# **Survivors REST API Guidelines**

### 1. Software Requirement Installation Guidelines

# a. NodeJs (server side)

i. Go to <a href="https://nodejs.org/en/download/">https://nodejs.org/en/download/</a> to download for server side set up.

# b. Postman (client side)

i. Go to <a href="https://www.postman.com/downloads/">https://www.postman.com/downloads/</a> to download for client side set up.

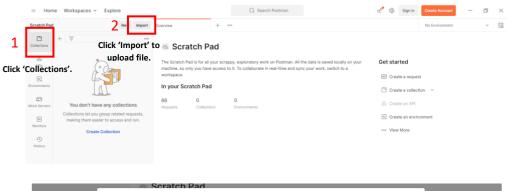
#### 2. Server Side

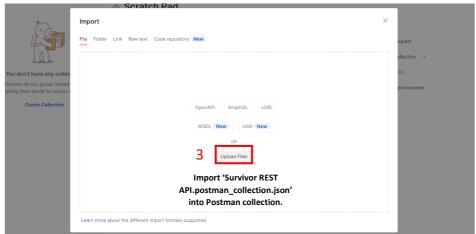
### a. Installation Set up

- i. Open Command Prompt/Terminal and clone
   https://github.com/Skyman1208/Survivors-REST-API.
- ii. Go to the directory and install all packages by 'npm install'.
- iii. 'npm run app' to active the SURVIVOR server.

#### 3. Client Side

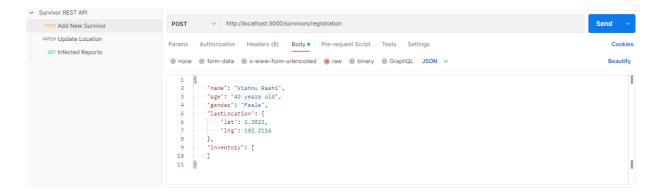
#### a. Load Test Script





#### b. API Testing

#### i. Add New Survivor



## ii. Update Location



### iii. Infected Reports

Infected Reports are based on survivors' location where infected survivors are out of radius of safe zone consider infected.

```
function determineInfectStatus(coord) {
    // calculation of between current location and safe area
    safeCoord = {lat: 2.257710, lng: 102.252990}; // safe location

    // var R = 6.371; // km
    var R = 6371; // Radius of the earth in km
    var dLat = (coord.lat - safeCoord.lat) * (Math.PI/180); // deg2rad below
    var dLon = (coord.lng - safeCoord.lng) * (Math.PI/180);
    var a =
        Math.sin(dLat/2) * Math.sin(dLat/2) +
        Math.cos(safeCoord.lat * (Math.PI/180)) * Math.cos(coord.lat * (Math.PI/180)) *
        Math.sin(dLon/2) * Math.sin(dLon/2);
    var c = 2 * Math.atan2(Math.sqrt(a), Math.sqrt(1-a));
    var d = R * c; // Distance in km

    infectStatus = "No";
    if(d > 5) { // Safe area in 5KM radius from safe are location
        infectStatus = "yes";
    }
    return infectStatus;
}
```

