

Logged Life

Service Layer

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OVERVIEW

The web application will use Express Library from NodeJS for backend service and utilize an API on the frontend to call and create /manipulate data.

The service layers:

1. Route: This is for the paths to track down specific information.
2. Controller: This is pointed to by the route in order to handle the endpoints of HTTP requests.

Specifications:

1. Get cards:

Method: GET

URL: <https://capstone.herokuapp.com/api/cards>

Purpose: Retrieve cards available in the database upon loading.

Example request:

```
curl -request GET -url https://capstone.herokuapp.com/api/cards
```

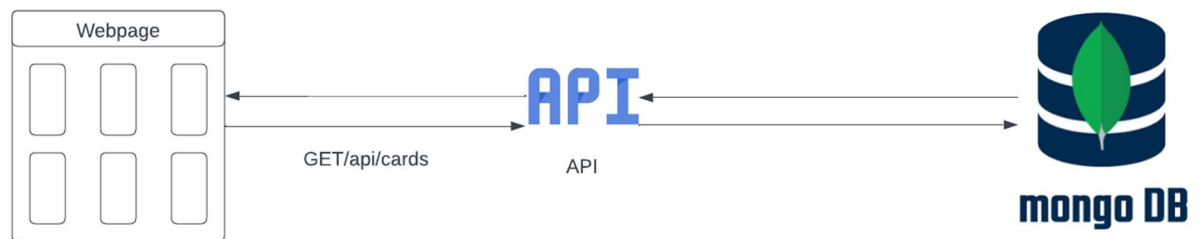
Success Response:

```
{title: "Hawaii",
  message: "Beautiful Hawaiian River",
  creator: "John Doe",
  tags: ["Hawaii", "River", "Water"],
  selectedFile: 1225486.png,
  likeCount: {
    type: 1,  },
}
```

```
createdAt: {  
  type: 10/30/2022,  
}
```

Error response example:

```
{  
  "status": 404,  
  "message": "Image not found"  
}
```



2. Search for cards by Tag:

Method: GET

URL: <https://capstone.herokuapp.com/api/cards/:tag>

Purpose: Retrieve cards available in the database containing a tag of the searched tag. This will give nearly the only result but filtered during a search instead of all display during load.

Example request:

```
curl -request GET -url https://capstone.herokuapp.com/api/cards/river
```

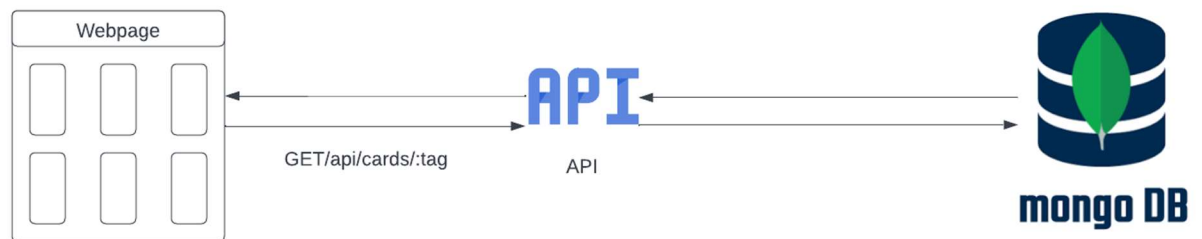
Success Response:

```
{title: "Hawaii",  
  message: "Beautiful Hawaiian River",  
  creator: "John Doe",  
  tags: ["Hawaii", "River", "Water"],  
  selectedFile: 1225486.png,  
  likeCount: {
```

```
    type: 1,  },
  createdAt: {
    type: 10/30/2022,
  }
}
```

Error response example:

```
{
  "status": 404,
  "message": "No images containing tag"
}
```



3. Create a new card:

Method: POST

URL: <https://capstone.herokuapp.com/api/cards>

Purpose: After logged in, the user will be able to make a post on the main cards page without migrating to a different page. It is meant to keep this application as simple as possible. Clicking “submit” will direct that data to be processed and then displayed on the main cards page.

Example post:

-data

```
{
  title: "Finland",
  message: "Best Food Every!!!",
  creator: "Martha",
  tags: ["Finland", "International", "Karelian"],
}
```

```
selectedFile: FinFood1.png,
```

```
likeCount: {
```

```
  type: number,
```

```
  default: 0,
```

```
},
```

```
createdAt: {
```

```
  type: 10/30/2022,
```

```
}
```

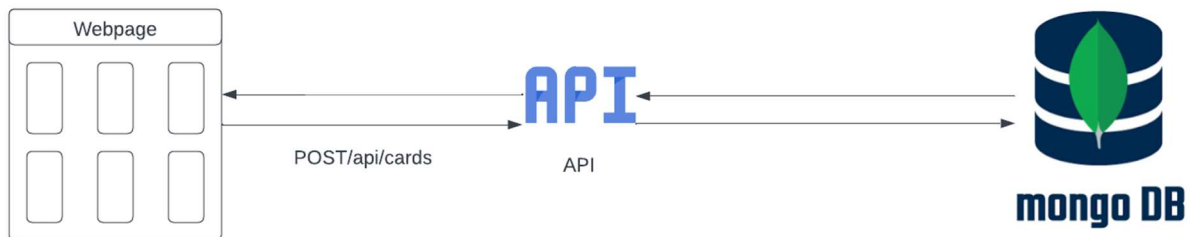
cardMessage(card) runs a cardMessage function with the details of the card to be processed.

Success Example:

Status (201): message: "Card Created Successfully"

Error Example:

Status(409): message: "Error: Card could not be created"



4. User Create an account:

Method: PUT

URL: <https://capstone.herokuapp.com/api/login-create>

Purpose: Allow user to create a login account.

Example put:

-data

```
{
```

```
  firstName: "Patrick",
```

```
  lastName: "Mesey",
```

email: "pmesey1@live.maryville.edu",

password: "*****",

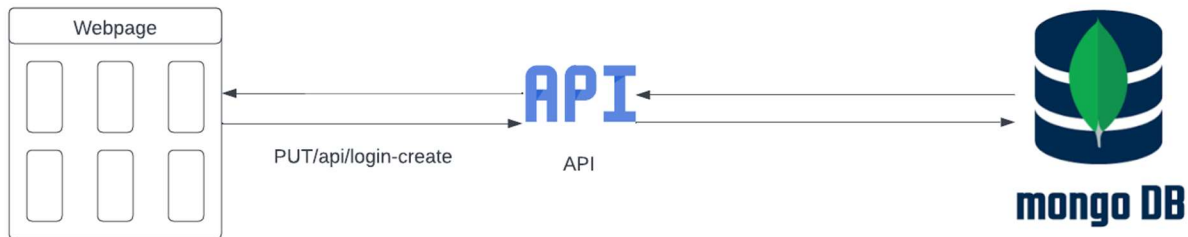
submit(newUser) runs a newUser function with the details of the user to be processed and stored.

Success Example:

Status (201): message: "Account Created Successfully"

Error Example:

Status(409): message: "Error: Account could not be created"



5. User Login:

Method: GET

URL: <https://capstone.herokuapp.com/api/login>

Purpose: Allow user to login to account.

Example request:

- curl -request GET -url <https://capstone.herokuapp.com/api/login>

{

email: "pmesey1@live.maryville.edu",

password: "*****",

submit(searchUser) runs a search function with the details of the user to be processed.

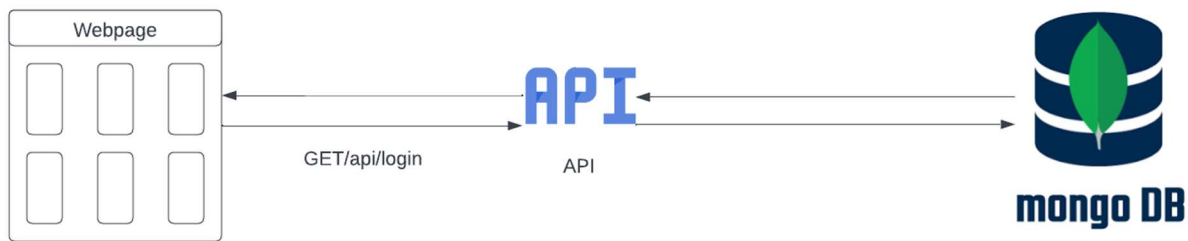
Success Example:

Status (202): message: "Login Accepted"

Navigate to URL: <https://capstone.herokuapp.com/user>

Error Example:

Status(401): message: "Incorrect email or password."



STRETCH FEATURE:

1. Challenges:

Method: PATCH

URL: <https://capstone.herokuapp.com/api/challenge>

Purpose: Allow user to accept challenges for “titles”. For example: If the challenge is to “like” a card, then the user may earn 5 points toward the next challenge title. They must complete the current stage challenge before moving to the next. After so many points, then the user can unlock tier titles such as “Noob” or “Card Master.”

Example request:

- curl -request PATCH -url <https://capstone.herokuapp.com/api/challenge>

```
{
  challenge: "Like a Post for 5 points",
  succeeded: False,
}
```

User “likes” a post.

Success Example:

Status (205): message: “Challenge Complete” (Utilize a toast to update the user), the patch updates the UI.

Error Example:

Status(405): message: None – issues with the “like” call and the challenge communicating.

