

# SOCIETAL

SOCIAL MEDIA REST API

## REGISTER USER



<https://societal-3207.onrender.com/auth/register>

### METHOD:POST

SAMPLE DOCUMENT TO BE SEND THROUGH API

```
{
  "firstName":"sample",
  "lastName":"sample",
  "password":"sample",
  "email":"sample@gmail.com",
  "picturePath": "",
  "friends":[],
  "location":"sample",
  "occupation":"sample"
}
```

will response the the user information  
in json format with hardcoded  
viewedProfile & impressions

## LOGIN USER



<https://societal-3207.onrender.com/auth/login>

### METHOD:POST

SAMPLE DOCUMENT TO BE SEND THROUGH API

```
{
  "email":"sample@gmail.com",
  "password":"sample"
}
```

will response the the user information  
in json format including the token that  
can be use in client without the  
password

## CREATE A POST



<https://societal-3207.onrender.com/posts>

### METHOD:POST PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

SAMPLE DOCUMENT TO BE SEND THROUGH API

```
{
  "userId": "659437ead723a44807b610d3",
  "description": "I will be having an interview  
tomorrow",
  "picturePath": ""
}
```

will response all the posts of users,  
the client side should swap the  
order when mapping to make the  
new post appear at the top

**NOTE!** in picturePath property you  
should put "picture" to the name  
attribute of input html element,  
Other wise multer will throw an  
error

## GET A USER/VIEW PROFILE



<https://societal-3207.onrender.com/users/:id>

**METHOD:GET**

PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

will response the user information

## GET THE FRIENDS OF THE USER



<https://societal-3207.onrender.com/users/:id/friends>

**METHOD:GET**

PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

will response an array of objects contains the formatted information of each users

## ADD/UNFRIEND THE USER



<https://societal-3207.onrender.com/users/:id/friendId>

**METHOD:PATCH** PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

Will check using includes if the friendId is present in the friends :  
Array property of the user  
if true then will remove it  
otherwise we are going to push that id into the array

## GET THE USER POSTS



<https://societal-3207.onrender.com/posts/:userId/posts>

**METHOD:GET** PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

will response all the posts that a user has been made

## GET THE ALL POSTS



<https://societal-3207.onrender.com/posts>

**METHOD:GET** PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

will response all the posts

## LIKE THE POST



<https://societal-3207.onrender.com/posts/:id/like>

**METHOD:PATCH** PUT THE TOKEN AT THE BEARER AUTH TO CREATE A POST

SAMPLE DOCUMENT TO BE SEND THROUGH API

```
{  
  "userId":"659437ead723a44807b610d3"  
}
```

Will return the post information with the updated likes Map, Map in moongoose will just return true if the key value pair matches the userId that being sent

# PROJECT 2

DORMITEL:<https://dormitel.vercel.app/>

# MINI PROJECTS

## PROJECT 1: FLOWER SHOP

<https://pickfresh-demo.vercel.app/index.html>

BOOTSTRAP

## PROJECT 2: MOVIE PLAYLIST

<https://resolute-inky.vercel.app>

using movie api for fetching the movie information

## PROJECT 3: BLOG POST

<https://blog-nextjs-post.vercel.app>

USING CMS TO UPLOAD NEW BLOGS  
(SANITY).

## KODEGO CAPSTONE

FRONTEND DEMO ONLY BECAUSE THE MYSQL SERVER IS AT MY CLASSMATE COMPUTER, IMAGES AND INFORMATION ARE ALL HARDCODED IN REACT. Backend are in PHP

<https://finalcapstone-v2rh.vercel.app>