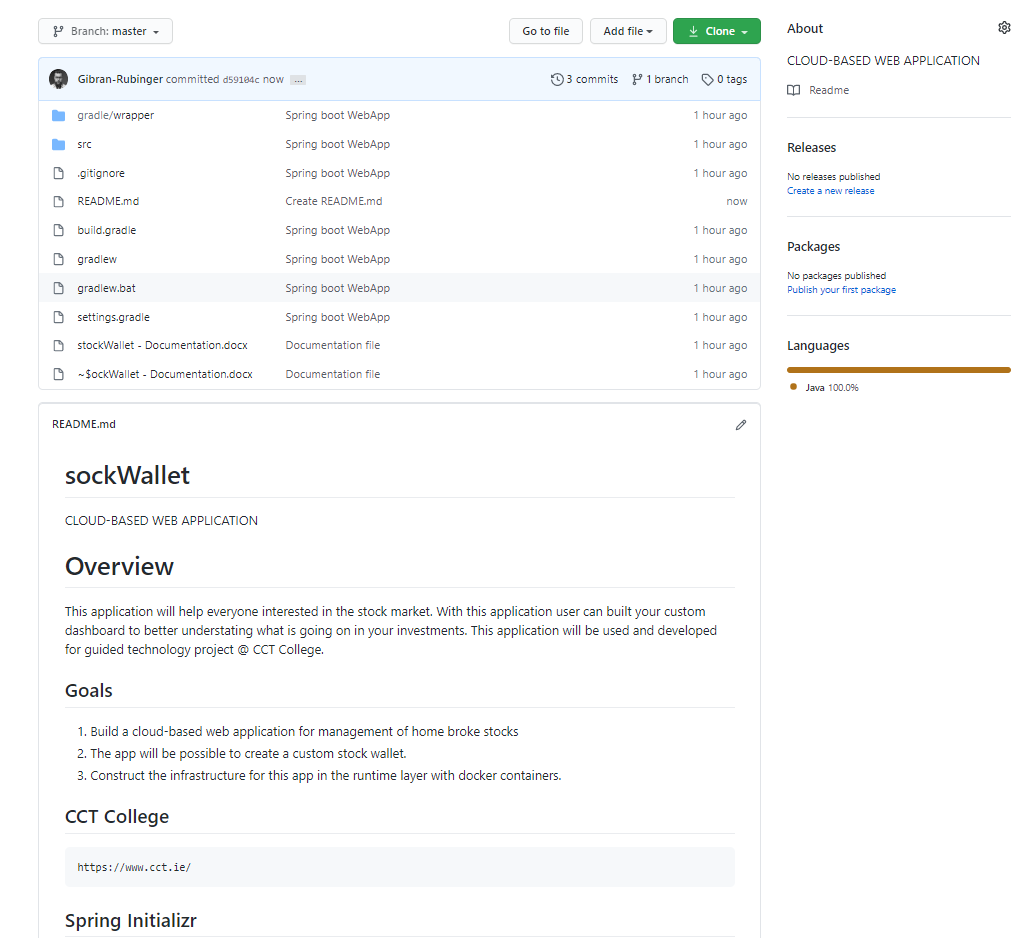


Figure -Screenshot of the GitHub repository

As the git repository and the markdown code to overview the project is already done, I will try to start the project building a RES API. First of all, to start the development of this Rest API I will use the Spring Boot to generate an empty project with Spring web dependencies.

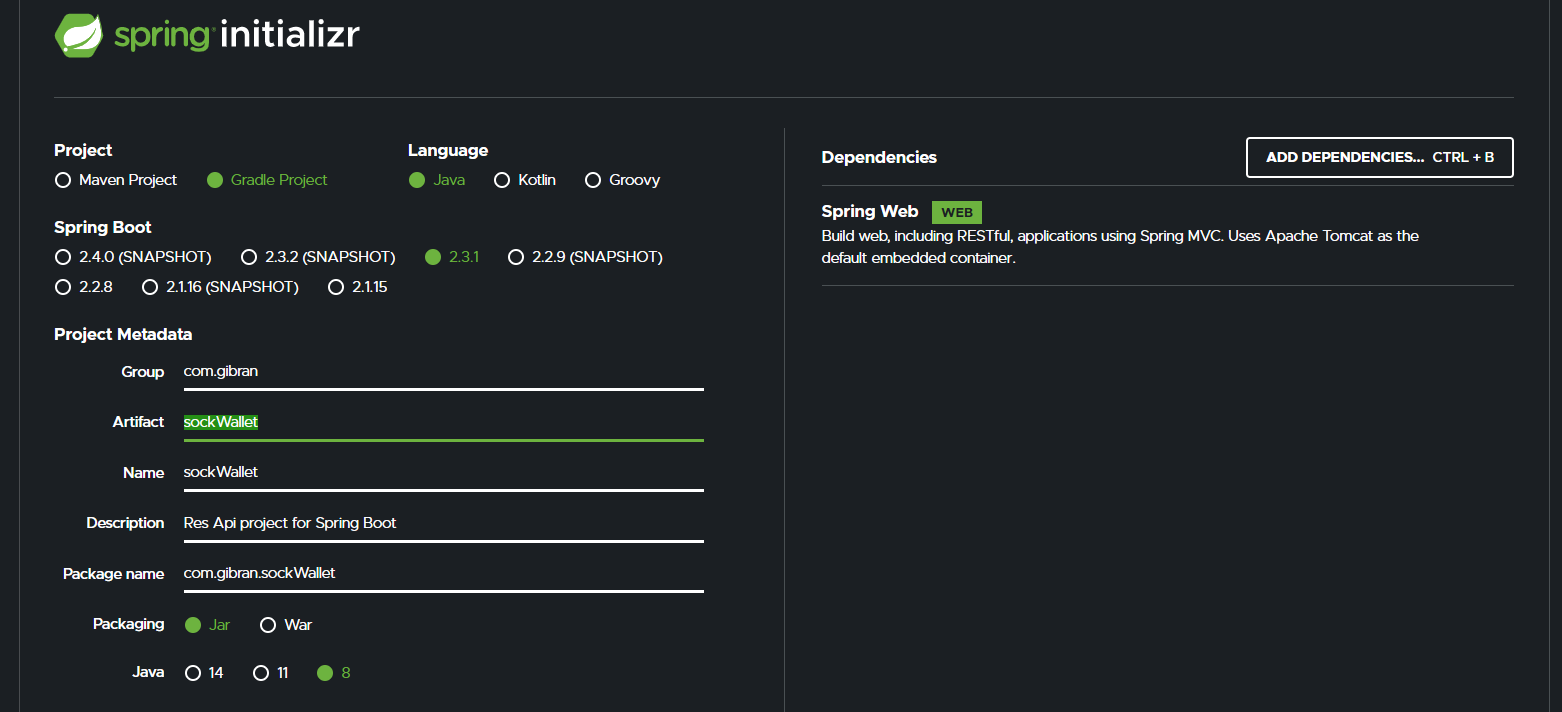


Figure 2-Screenshot of the creation RestApi – Spring Boot to generate the empty project.

As to clarify what the RES API does the article written by Zell Liew on the Website [smashingmagazine.com](https://www.smashingmagazine.com/2018/01/understanding-using-rest-api/) start with a simple explanation to have an idea what the REST API does:

*“Let’s say you’re trying to find videos about Batman on YouTube. You open up YouTube, type “Batman” into a search field, hit enter, and you see a list of videos about Batman. A REST API works in a similar way. Your search for something, and you get a list of results back from the service you’re requesting from.”*

**API**

The API is responsible to build the applications interface solutions into the server to allow the access and control of clients’ request.

**REST**

The rest will build the configurations of how the API will be settled. As Zell explains:

*“It is a set of rules that developers follow when they create their API. One of these rules states that you should be able to get a piece of data (called a resource) when you link to a specific URL.”*

What is happening on the figure1?

* first its setting witch building tool we want to use. As during the course, we used to use Grade I choose Gradle to automate the JVM.
* It must choose the language we will build on. In my case is Java.
* It will choose the version we are using in Spring Boot in 2.3.1
* fill-up the project metadata with name
* choose the packaging java Application, in my case I will be using Jar as an artefact and deploying that in a single environment that we can use the application in any bare remote machine.
* Choose the java version that matches with my system, 1.8.
* And adding the Spring Web as dependencies

After I download the RestAPI, unzip the files and set up a new workplace in my Eclipse IDE and start to import the Gradle file.

IDE:

Then I integrated Development Environment as the name already explains, is a helper tool for developers that we can write down codes faster than using a text editor. Also, the IDE provides debugger and compiler everything.

**Adding Controller Class**

To able Spring boot find the scanner to connect the Http protocol into the java code I create new class stockWalltController to mapping the request in Http by using annotations for with methods I will use inside this controller.

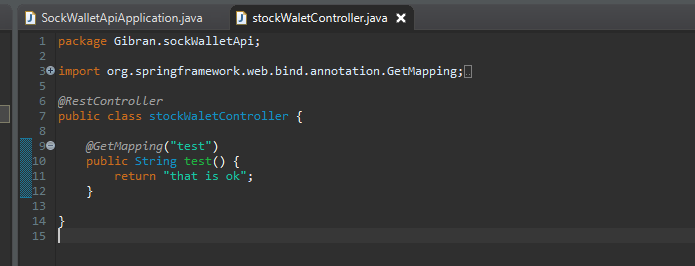


Figure – screenshot of the creation of the class controller.