

Mock Rest Services

INTRODUCTION

The **finerleague-mocks** project, is a **node.js** application that use the **json-server** library to mock the rest services and use the **faker.js** library to generate real values for some fields.

The file **apiMocks.js** is a node.js module that expose the different json that will be returned when a rest service is called. With the use of the library **lodash** and **faker** we have the possibility to determine how many values we want to generate for each service and which kind of value we want to use for generate specific attributes. See example below:

```
division: _.times(6, function(n) {  
  return {  
    "name": faker.name.firstName(),  
    "priority": faker.random.number(),  
    "id": faker.random.uuid()  
  }  
})
```

INSTALL / START SERVER

The first thing to do when you download the project is install the application using the command:

npm install

After that you will find a new folder **node_modules** that contains the libraries to be used in the project. Now you can start the server using the following command:

json-server apiMocks.js

To change the original URL like **/division** for other URL like **/api/v1/division**, you can create a new file **routes.json** containing the definitions like the following example:

```
{  
  "/division": "/api/v1/division",  
  "/login": "/authentication/v1/login"  
}
```

And finally add a new part to the command used to start the **json-server**, passing the file with the custom routes:

json-server apiMocks.js --routes routes.json

CRUD OPERATIONS

Once the server is started you can call the rest services in the port 3000. Typing <http://localhost:3000/division> or <http://localhost:3000/api/v1/division> the result is always the same. The server will simulate a GET to the **/division** service and return a list of json.

Is also possible to filter the service using URL params like:

<http://localhost:3000/division?id=60a38fc5-f292-49d3-b3e8-a6ef1748478c>

Using a REST client like POSTMAN or Advance Rest Client you will have the possibility of ADD, UPDATE or DELETE elements, using the respective methods PUT, POST, DELETE, like a real service and the data will be persistent.