

## 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**

SAVE REQUEST

Requests in Postman are saved in collections (a group of requests).  
[Learn more about creating collections](#)

Request name

Request description (Optional)

Adding a description makes your docs better

Descriptions support Markdown

Select a collection or folder to save to:

Search for a collection or folder

All Collections

+ Create Collection

test

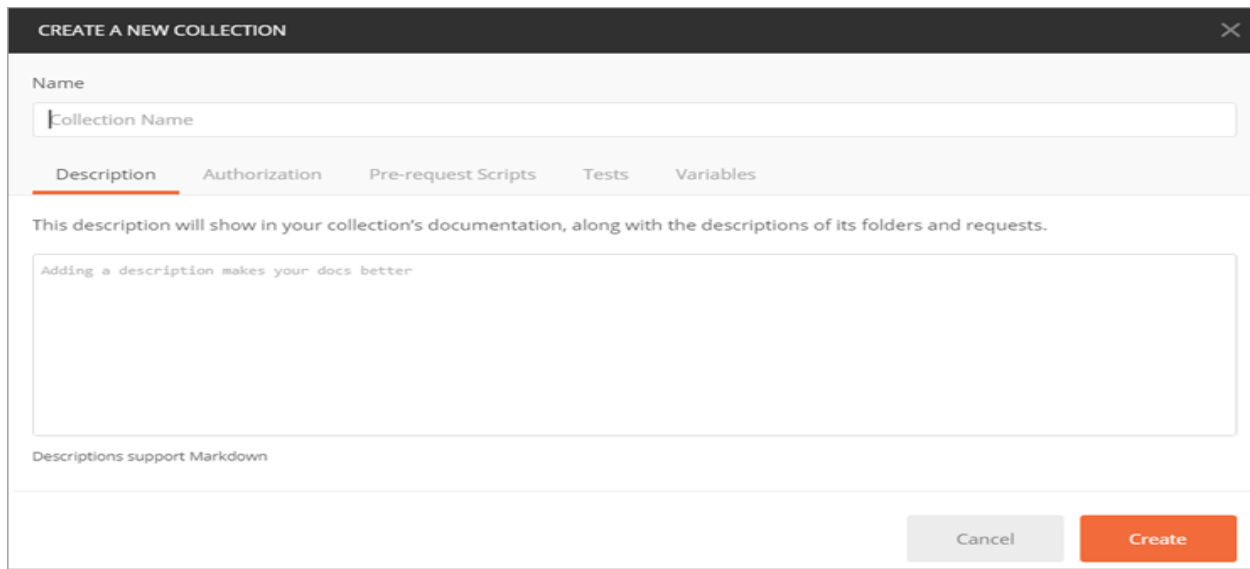
Cancel

Save

## #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**.

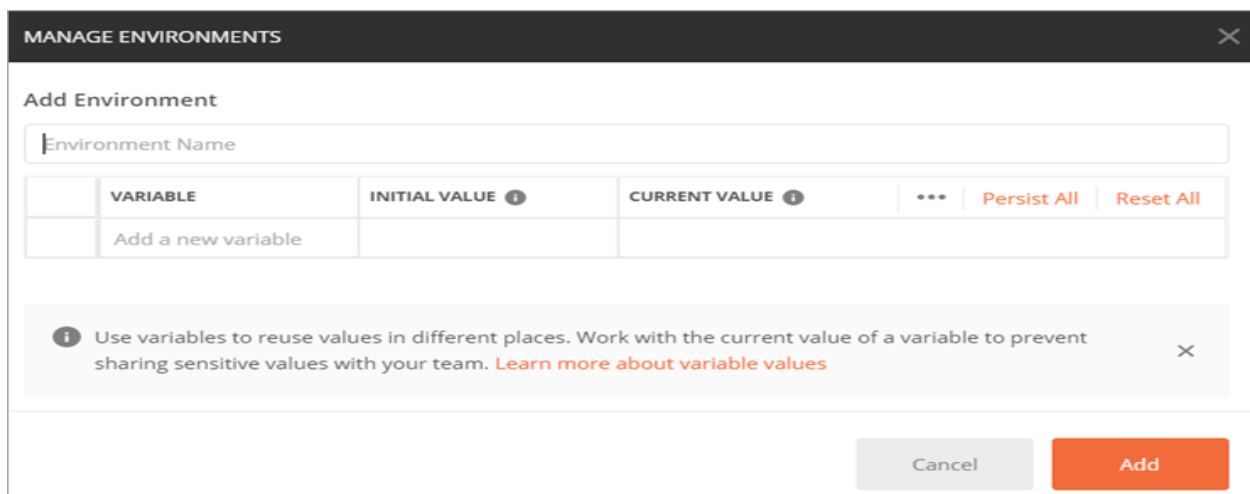


The screenshot shows a dialog box titled "CREATE A NEW COLLECTION" with a close button (X) in the top right corner. The dialog has a "Name" field with the placeholder text "Collection Name". Below the name field are five tabs: "Description" (selected), "Authorization", "Pre-request Scripts", "Tests", and "Variables". Under the "Description" tab, there is a text area with the placeholder text "Adding a description makes your docs better". Below the text area, it says "Descriptions support Markdown". At the bottom right, there are two buttons: "Cancel" and "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**.



The screenshot shows a dialog box titled "MANAGE ENVIRONMENTS" with a close button (X) in the top right corner. The dialog has a section titled "Add Environment" with a text field for "Environment Name". Below this is a table with four columns: "VARIABLE", "INITIAL VALUE ⓘ", "CURRENT VALUE ⓘ", and "...". The first row of the table has the text "Add a new variable" in the "VARIABLE" column. To the right of the table are two buttons: "Persist All" and "Reset All". At the bottom of the dialog, there is a message box with an information icon (i) and the text: "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](#)". At the bottom right, there are two buttons: "Cancel" and "Add".