# **API**

- ▼ 1번 API (특정 지역에 가게 추가하기)
  - RegionService.class

```
@Service
@RequiredArgsConstructor
public class RegionService {
    private RegionRepository regionRepository;
   private StoreRepository storeRepository;
    private MissionRepository missionRepository;
        //지역 생성하는 메서드
   @Transactional
   public Region createRegion(String regionName) {
        Region region = new Region();
        region.setName(regionName);
        return regionRepository.save(region);
   }
   // 특정 지역에 가게를 추가하는 메서드
   @Transactional
   public Store addStoreToRegion(Long regionId, String
        Region region = regionRepository.findById(regio
                .orElseThrow(() -> new RuntimeException
        Store store = new Store();
        store.setName(storeName);
        store.setAddress(storeAddress);
        store.setScore(storeScore);
        store.setRegion(region);
        return storeRepository.save(store);
   }
```

API - RegionController.class

```
@RestController
@RequestMapping("/api/regions")
@Validated
public class RegionController {
    @Autowired
    private RegionService regionService;
    @PostMapping
    public Region createRegion(@Valid @RequestParam Str.
        return regionService.createRegion(name);
    }
    @PostMapping("/{regionId}/stores")
    public Store addStoreToRegion(@PathVariable Long re
                                  @Valid @RequestParam :
                                  @RequestParam String
                                  @RequestParam Long sc
        return regionService.addStoreToRegion(regionId,
    }
}
```

## ▼ 2번 API (가게에 리뷰 추가하기)

ReviewService

```
@Service
public class ReviewService {

    @Autowired
    private StoreRepository storeRepository;

    @Autowired
    private ReviewRepository reviewRepository;

    @Autowired
    private MemberRepository memberRepository;
```

#### ReviewController

## ▼ 3번 API (가게에 미션 추가하기)

MissionService

```
@Service
public class MissionService {
    @Autowired
    private StoreRepository storeRepository;
    @Autowired
    private MissionRepository missionRepository;
    @Transactional
    public Mission addMissionToStore(Long storeId, @Val.
        Store store = storeRepository.findById(storeId)
                .orElseThrow(() -> new RuntimeException
        Mission mission = new Mission();
        mission.setReward(reward);
        mission.setDeadline(deadline);
        mission.setMissionSpec(missionSpec);
        mission.setStore(store);
        return missionRepository.save(mission);
    }
}
```

## MissionController

```
LocalDateTime parsedDeadline = LocalDateTime.pa
return missionService.addMissionToStore(storeId
}
```

- ▼ 4번 API ( 가게에 미션을 도전중인 미션에 추가 )
  - MemberMissionService

```
@Service
public class MemberMissionService {
    @Autowired
    private MemberRepository memberRepository;
    @Autowired
    private MissionRepository missionRepository;
    @Autowired
    private MemberMissionRepository memberMissionReposi
    @Transactional
    public MemberMission addMissionToMember(Long member
        Member member = memberRepository.findById(membe
                .orElseThrow(() -> new RuntimeException
        Mission mission = missionRepository.findById(mi
                .orElseThrow(() -> new RuntimeException
        MemberMission memberMission = new MemberMission
        memberMission.setMember(member);
        memberMission.setMission(mission);
        memberMission.setStatus(status);
        return memberMissionRepository.save(memberMissi
    }
}
```

MemberMissionController