

86Agency Assignment

Task: Implement a Social Media API with Follow/Unfollow Functionality using Node.js

Requirements:

1. Create a Node.js server that listens on port 3000.
2. Implement the following endpoints for a social media platform:
 - POST /auth/signup: Register a new user with the following fields:
 - Name: Name of the user.
 - Email: Email address of the user.
 - Password: Password for the user's account.
 - POST /auth/login: Authenticate a user and generate a JSON Web Token (JWT) for authorization.
 - POST /users/follow/:id: Follow a user by their ID.
 - POST /users/unfollow/:id: Unfollow a user by their ID.
 - POST /posts: Create a new post with the following fields:
 - Title: Title of the post.
 - Content: Content of the post.
 - GET /posts: Retrieve a list of all posts from followed users.
 - GET /posts/:id: Retrieve a specific post by its ID.
 - POST /posts/like/:id: Like a post by its ID.
 - POST /posts/comment/:id: Add a comment to a post by its ID.
 - Comment: The comment text.
 - PUT /posts/:id: Update an existing post by its ID.
 - DELETE /posts/:id: Delete a post by its ID.
3. Use a database (e.g., MongoDB, MySQL) to store user data, posts, likes, comments, and follower/following relationships. Design appropriate schemas for each entity.
4. Implement user authentication and authorization using JWT. Protect the API endpoints to ensure only authenticated users can access them.

5. Implement basic input validation and error handling:

- Return appropriate HTTP status codes and error messages for invalid requests or missing resources.
- Validate required fields and data types for user registration, login, post creation, etc.

6. Use Express.js to implement the API.

7. Provide clear instructions on how to run and test the API.

Please note that this task is a simplified example and may require additional implementation details and error handling. Modify and expand the requirements as needed to align with your specific project goals and expectations.

Dead line: 31st May 2023, 12:00 PM(NOON)

Submit the Github repo, and deployed URL. (render)

Good luck with the assignment!