Building Blocks Of POSTMAN

POSTMAN has a variety of building blocks but for our purpose, we are going to discuss the three major building blocks that are essential for every POSTMAN operation.

These three major building blocks are:

#1) Request

A request is nothing but a combination of the complete URL (which includes all parameters or keys), HTTP headers, body or payload. These attributes altogether form a request. POSTMAN lets you save your request and this is a good feature of the app that lets us use the same request as many times as we want.
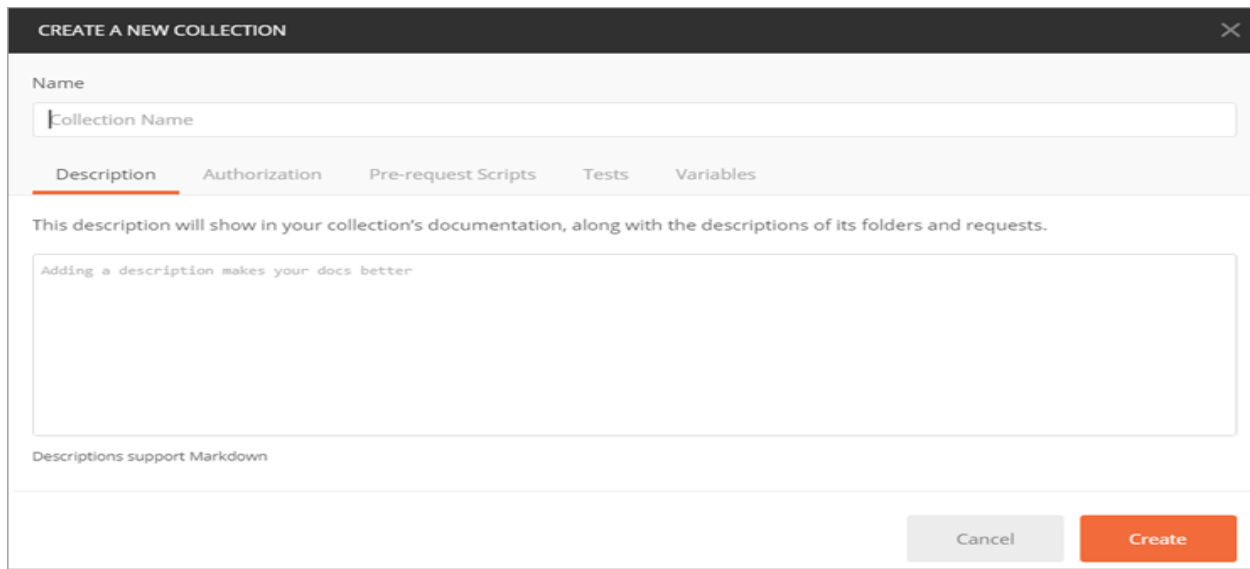
Click on **New -> Request**

#2) Collection

There must be something where you will save your bulk requests. This is the scenario where collection comes into the picture. We can say that a collection is a repository in which we can save all our requests. Generally, the requests that hit the same API are kept in the same collection.
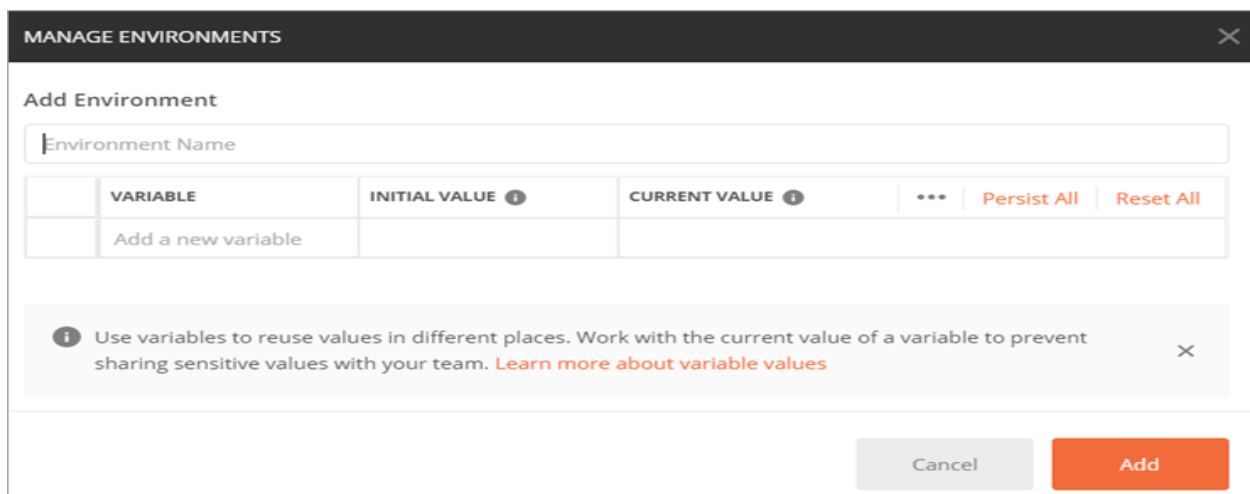
Click on **New -> Collection.**

CREATE A NEW COLLECTION ✕

Name

Collection Name

Description | Authorization | Pre-request Scripts | Tests | Variables

This description will show in your collection's documentation, along with the descriptions of its folders and requests.

Adding a description makes your docs better

Descriptions support Markdown

Cancel | Create

#3) Environment

An Environment is a region where all your operations on an API will take place. It could be TUP, QA, Dev, UAT or PROD. Each project will already have the regions configured and you just have to declare your global variables such as URL, token's id and password, context keys, API keys, document keys and so on in it.

Click on **New -> Environment.**

MANAGE ENVIRONMENTS ✕

Add Environment

Environment Name

	VARIABLE	INITIAL VALUE ⓘ	CURRENT VALUE ⓘ	•••	Persist All	Reset All
	Add a new variable					

ⓘ Use variables to reuse values in different places. Work with the current value of a variable to prevent sharing sensitive values with your team. Learn more about variable values ✕

Cancel | Add