UNIVERSIDAD NACIONAL AUTONOMA DE MÉXICO FACULTAD DE ESTUDIOS SUPERIORES ARAGÓN

<u>INGENIERÍA DE SOFTWARE II</u>

Profesor: Jesús Hernández Cabrera

Grupo: 2008

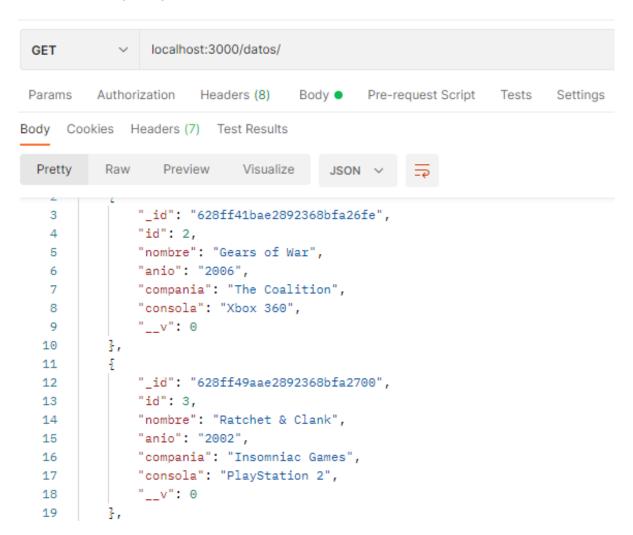
Masters of the SCRUMverse





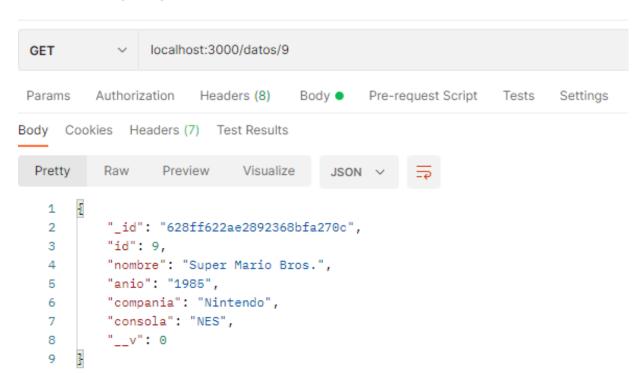
FUNCIONAMIENTO DE MÉTODOS

GET (Mostrar todo): *localhost:3000/datos/*

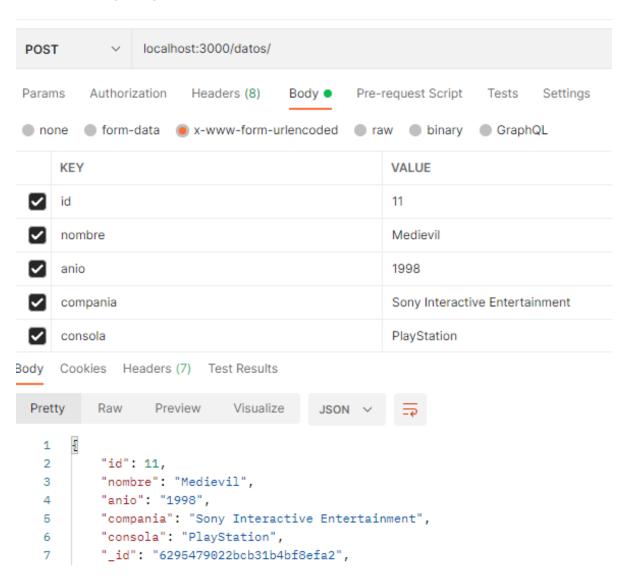


GET (Mostrar individualmente):

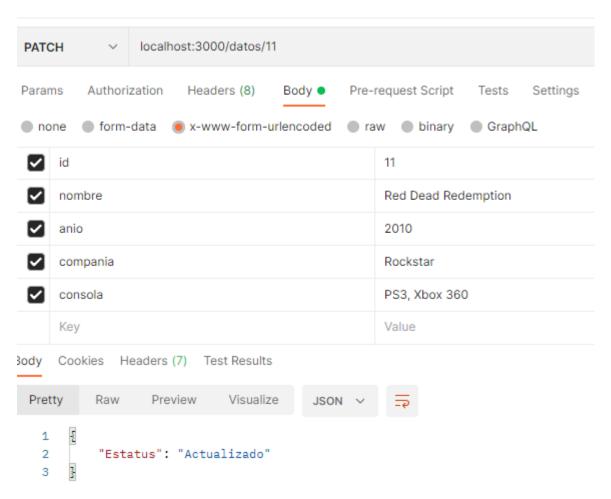
localhost:3000/datos/[número de id existente]



POST: *localhost:3000/datos/*

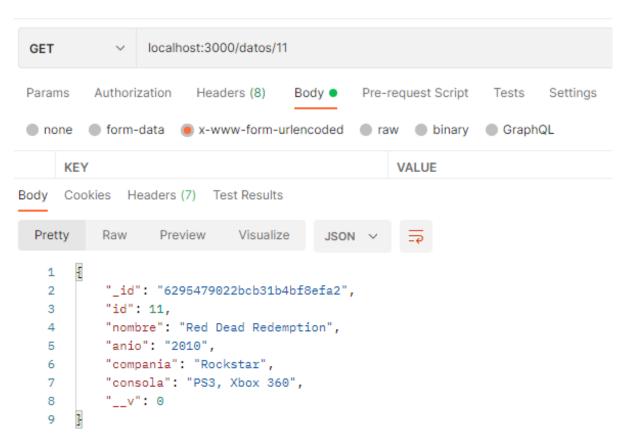


PATCH: localhost:3000/datos/[número de id a actualizar]

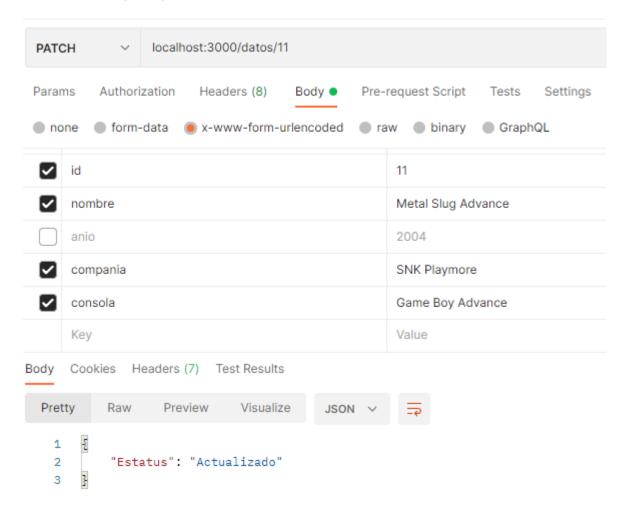


Verificamos que se actualizó correctamente con GET:





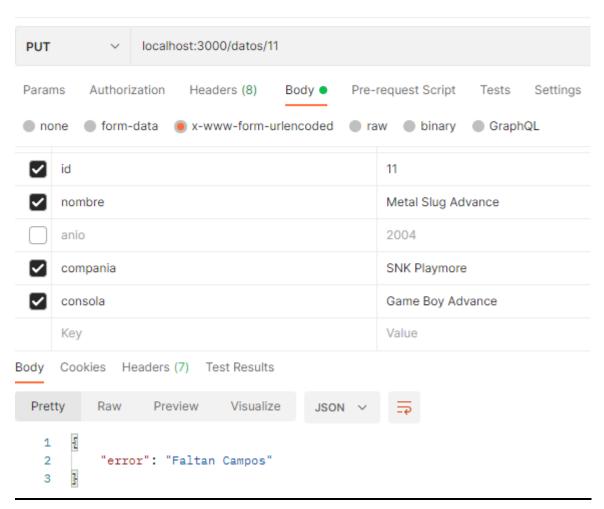
Actualizar con datos incompletos:



PUT: localhost:3000/datos/[número de id a actualizar]

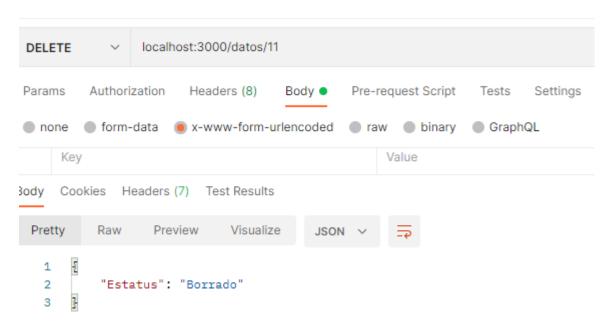
localhost:3000/datos/11 PUT localhost:3000/datos/11 Params Authorization Headers (8) Body • Pre-request Script Tests Settings form-data x-www-form-urlencoded raw binary id nombre Metal Slug Advance anio 2004 compania SNK Playmore consola Game Boy Advance Key Value Body Cookies Headers (7) Test Results Raw Pretty Preview Visualize JSON > 2 "Estatus": "Actualizado" 3

Error al tratar de actualizar con datos incompletos:



DELETE: localhost:3000/datos/[número de id a eliminar]

localhost:3000/datos/11



Verificamos que se eliminó correctamente con GET:

