

Actividad 3 Sails: Sails.js

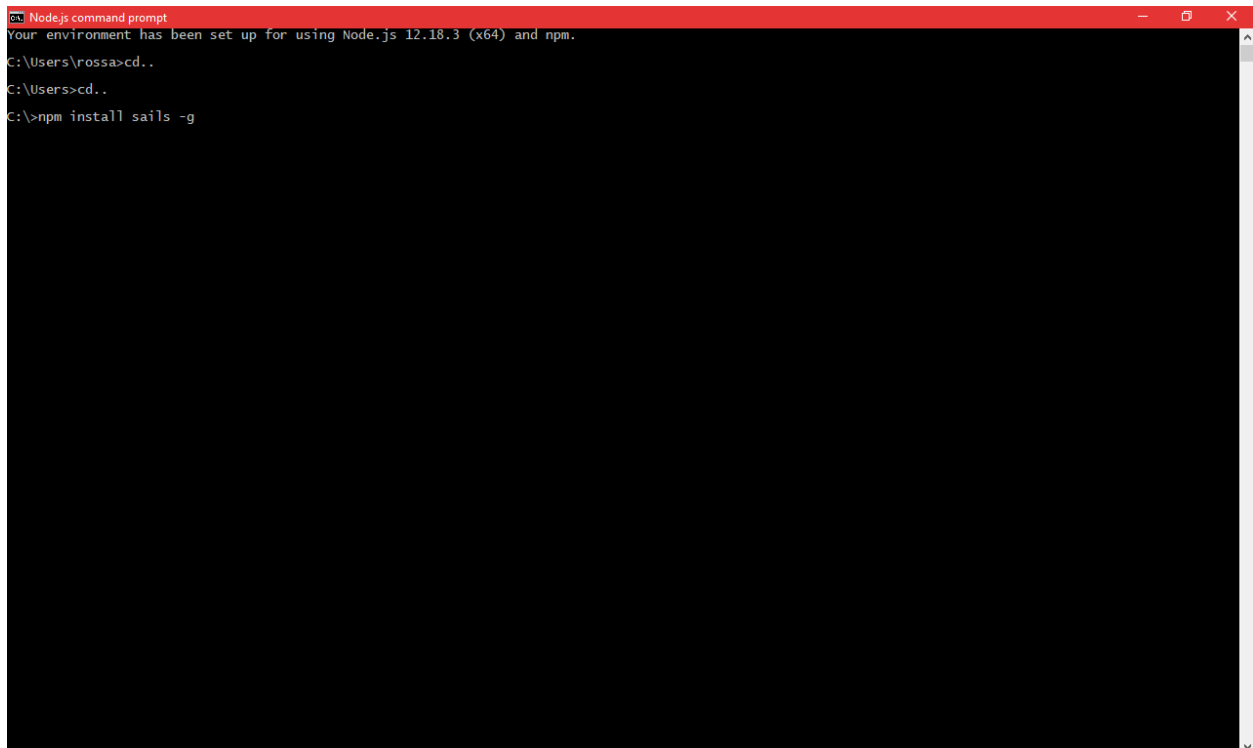
13 de agosto de 2020

Rossana Palma López

1. Vamos a realizar todas las actividades del siguiente tutorial:

<https://www.youtube.com/playlist?list=PLIddmSRJEJ0uOkB0pUeH4qEGGP9pKrdbC>

02 - WorkShop de Sails.js 1.0, Instalacion

A screenshot of a Windows command prompt window titled "Node.js command prompt". The window has a red title bar and standard Windows window controls. The text inside the window shows the following commands and their outputs: "Your environment has been set up for using Node.js 12.18.3 (x64) and npm.", "C:\Users\rossa>cd..", "C:\Users>cd..", and "C:\>npm install sails -g". The command prompt is currently at the "C:\>" line, ready for the next command.

```
Node.js command prompt
Your environment has been set up for using Node.js 12.18.3 (x64) and npm.
C:\Users\rossa>cd..
C:\Users>cd..
C:\>npm install sails -g
```

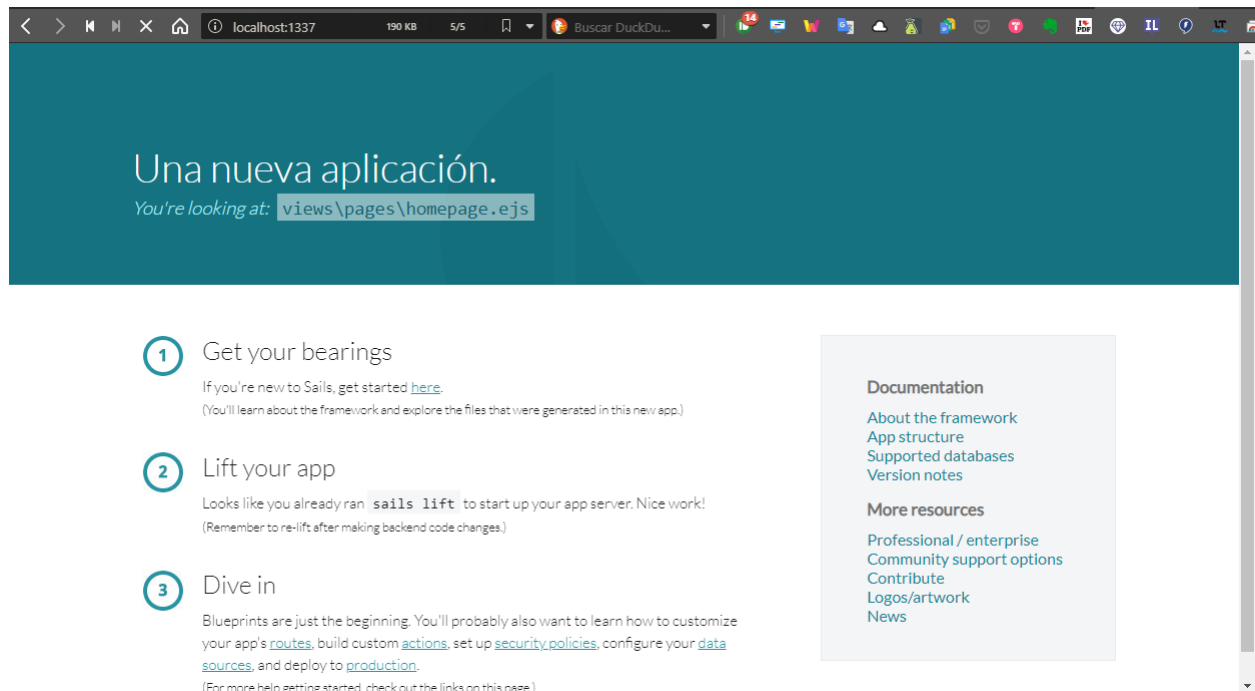
Ingresando comando para instalar Sails.js.

```
Node.js command prompt
Your environment has been set up for using Node.js 12.18.3 (x64) and npm.
C:\Users\rossa>cd..
C:\Users>cd..
C:\>npm install sails -g
C:\Users\rossa\AppData\Roaming\npm\sails -> C:\Users\rossa\AppData\Roaming\npm\node_modules\sails\bin\sails.js
+ sails@1.2.4
added 240 packages from 124 contributors in 104.118s
C:\>
```

Sails.js instalado en Windows 10.

```
Node.js command prompt - sails new test-project
Your environment has been set up for using Node.js 12.18.3 (x64) and npm.
C:\Users\rossa>cd..
C:\Users>cd..
C:\>npm install sails -g
C:\Users\rossa\AppData\Roaming\npm\sails -> C:\Users\rossa\AppData\Roaming\npm\node_modules\sails\bin\sails.js
+ sails@1.2.4
added 240 packages from 124 contributors in 104.118s
C:\>mkdir test_project
C:\>cd test_project
C:\test_project>sails new test-project
Choose a template for your new Sails app:
1. Web App - Extensible project with auth, login, & password recovery
2. Empty - An empty Sails app, yours to configure
(type "??")
```

Ingresando comando para crear nuestro primer proyecto de REST API con Sails.



Comprobando nuestro servidor local levantado.

03 - WorkShop de Sails.js 1.0, Modelos

```
Simbolo del sistema
Microsoft Windows [Versión 10.0.16299.1087]
(c) 2017 Microsoft Corporation. Todos los derechos reservados.

C:\Users\rossa>cd..
C:\Users>cd..
C:\>cd test_project
C:\test_project>cd test-project
C:\test_project\test-project>sails generate model Champ
info: Created a new model ("Champ")!
C:\test_project\test-project>
```

Creación de un modelo para nuestra REST API, en este caso se modela un campeón de LOL.

```
Project — C:\test_project\test-project — Atom
File Edit View Selection Find Packages Help

Project | Champjs | datastores.js | ChampsController.js | routes.js

test-project
├── .tmp
├── api
│   ├── controllers
│   │   ├── .gitkeep
│   │   └── ChampsController.js
│   ├── helpers
│   ├── models
│   │   ├── .gitkeep
│   │   └── Champjs
│   ├── policies
│   ├── assets
│   ├── config
│   ├── env
│   ├── locales
│   ├── blueprints.js
│   ├── bootstrap.js
│   ├── custom.js
│   ├── datastores.js
│   ├── globals.js
│   ├── http.js
│   ├── i18n.js
│   ├── local.js
│   ├── log.js
│   ├── models.js
│   ├── policies.js
│   ├── routes.js
│   └── ...
└── ...

1 /**
2  * Champ.js
3  *
4  * @description :: A model definition represents a database table/collection.
5  * @docs        :: https://sailsjs.com/docs/concepts/models-and-orm/models
6  */
7
8 module.exports = {
9
10   tableName: 'champs',
11   attributes: {
12     name: {
13       type: 'string'
14     },
15
16     image: {
17       type: 'string'
18     },
19
20     description: {
21       type: 'string'
22     },
23
24     category: {
25       type: 'string'
26     }
27   },
28 },
29
30 ];
31
32
```

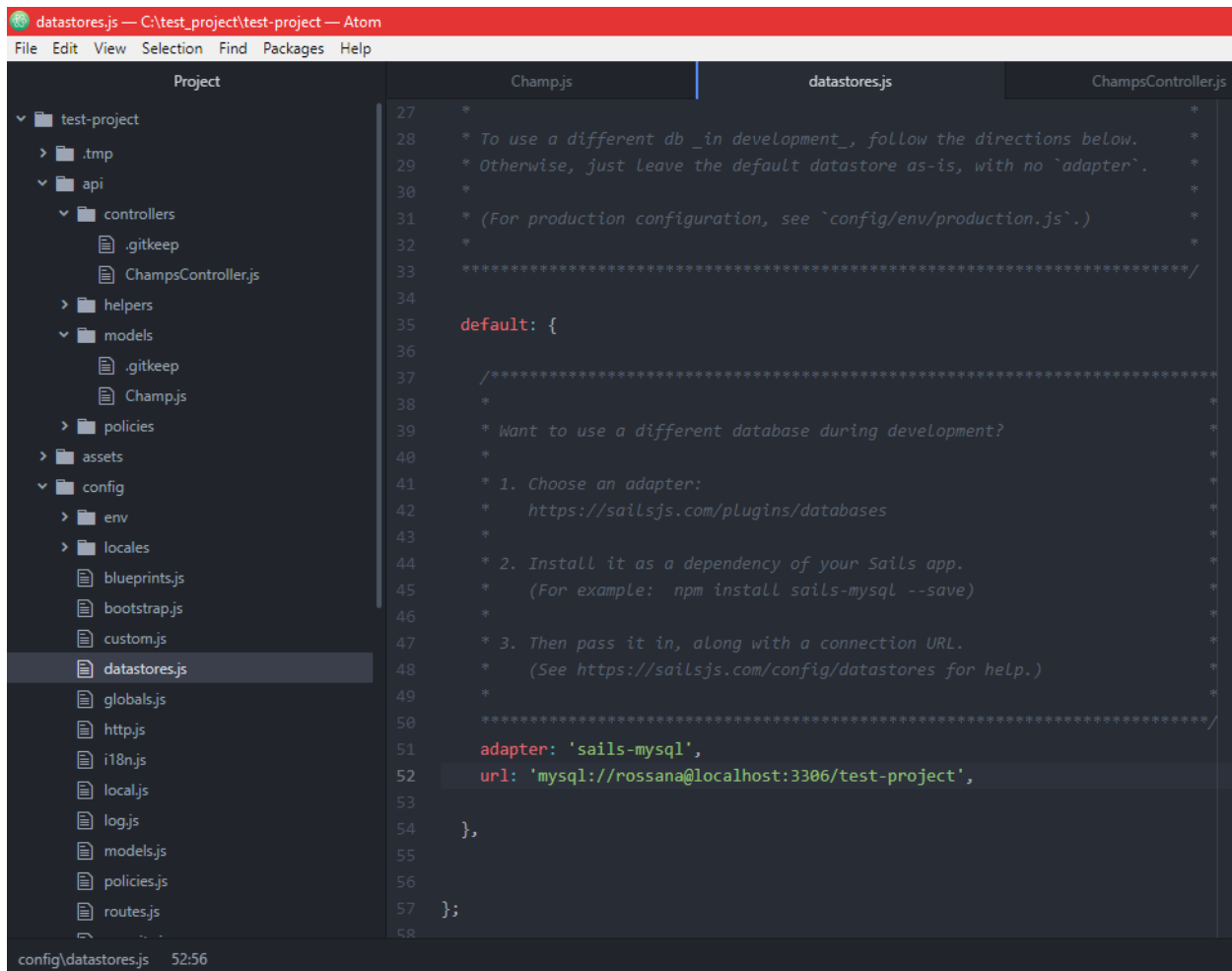
Descripción de los atributos del modelo Champ.

```
Simbolo del sistema
Microsoft Windows [Versión 10.0.16299.1087]
(c) 2017 Microsoft Corporation. Todos los derechos reservados.

C:\Users\rossa>cd..
C:\Users>cd..
C:\>cd test_project
C:\test_project>cd test-project
C:\test_project\test-project>sails generate model Champ
info: Created a new model ("Champ")!
C:\test_project\test-project>npm install sails-mysql --save
> core-js@2.6.11 postinstall C:\test_project\test-project\node_modules\core-js
> node -e "try{require('./postinstall')}catch(e){}"
+ sails-mysql@1.0.1
added 81 packages from 76 contributors in 124.921s
30 packages are looking for funding
  run 'npm fund' for details

C:\test_project\test-project>
```

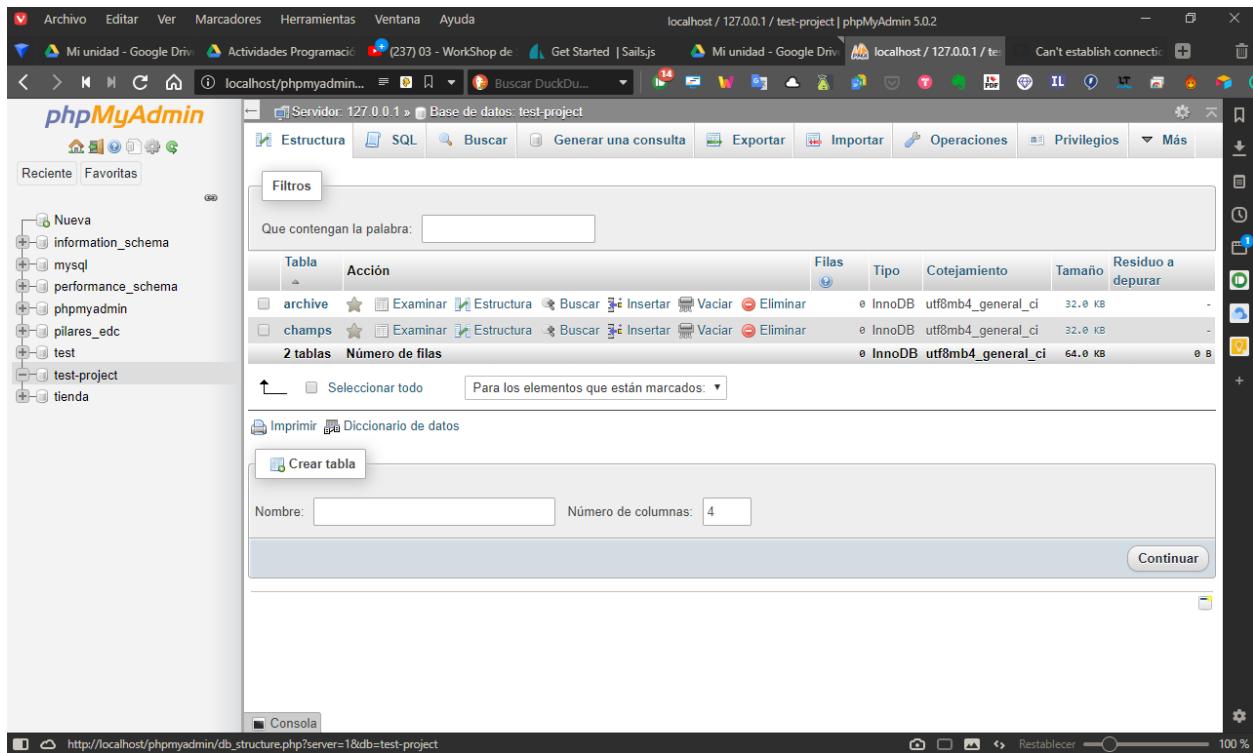
Instalando adaptadores para el gestor de bases de datos MySQL.



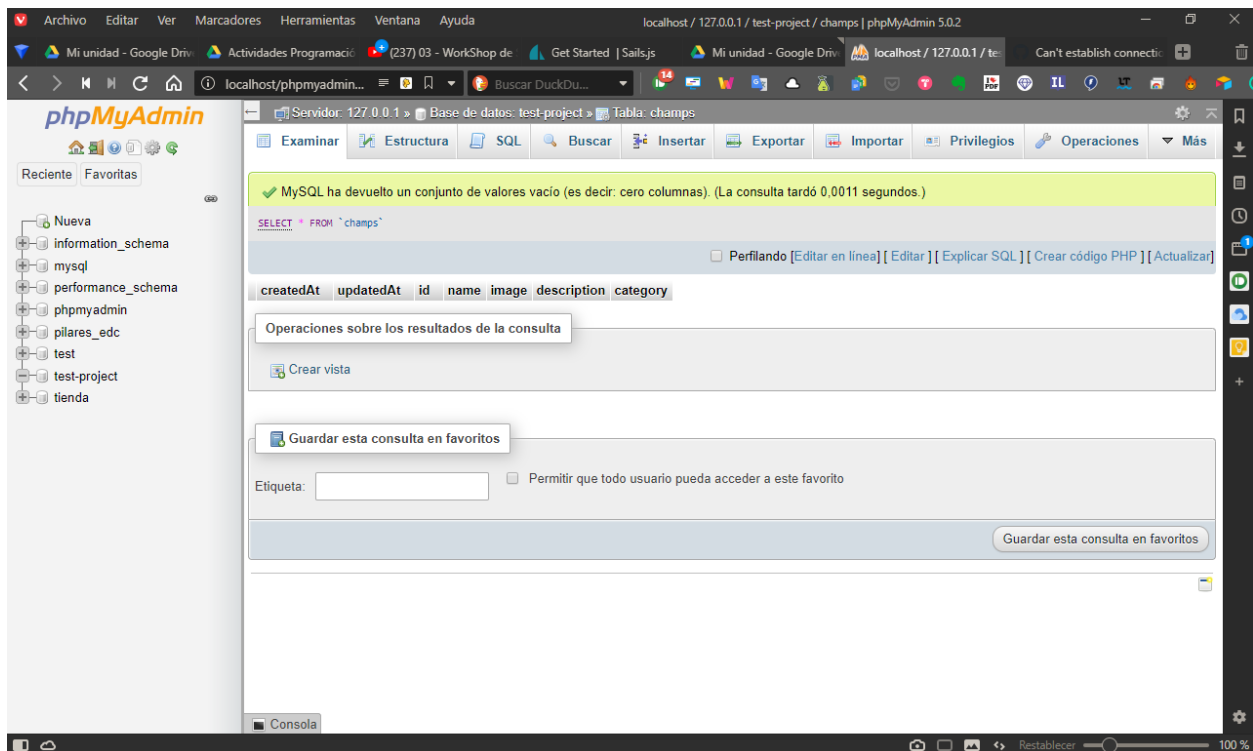
The screenshot shows the Atom editor interface with a project named 'test-project' open. The file explorer on the left shows the project structure, including folders like .tmp, api, controllers, helpers, models, policies, assets, config, and locales. The 'config' folder is expanded, and 'datastores.js' is selected. The main editor window shows the contents of 'datastores.js', which is a configuration file for Sails.js. It contains comments explaining how to use a different database in development and how to configure the default database for production. The configuration is as follows:

```
27 *  
28 * To use a different db _in development_, follow the directions below. *  
29 * Otherwise, just leave the default datastore as-is, with no `adapter`. *  
30 *  
31 * (For production configuration, see `config/env/production.js`.) *  
32 *  
33 *****/  
34  
35 default: {  
36  
37   /*****  
38   *  
39   * Want to use a different database during development?  
40   *  
41   * 1. Choose an adapter:  
42   *   https://sailsjs.com/plugins/databases  
43   *  
44   * 2. Install it as a dependency of your Sails app.  
45   *   (For example: npm install sails-mysql --save)  
46   *  
47   * 3. Then pass it in, along with a connection URL.  
48   *   (See https://sailsjs.com/config/datastores for help.)  
49   *  
50   *****/  
51   adapter: 'sails-mysql',  
52   url: 'mysql://rossana@localhost:3306/test-project',  
53  
54 },  
55  
56  
57 };
```

Describiendo dentro del archivo databases.js el adaptador que hemos instalado para nuestro proyecto de REST API.



Creando la base de datos del proyecto en el gestor MySQL.



Creación de la tabla champs cuya estructura corresponde a los atributos descritos en modelo.


```
Simbolo del sistema
Microsoft Windows [Versión 10.0.16299.1087]
(c) 2017 Microsoft Corporation. Todos los derechos reservados.

C:\Users\rossa>cd..
C:\Users>cd..
C:\>cd test_project
C:\test_project>cd test-project
C:\test_project\test-project>sails generate controller Champ
info: Created a new controller ("Champ") at api/controllers/ChampController.js!
C:\test_project\test-project>_
```

Creación del controlador de la REST API

```
ChampsController.js — C:\test_project\test-project — Atom
File Edit View Selection Find Packages Help

Project
test-project
  .tmp
  api
    controllers
      .gitkeep
      ChampsController.js
    helpers
    models
      .gitkeep
      Champ.js
    policies
    assets
    config
    env
    locales
    blueprints.js
    bootstrap.js
    custom.js
    datastores.js
    globals.js
    http.js
    i18n.js
    local.js
    log.js
    models.js
    policies.js
    routes.js

ChampsController.js
5 * @help      :: See https://sailsjs.com/docs/concepts/actions
6 */
7
8 module.exports = {
9   get: function(req, res){
10     Champ.find()
11     .then(function(champs){
12       if(!champs || champs.length == 0){
13         return res.send({
14           'success': false,
15           'message': 'No records found'
16         })
17       }
18
19       return res.send({
20         'success': true,
21         'message': 'Records fetched',
22         'data': champs
23       })
24     })
25     .catch(function(err){
26       sails.log.debug(err)
27       return res.send({
28         'success': false,
29         'message': 'Unable to fetch records'
30       })
31     })
32   }
33 };
34
35
```

Creación del método get, el cual controla lo que sucede cuando invocamos una petición GET.

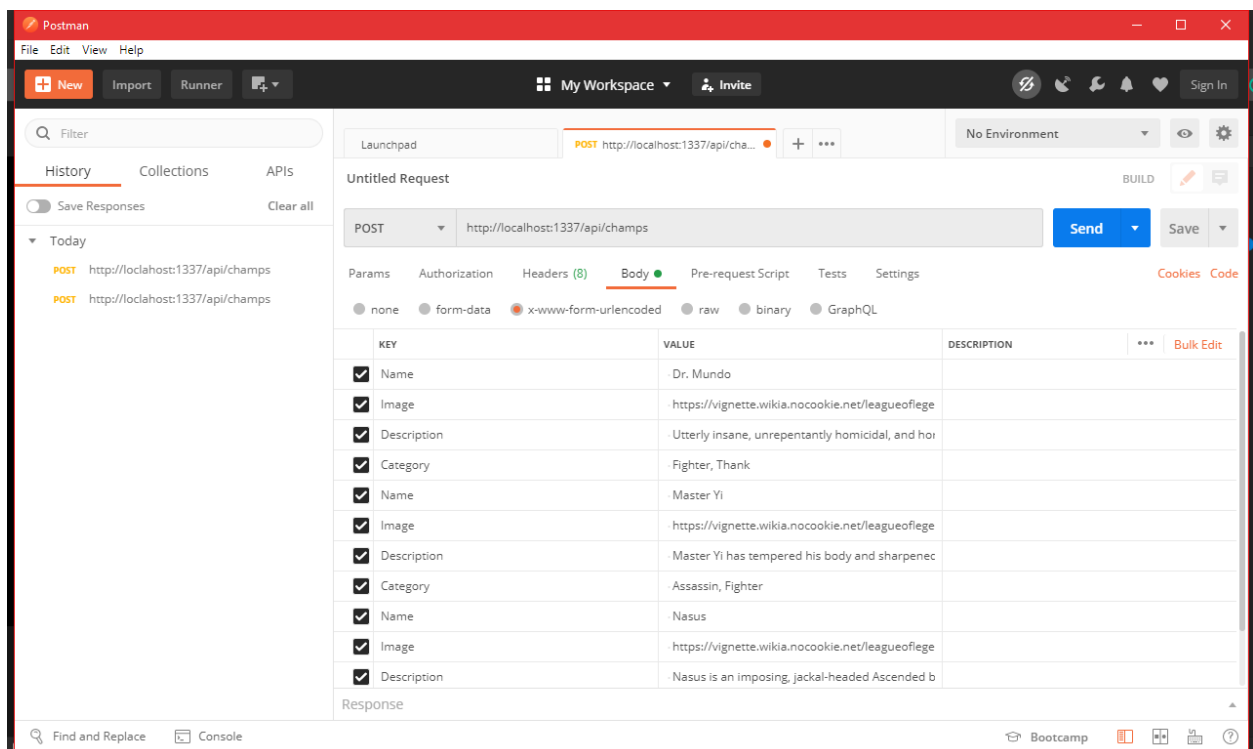
```
8  * https://sailsjs.com/anatomy/config/routes.js
9  */
10
11  module.exports.routes = {
12
13    /*****
14     *
15     * Make the view located at `views/homepage.ejs` your home page.
16     *
17     * (Alternatively, remove this and add an `index.html` file in your
18     * `assets` directory)
19     *
20     *****/
21
22    '/': { view: 'pages/homepage' },
23
24    /*****
25     *
26     * More custom routes here...
27     * (See https://sailsjs.com/config/routes for examples.)
28     *
29     * If a request to a URL doesn't match any of the routes in this file, it
30     * is matched against "shadow routes" (e.g. blueprint routes). If it does
31     * not match any of those, it is matched against static assets.
32     *
33     *****/
34
35    'GET /api/champs': 'ChampsController.get',
36
37  };
38
```

Ruta que seguirá la petición GET.

05 - WorkShop de Sails.js 1.0, POST Request

```
9  */
10
11  module.exports.routes = {
12
13    /*****
14     *
15     * Make the view located at `views/homepage.ejs` your home page.
16     *
17     * (Alternatively, remove this and add an `index.html` file in your
18     * `assets` directory)
19     *
20     *****/
21
22    '/': { view: 'pages/homepage' },
23
24    /*****
25     *
26     * More custom routes here...
27     * (See https://sailsjs.com/config/routes for examples.)
28     *
29     * If a request to a URL doesn't match any of the routes in this file, it
30     * is matched against "shadow routes" (e.g. blueprint routes). If it does
31     * not match any of those, it is matched against static assets.
32     *
33     *****/
34
35    'GET /api/champs': 'ChampsController.get',
36    'POST /api/champs': 'ChampsController.create',
37
38  };
39
```

Creación de la ruta para la petición GET (se crea el método create al que hace referencia en el controlador, solo respondiendo a través de consola).



Uso de POSTMAN para realizar una petición POST, los datos dentro del cuerpo de la misma.

```
grunt
  action: 'champs/create',
  _middlewareType: 'CORS HOOK: clearHeaders',
  skipRegex: []
},
allParams: [Function],
port: 1337,
validate: [Function],
explicitlyAcceptsHTML: false,
wantsJSON: true,
i18n: {
  devMode: true,
  locales: { en: [Object], es: [Object], fr: [Object], de: [Object] },
  defaultLocale: 'en',
  directory: 'C:\\test_project\\test-project\\config\\locales',
  extension: '.json',
  request: [Circular],
  locale: 'en',
  prefLocale: 'en'
},
setLocale: [Function: bound setLocale],
getLocale: [Function: bound getLocale],
[Symbol(kCapture)]: false
}
```

Respuesta en consola de la petición POST, no obtenemos los parámetros de nuestro modelo, ya que aún no hemos configurado el método create de nuestro controlador.

```

info:
info:
info:
info: Sails
info: v1.2.4
info:
info:
info:
info:
info:
info:
info:
info: Server lifted in 'C:\test_project\test-project'
info: To shut down Sails, press <CTRL> + C at any time.
info: Read more at https://sailsjs.com/support.

debug:
debug: :: Wed Aug 12 2020 22:14:15 GMT-0500 (GMT-05:00)

debug: Environment : development
debug: Port : 1337
debug:
debug: {
  Name: [ 'Dr. Mundo', 'Master Yi', 'Nasus' ],
  Image: [
    'https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539',
    'https://vignette.wikia.nocookie.net/leagueoflegends/images/e/e7/Master_Yi_Render.png/revision/latest/scale-to-width-down/350?cb=20150917161034',
    'https://vignette.wikia.nocookie.net/leagueoflegends/images/b/bf/Nasus_Render.png/revision/latest/scale-to-width-down/350?cb=20190119234048'
  ],
  Description: [
    "Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain-both the giving of it, and the receiving of it. Wielding his massive meat cleaver as if it were weightless, Mundo is infamous for capturing and torturing dozens of Zaun's citizens for his nefarious "operations," which seem to have no overall point or goal. He is brutal. He is unpredictable. He goes where he pleases. He is also not, technically, a doctor.",
    "Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of the last living practitioners of the Ionian art of Wuju, Yi has devoted his life to continuing the legacy of his people-scrutinizing potential new disciples with the Seven Lenses of Insight to identify the most worthy among them.",
    "Nasus is an imposing, jackal-headed Ascended being from ancient Shurima, a heroic figure regarded as a demigod by the people of the desert. Fiercely intelligent, he was a guardian of knowledge and peerless strategist whose wisdom guided the ancient empire of Shurima to greatness for many centuries. After the fall of the empire, he went into self-imposed exile, becoming little more than a legend. Now that the ancient city of Shurima has risen once more, he has returned, determined to ensure it never falls again."
  ],
  Category: [ 'Fighter, Tank', 'Assassin, Fighter', 'Fighter, Tank' ]
}

```

Respuesta en consola de la petición POST cuando sólo devuelve parámetros más no crea algún ejemplar de nuestro modelo.

```

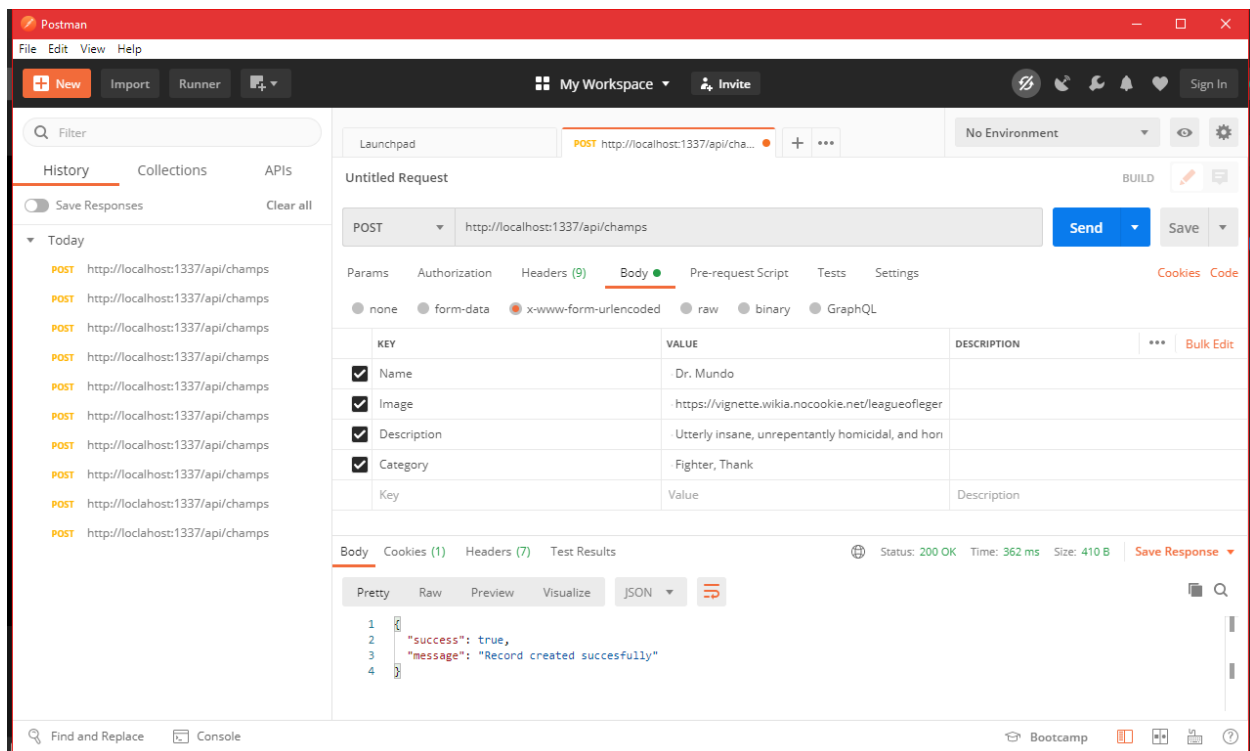
Project ChampsController.js | datastores.js | ChampsController.js | routes.js
File Edit View Selection Find Packages Help

test-project
├── .tmp
├── api
│   ├── controllers
│   │   ├── .gitkeep
│   │   └── ChampsController.js
│   ├── helpers
│   ├── models
│   │   ├── .gitkeep
│   │   └── Champs.js
│   ├── policies
│   ├── assets
│   └── config
│       ├── env
│       ├── locales
│       ├── blueprints.js
│       ├── bootstrap.js
│       ├── custom.js
│       ├── datastores.js
│       ├── globals.js
│       ├── http.js
│       ├── i18n.js
│       ├── local.js
│       ├── log.js
│       ├── models.js
│       ├── policies.js
│       └── routes.js
└── ...

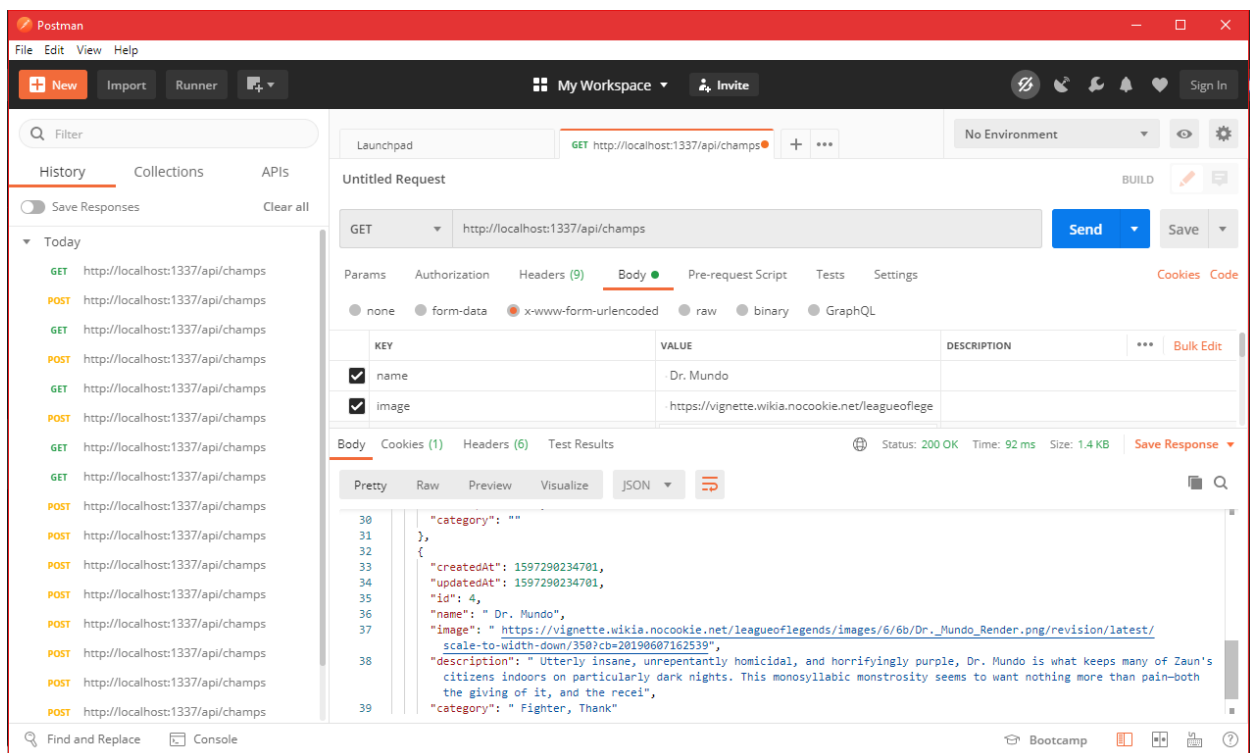
21 'message': 'Records fetched',
22 'data': champs
23 })
24 })
25 .catch(function(err){
26   sails.log.debug(err)
27   return res.send({
28     'success': false,
29     'message': 'Unable to fetch records'
30   })
31 })
32 },
33
34 create: function(req, res){
35   sails.log.debug(req.allParams())
36   Champ.create(req.allParams())
37   .then(function(champ){
38     return res.send({
39       'success': true,
40       'message': 'Record created successfully'
41     })
42   })
43   .catch(function(err){
44     sails.log.debug(err)
45     return res.send({
46       'success': false,
47       'message': 'Unable to create record'
48     })
49   })
50 }
51 }
52

```

Completamos la dedición del método create.



Efectuamos una petición POST y se verifica su la creación de un ejemplar satisfactoriamente.



Comprobamos la creación del ejemplar invocando una petición GET.


```
localhost:1337/api/cha...
{
  "image": "",
  "description": "",
  "category": ""
},
{
  "createdAt": 1597290234701,
  "updatedAt": 1597290234701,
  "id": 4,
  "name": " Dr. Mundo",
  "image": " https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539",
  "description": " Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain-both the giving of it, and the recei",
  "category": " Fighter, Thank"
},
{
  "createdAt": 1597290743875,
  "updatedAt": 1597290743875,
  "id": 5,
  "name": " Master Yi",
  "image": " https://vignette.wikia.nocookie.net/leagueoflegends/images/e/e7/Master_Yi_Render.png/revision/latest/scale-to-width-down/350?cb=20150917161034",
  "description": " Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of t",
  "category": " Assassin, Fighter"
},
{
  "createdAt": 1597290834904,
  "updatedAt": 1597290834904,
  "id": 6,
  "name": " Nasus",
  "image": " https://vignette.wikia.nocookie.net/leagueoflegends/images/b/bf/Nasus_Render.png/revision/latest/scale-to-width-down/350?cb=20190119234048",
  "description": " Nasus is an imposing, jackal-headed Ascended being from ancient Shurima, a heroic figure regarded as a demigod by the people of the desert. Fiercely intelligent, he was a guardian of knowledge and peerless strategist whose wisdom guided the ancient empir",
  "category": " Fighter, Tank"
}
]
}
```

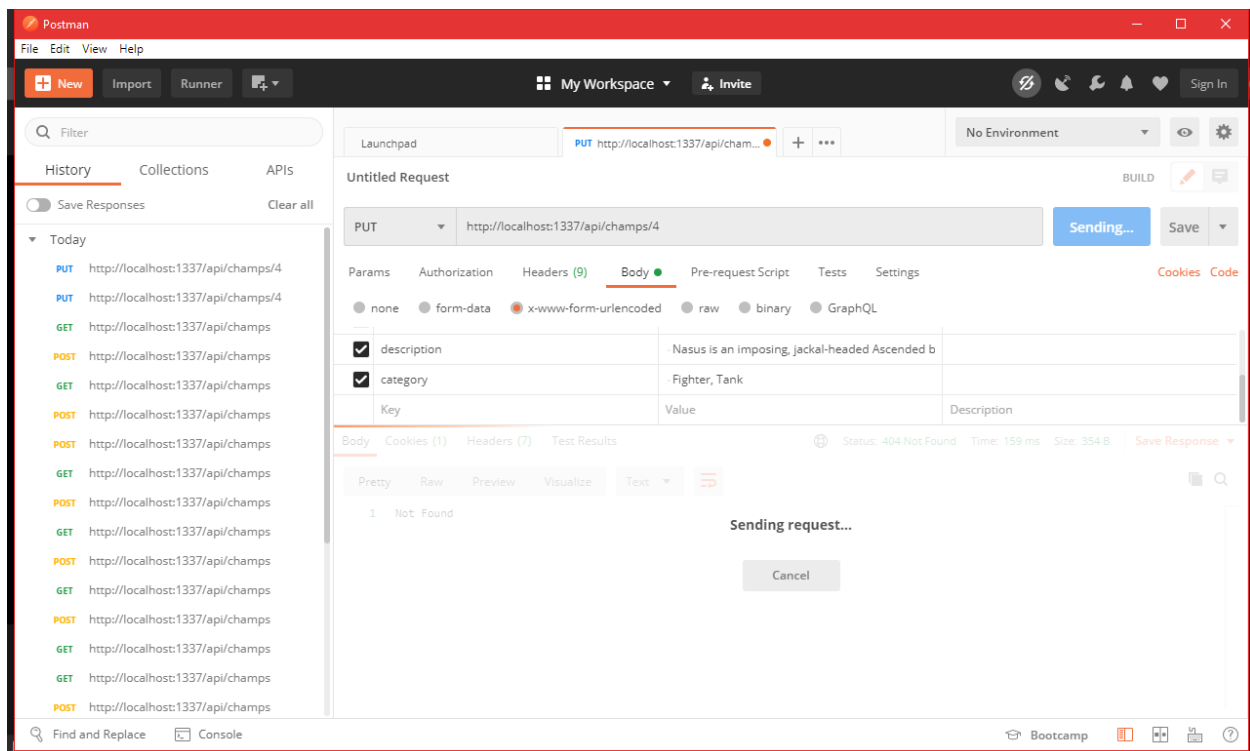
En el servidor local, de igual manera podemos verificar la creación de varios ejemplares invocando una petición POST.

06 - WorkShop de Sails.js 1.0, PUT Request

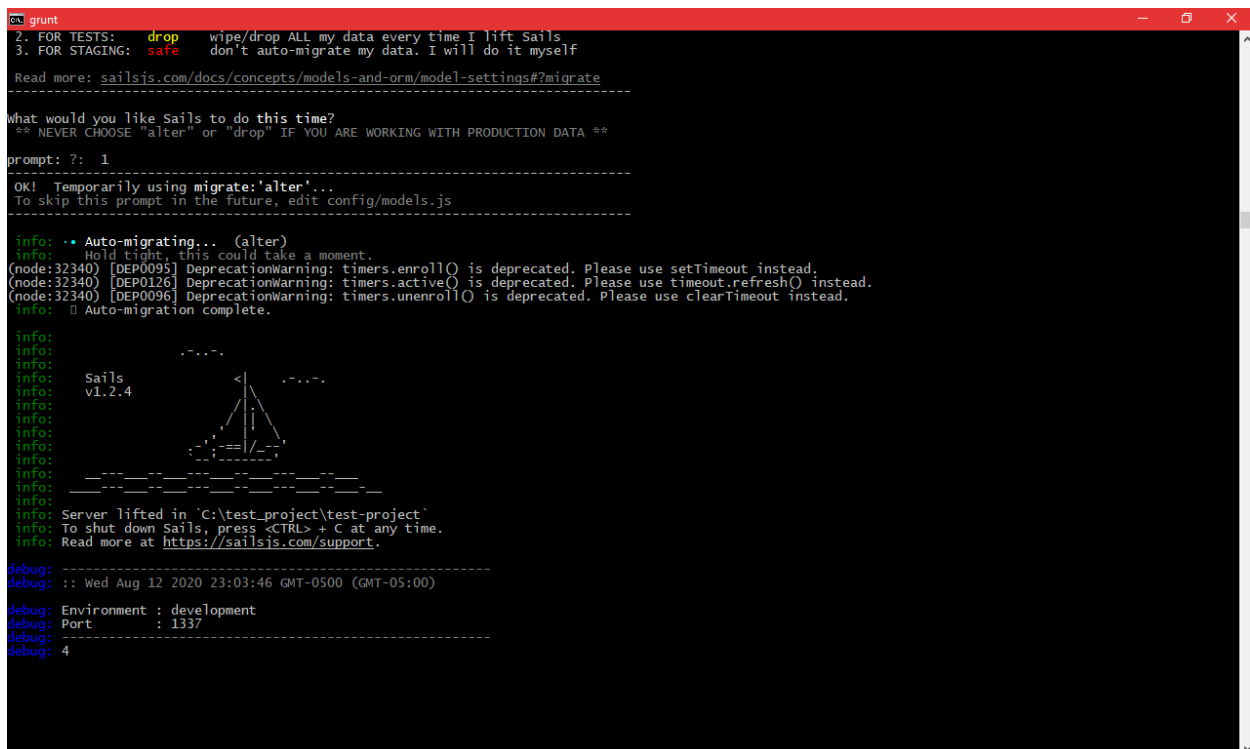
Escribiendo ruta para lo que será la petición PUT que hace referencia al método update del controlador del mismo modo creamos una primera versión del método update en la que solo podemos ver la petición PUT por consola.

Actividad 3 Sails: Sails.js

18



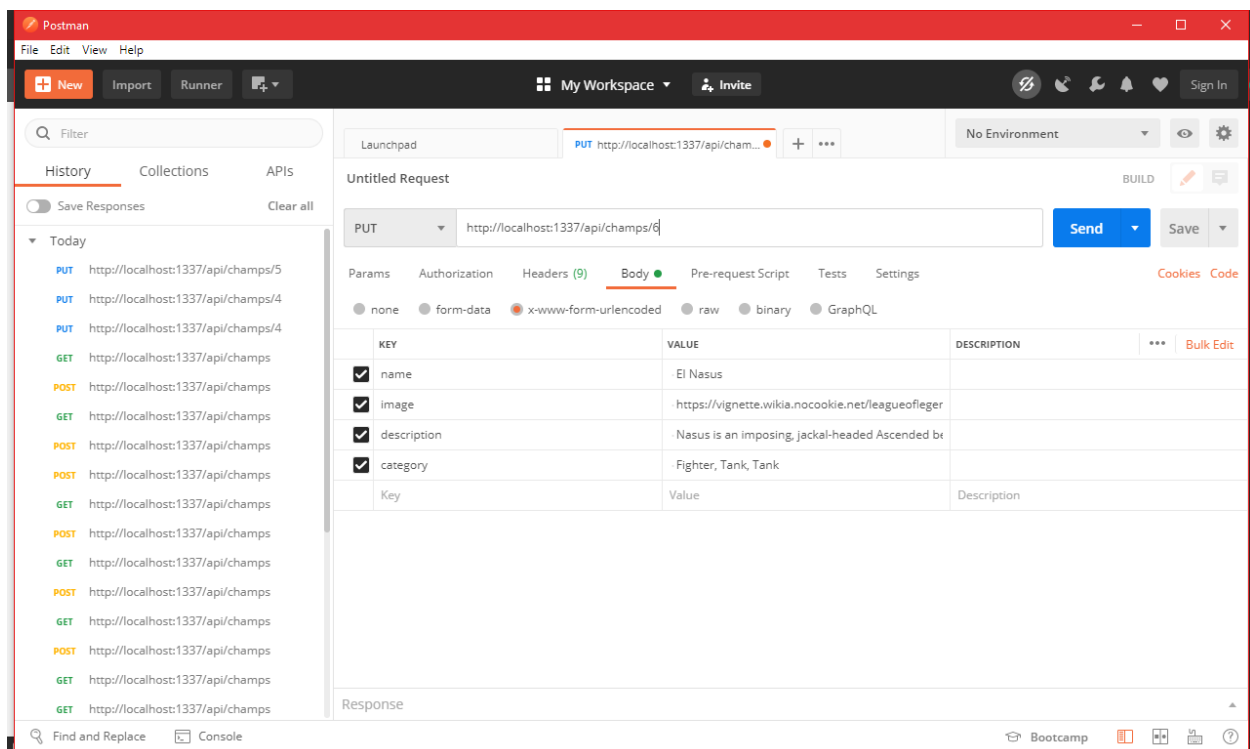
Verificando el funcionamiento del mismo.



Hacemos verificación en consola.


```
category:
{
  "createdAt": 1597290013471,
  "updatedAt": 1597290013471,
  "id": 3,
  "name": "",
  "image": "",
  "description": "",
  "category": ""
},
{
  "createdAt": 1597290234701,
  "updatedAt": 1597290234701,
  "id": 4,
  "name": "Dr. Mundo",
  "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539",
  "description": "Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain-both the giving of it, and the recei",
  "category": "Fighter, Tank"
},
{
  "createdAt": 1597290743875,
  "updatedAt": 1597290743875,
  "id": 5,
  "name": "Master Yi",
  "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/e/e7/Master_Yi_Render.png/revision/latest/scale-to-width-down/350?cb=20150917161034",
  "description": "Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of t",
  "category": "Assassin, Fighter"
},
{
  "createdAt": 1597290834904,
  "updatedAt": 1597290834904,
  "id": 6,
  "name": "Nasus",
  "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/b/bf/Nasus_Render.png/revision/latest/scale-to-width-down/350?cb=20190119234048",
  "description": "Nasus is an imposing, jackal-headed Ascended being from ancient Shurima, a heroic figure regarded as a demigod by the people of the desert. Fiercely intelligent, he was a guardian of knowledge and peerless strategist whose wisdom guided the ancient empir",
  "category": "Fighter, Tank"
}
}
```

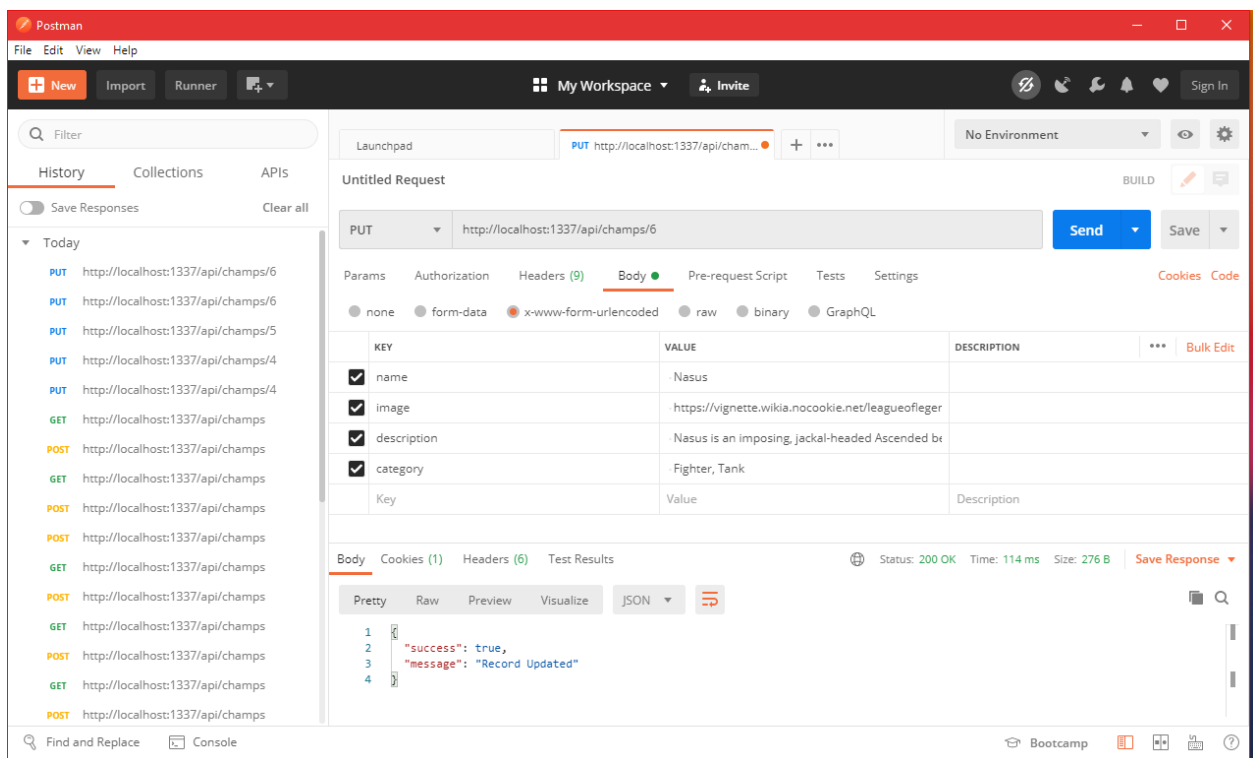
A continuación se realizará un update al registro 6 de tabla champs.



Se coloca en la barra de dirección de la petición la ruta a la que ira nuestra petición PUT.


```
    },
    {
      "createdAt": 1597290013471,
      "updatedAt": 1597290013471,
      "id": 3,
      "name": "",
      "image": "",
      "description": "",
      "category": ""
    },
    {
      "createdAt": 1597290234701,
      "updatedAt": 1597290234701,
      "id": 4,
      "name": "Dr. Mundo",
      "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539",
      "description": "Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain-both the giving of it, and the recei",
      "category": "Fighter, Tank"
    },
    {
      "createdAt": 1597290743875,
      "updatedAt": 1597290743875,
      "id": 5,
      "name": "Master Yi",
      "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/e/e7/Master_Yi_Render.png/revision/latest/scale-to-width-down/350?cb=20150917161034",
      "description": "Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of t",
      "category": "Assassin, Fighter"
    },
    {
      "createdAt": 1597290834904,
      "updatedAt": 1597292719299,
      "id": 6,
      "name": "El Nasus",
      "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/b/bf/Nasus_Render.png/revision/latest/scale-to-width-down/350?cb=20190119234048",
      "description": "Nasus is an imposing, jackal-headed Ascended being from ancient Shurima, a heroic figure regarded as a demigod by the people of the desert. Fiercely intelligent, he was a guardian of knowledge and peerless strategist whose wisdom guided the ancient empir",
      "category": "Fighter, Tank, Tank"
    }
  ]
}
```

Verificamos a través del servidor local de desarrollo que, efectivamente fue actualizado el registro 6.

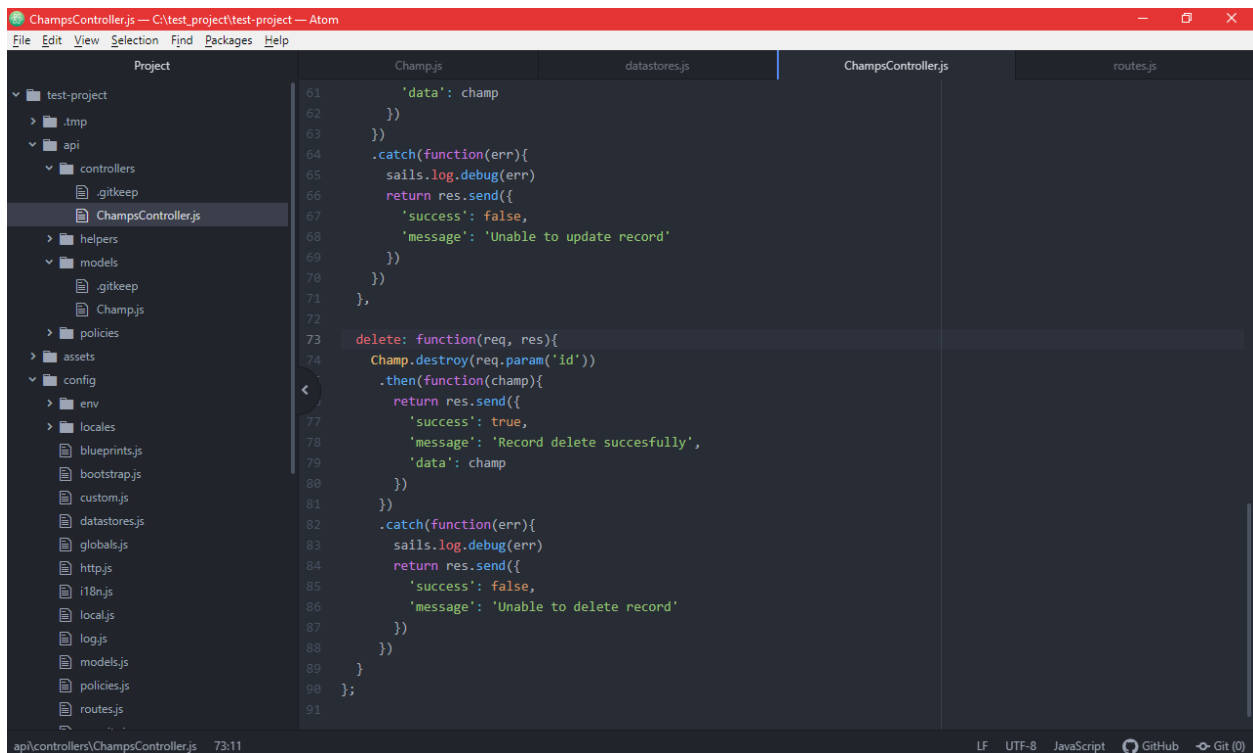


Deshacemos los cambios y volvemos a invocar una petición PUT.

```
category:
  {
    "createdAt": 1597290013471,
    "updatedAt": 1597290013471,
    "id": 3,
    "name": "",
    "image": "",
    "description": "",
    "category": ""
  },
  {
    "createdAt": 1597290234701,
    "updatedAt": 1597290234701,
    "id": 4,
    "name": "Dr. Mundo",
    "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539",
    "description": "Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain-both the giving of it, and the recei",
    "category": "Fighter, Tank"
  },
  {
    "createdAt": 1597290743875,
    "updatedAt": 1597290743875,
    "id": 5,
    "name": "Master Yi",
    "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/e/e7/Master_Yi_Render.png/revision/latest/scale-to-width-down/350?cb=20150917161034",
    "description": "Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of t",
    "category": "Assassin, Fighter"
  },
  {
    "createdAt": 1597290834904,
    "updatedAt": 1597293027489,
    "id": 6,
    "name": "Nasus",
    "image": "https://vignette.wikia.nocookie.net/leagueoflegends/images/b/bf/Nasus_Render.png/revision/latest/scale-to-width-down/350?cb=20190119234048",
    "description": "Nasus is an imposing, jackal-headed Ascended being from ancient Shurima, a heroic figure regarded as a demigod by the people of the desert. Fiercely intelligent, he was a guardian of knowledge and peerless strategist whose wisdom guided the ancient empir",
    "category": "Fighter, Tank"
  }
]
}
```

Comprobamos que el registro ha vuelto a su contenido original.

07 - WorkShop de Sails.js 1.0, DELETE Request



```
ChampsController.js — C:\test_project\test-project — Atom
File Edit View Selection Find Packages Help

Project | Champs.js | datastores.js | ChampsController.js | routes.js

test-project
├── .tmp
├── api
│   ├── controllers
│   │   └── ChampsController.js
│   ├── helpers
│   ├── models
│   │   ├── .gitkeep
│   │   └── Champ.js
│   ├── policies
│   ├── assets
│   ├── config
│   ├── env
│   ├── locales
│   ├── blueprints.js
│   ├── bootstrap.js
│   ├── custom.js
│   ├── datastores.js
│   ├── globals.js
│   ├── http.js
│   ├── i18n.js
│   ├── local.js
│   ├── log.js
│   ├── models.js
│   ├── policies.js
│   └── routes.js
└── ...

61   'data': champ
62   })
63   })
64   .catch(function(err){
65     sails.log.debug(err)
66     return res.send({
67       'success': false,
68       'message': 'Unable to update record'
69     })
70   })
71   },
72   },
73   delete: function(req, res){
74     Champ.destroy(req.param('id'))
75     .then(function(champ){
76       return res.send({
77         'success': true,
78         'message': 'Record delete succesfully',
79         'data': champ
80       })
81     })
82     .catch(function(err){
83       sails.log.debug(err)
84       return res.send({
85         'success': false,
86         'message': 'Unable to delete record'
87       })
88     })
89   }
90   };
91 }
```

Creación del método delete en nuestro controlador.


```

11 module.exports.routes = {
12
13   /*****
14    *
15    * Make the view located at `views/homepage.ejs` your home page.
16    *
17    * (Alternatively, remove this and add an `index.html` file in your
18    * `assets` directory)
19    *
20    *****/
21
22   '/': { view: 'pages/homepage' },
23
24   /*****
25    *
26    * More custom routes here...
27    * (See https://sailsjs.com/config/routes for examples.)
28    *
29    * If a request to a URL doesn't match any of the routes in this file, it
30    * is matched against "shadow routes" (e.g. blueprint routes). If it does
31    * not match any of those, it is matched against static assets.
32    *
33    *****/
34
35   'GET /api/champs': 'ChampsController.get',
36   'POST /api/champs': 'ChampsController.create',
37   'PUT /api/champs/:id': 'ChampsController.update',
38   'DELETE /api/champs/:id': 'ChampsController.delete',
39
40 };
41

```

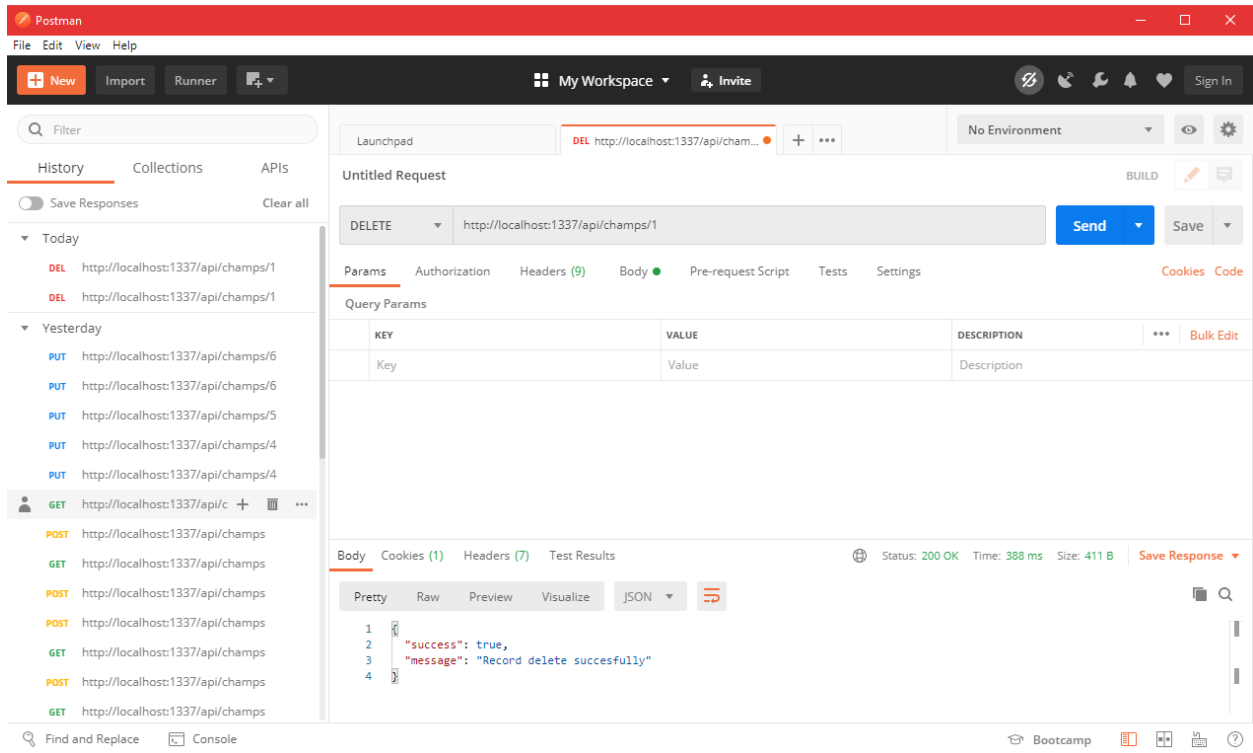
Creación de la ruta de la petición DELETE haciendo referencia al método delete del controlador.

```

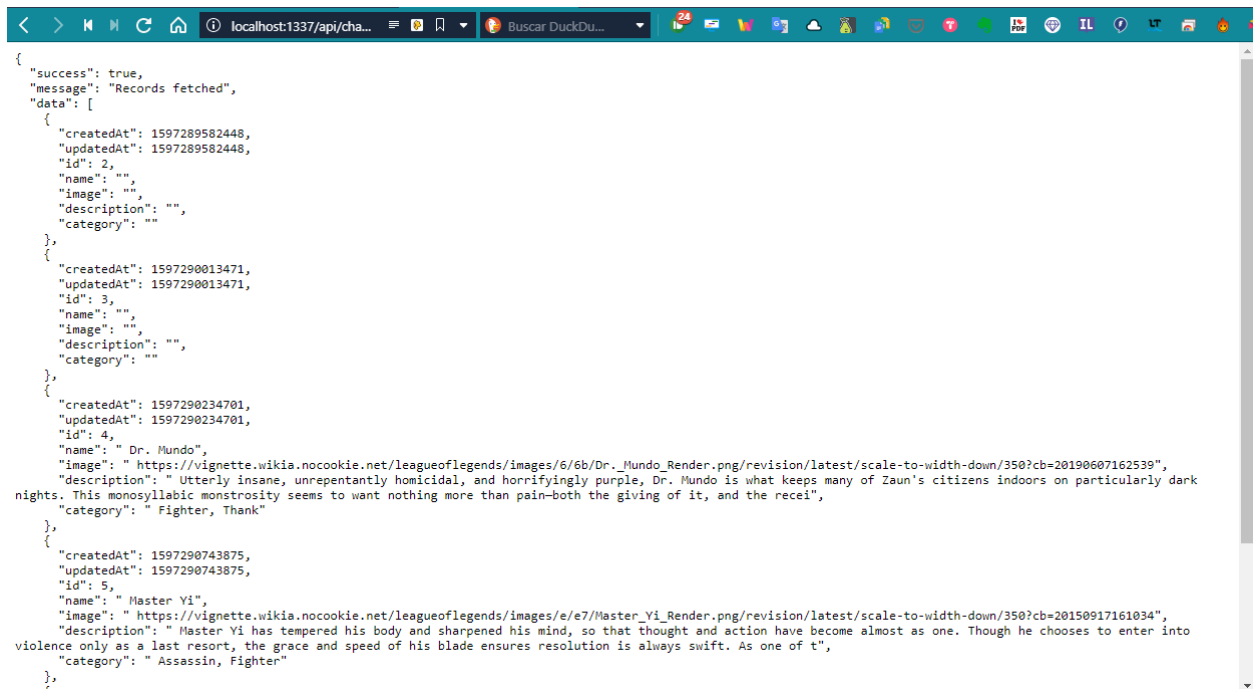
{
  "success": true,
  "message": "Records fetched",
  "data": [
    {
      "createdAt": 1597289381769,
      "updatedAt": 1597289381769,
      "id": 1,
      "name": "",
      "image": "",
      "description": "",
      "category": ""
    },
    {
      "createdAt": 1597289582448,
      "updatedAt": 1597289582448,
      "id": 2,
      "name": "",
      "image": "",
      "description": "",
      "category": ""
    },
    {
      "createdAt": 1597290013471,
      "updatedAt": 1597290013471,
      "id": 3,
      "name": "",
      "image": "",
      "description": "",
      "category": ""
    },
    {
      "createdAt": 1597290234701,
      "updatedAt": 1597290234701,
      "id": 4,
      "name": " Dr. Mundo",
      "image": " https://vignette.wikia.nocookie.net/leagueoflegends/images/6/6b/Dr._Mundo_Render.png/revision/latest/scale-to-width-down/350?cb=20190607162539",
      "description": " Utterly insane, unrepentantly homicidal, and horrifyingly purple, Dr. Mundo is what keeps many of Zaun's citizens indoors on particularly dark nights. This monosyllabic monstrosity seems to want nothing more than pain--both the giving of it, and the recei",
      "category": " Fighter, Thank"
    },
    {
      "createdAt": 1597290743875,

```

Estado actual de nuestros registros vistos desde el servidor de desarrollo.



Invocación de la petición DELETE con el registro 1 de nuestra tabla champs, la cual resulta satisfactoria.



Verificación de los registros, donde es claro que el registro 1 ha sido eliminado.