# DAY 3 – API INTEGRATION

# **GENERAL E-COMMERCE**

# **API INTEGRATION PROCESS:**

### 1. Integrate Sanity Setup and Initialize Environment Variables

- Sanity Setup: Sanity is a headless CMS that helps manage content in a structured way. The
  first step is to create a Sanity account, then set up a new project and dataset (e.g.,
  production). Sanity Studio is the interface for managing content types and schema
  definitions.
- Environment Variables: For security, environment variables like SANITY\_PROJECT\_ID and SANITY\_DATASET are used to configure the connection between your frontend app and the Sanity API. These are usually stored in a .env file in your project.

## 2. Data Fetching

• Fetching Data: To get content from Sanity, you use the Sanity API, which allows you to send GROQ (Graph-Relational Object Query) requests to retrieve specific content. Queries define what data to fetch, such as blog posts, authors, or other content types. This data is then displayed dynamically on your website or application.

## 3. Data Processing

Processing Data: Once data is fetched from Sanity, you may need to process it before
displaying it. This could involve formatting dates, sorting data, or transforming content
into a displayable format (e.g., turning Markdown text into HTML). Processing ensures the
data fits the structure your application needs.

# 4. Data Creation in Sanity

 Creating Content: Sanity allows content creators to define and create new content using schemas (content models) which structure how the content should be entered. For example, a "post" schema might define fields like title, body, and author. Once the schema is set up, users can add content through the Sanity Studio interface, which can then be fetched dynamically in your app.

### 5. Error Handling

Handling Errors: While interacting with Sanity's API, you might encounter issues such as
failed API requests or invalid data formats. It's important to implement error handling to
gracefully manage these situations. This could involve using try-catch blocks or checking
for errors in API responses, ensuring that the application continues to function smoothly
even when issues arise.

## **ADJUSTMENT MADE TO SCHEMAS:**

## 1. Product Schema (products.ts)

• **Purpose**: This schema serves as the main structure for all types of products in your store. It can be used as a base for the other more specific product types like cricket bats, shoes, etc.

#### Fields:

- name: String field for the product's name.
- o price: Number field for the product's price.
- o description: Text field for detailed information about the product.
- o image: Image field for the product's image.
- o category: Reference field to link to specific categories (e.g., cricket bats, shoes).

# 2. Cricket Bats Schema (cricket\_bats.ts)

• **Purpose**: This schema represents cricket bats, a specific product type. It extends from the base products schema or can be a separate schema with more specialized fields.

#### • Fields:

- o material: String field to specify the bat's material (e.g., willow, synthetic).
- o weight: Number field to specify the weight of the bat in grams.
- o size: String field for the size (e.g., short handle, long handle).
- o sponsorship: Boolean to indicate if the bat is associated with a sponsorship.

# 3. Cricket Balls Schema (cricket\_balls.ts)

- **Purpose**: This schema handles cricket balls, another specific type of product.
- Fields:

- o color: String field to indicate the color of the ball (e.g., red, white).
- o material: String field for the material of the ball (e.g., leather).
- weight: Number field to specify the ball's weight.
- brand: String field to specify the ball's brand (e.g., Kookaburra, SG).

## 4. Protections Schema (protections.ts)

• **Purpose**: This schema would be used to store protective equipment such as gloves, pads, helmets, etc.

#### • Fields:

- o type: String field for the type of protection (e.g., gloves, pads, helmet).
- o size: String field for the size of the protection (e.g., small, medium, large).
- o material: String field to define the material used (e.g., leather, synthetic).
- o price: Number field for the price of the protection gear.

## 5. Shoes Schema (shoes.ts)

• Purpose: This schema manages product data for cricket shoes.

## • Fields:

- o brand: String field for the shoe brand (e.g., Adidas, Nike).
- o size: String field for shoe sizes (e.g., 8, 9, 10).
- o color: String field for the shoe color (e.g., white, black).
- o material: String field to specify the material used (e.g., synthetic, rubber).

# 6. Accessories Schema (accessories.ts)

• **Purpose**: This schema stores products related to accessories, such as bags, hats, or water bottles.

#### • Fields:

- o type: String field to define the type of accessory (e.g., bags, caps, water bottles).
- color: String field for the accessory's color.
- o material: String field for the material used in the accessory (e.g., cotton, nylon).
- price: Number field to define the price of the accessory.

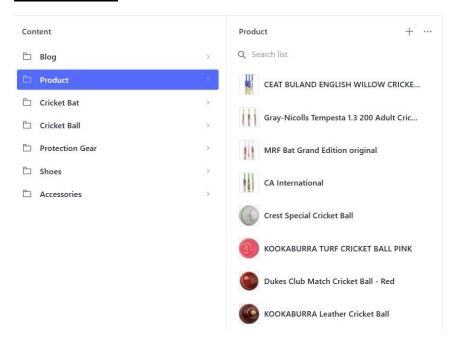
### **SCHEMA TYPES:**

```
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E-COMMERCE-WEBSITE
                                                               import { Rule } from "@sar
                                                               export default {
  name: "product",
  title: "Product",
  type: "document",
  > studio
  * favicon.ico
  # globals.css
  layout.tsx
  page.tsx
                                                                        name: "title",
title: "Title",
type: "string",
  > lib

✓ schemaTypes

                                                                        validation: (Rule: R
   TS index.ts
                                           М
                                                                        name: "description",
title: "Description"
type: "text",
validation: (Rule: R
  TS blogs.ts
  TS env.ts
                                           м
  TS product.ts
  TS protection.ts
                                                                        name: "price",
title: "Price",
type: "string",
validation: (Rule: R
$ .env.local
eslintrc.json
  .gitignore
                                                                        name: "image",
title: "Image",
type: "image",
JS next.config.mjs
package-lock.json
                                                                        options: {
                                                                           hotspot: true,
package.json
JS postcss.config.mjs
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README.md
OUTLINE
```

### **SANITY FIELDS:**



## **DATA IN FRONTEND:**

