**PokeAPI:**

* Open Demos>JavaScript>fetch in VS Code
* Open fetch.html in a live server and walk students through the file
  + A simple “card” with a header and an image
  + The browser displays “Name” and “pokemon sprite” for now
* Open fetch\_start.js and show students that it has 2 variables for the name and image elements in the DOM and an empty getPokemon method
* Use fetch() to make a call to https://pokeapi.co/api/v2/pokemon/pikachu and display the result’s name and front\_default sprite in the DOM

**PokeAPI 2:**

* Open Demos>JavaScript>fetch-2 in VS Code
* Open fetch-2.html in a live server and note that it just says “random cat”
  + This is b/c the img has no source and the alt text is “random cat”
* Open https://docs.thecatapi.com/ and walk through the docs briefly to explain that we can use this API to get cat images
* Open fetch-2\_start.js and fetch https://api.thecatapi.com/v1/images/search
* Open https://docs.thecatapi.com/authentication and explain that our request must include an API key
  + I have already signed up for an API key: da5d1b0b-a581-4f5f-b66d-5a763e223e2b
* Add headers to the fetch call with an x-api-key set to the key above
* Turn the response into json and use the 0th item’s url as the img src to display a cat image
* Add ‘breed\_id=munc’ to the end of the url to add a query for breed\_id

**Update PokeAPI:**

* Open Demos>JavaScript>fetch in VS Code
* Open fetch.html in a live server and walk students through the file
* Add a new checkStatus() function that checks for 200-299 status before getting json response and returns and error otherwise
  + throw new Error(response.statusText);
* Add a catch block to catch the error and console.error it