avantis 👽

Hello and welcome to the house of fun!

You were hired to help us save the world from an alien invasion.

What we currently need is a system to document all aliens captured by our forces.

Our staff will use this system to insert and view all dataset entries.

There are three types of aliens:

- Alien warrior
  - Id
  - Name
  - Commander Id
  - Weapon (Water gun / Pepper spray / Chopsticks)
- Alien commander (directly manage up to 10 alien-warriors)
  - Id
  - Name
  - Commander Id
  - Vehicle (Bird scooter / Merkava tank)
- Alien chief-commander (directly manage up to 3 alien-commanders)
  - Id
  - Name
  - Vehicle (Bird scooter / Merkava tank / Egged Bus)

General instructions:

We provided you with a basic JS-file with data about the aliens db.json.

Your main goal is to create a server that will serve and manipulate the data about the aliens from the db.json file.

The tasks can be completed using **JS or TS**, please fill it using your dominant language (which will show your abilities the best).

The tasks you have to complete are divided into two stages:

DB Setup Stage

1. Write instruction on how to setup a local **MySql** db inside a **readme.md** file

2. Decide on a suitable schema of the db tables (including indexing - think about the tasks that the server will perform)

3. Write a script in JS/TS that uploads the data from db.json into the MySql db (you can use **knex and mysql from npm** packages for that)

Server Setup Stage

1. Use **koa, koa-tree-router, koa-bodyparser, knex and mysql** from npm to setup a simple server that communicates with the local **MySql** that you setup on the previous stage

2. Implement the GET routes:

   ○ **getAlien** – returns a specific alien from the dataset (fields: id, name, weapon,commander id, commander name, and supervised alien ids list).

   ○ **getAll** – returns all aliens from the dataset (fields: id, name, weapon, commander id, and commander name).

3. Implement the following routes:

   ○ **newAlien** – adds a new captured alien to the dataset.

   ○ **updateAlien** – updates a specific alien information (only the name, weapon, and vehicle fields are updatable).

   ○ Make sure you've implemented all input validations (weapon, vehicle, and number of supervised aliens).

Good luck and may the force be with you!