Foo Geng Hao

DISM/FT/2A/01

p2109547

SQL and API Setup (CA2)

**Setting up SQL database:**

1. Open SQL workbench and use your preferred MYSQL instance.
2. In the instance, open sp\_games\_init.sql file.
3. Execute the whole file.

* In sql workbench, press the left lightning button without highlighting any line in the file.
* This will remove any existing database called “sp\_games”.

**Setting up backend and frontend server:**

1. Unzip and open the submission file in Visual Studio Code.
2. Ensure the path in the terminal prompt ends with “\CA2 ” (or whatever the main folder name is) as shown below:



1. To run the backend server:
   1. Enter the command “cd .\SP\_Games-server\”
   2. Run “npm install” to automatically install all modules required.
   * List of the libraries needed is in Appendix B.
   1. Go to databaseConfig.js in the model folder and change the password value on line 12 to your own sql connection’s root password.
      1. Add your port number into the object, if your connection is not using the default port (3306).
   2. Run either of the commands:

* If nodeman is installed: npm run start-dev
* Otherwise: node server.js

1. To run the frontend server:
   1. Open a new command terminal.
   2. Enter the command “cd .\SP\_Games-server\”
   3. Run “npm install” to automatically install all modules required.
   4. Run either of the commands:
      1. If nodeman is installed: npm run start-dev
      2. Otherwise: node server.js or npm run start

Browse to <http://localhost:3001> to visit the page

If you wish to reset the table (by running the sql script), ensure that the images in the SP\_Games-server\gameImage folder by default are there (refer to Appendix A), and preferably no other images are there. A zip file with the images is provided as backup.