

## GET

The screenshot shows the Postman interface with a GET request to `http://localhost:3000/api/jogos`. The response is a JSON array of two game objects. The first object has an ID, name, category, price, and stock. The second object is similar but has a different name and category.

```
1 {
2   "_id": "68e458734f0c13156767be0c",
3   "nome": "God of War Ragnarok",
4   "categoria": "Ação",
5   "preco": 349.9,
6   "estoque": 10
7 },
8 {
9   "_id": "68e458734f0c13156767be0d",
10  "nome": "FIFA 24",
11  "categoria": "Esporte",
12  "preco": 79.9,
13  "estoque": 20
14 }
```

## POST

The screenshot shows the Postman interface with a POST request to `http://localhost:3000/api/jogos`. The response is a JSON object representing a created game. The response includes the same fields as the GET response, plus an ID.

```
1 {
2   "nome": "Red Dead Redemption 2",
3   "categoria": "Aventura",
4   "preco": 279.9,
5   "estoque": 12,
6   "_id": "68e45911f928a51cf7fa1425"
7 }
```

## PUT

The screenshot shows the Postman interface with a PUT request configured. The URL is `http://localhost:3000/api/jogos/68e45911f928a51cf7fa1425`. The method is set to PUT. The body is a JSON object: `{ "nome": "Red Dead Redemption 2", "categoria": "Aventura", "preco": 279.90, "estoque": 5 }`. The response status is 200 OK, and the response body is `{ "_id": "68e45911f928a51cf7fa1425", "nome": "Red Dead Redemption 2", "categoria": "Aventura", "preco": 279.9, "estoque": 5 }`.

## DELETE

The screenshot shows the Postman interface with a DELETE request configured. The URL is `http://localhost:3000/api/jogos/68e45911f928a51cf7fa1425`. The method is set to DELETE. The response status is 200 OK, and the response body is `{ "mensagem": "Jogo removido com sucesso" }`.