**Lab 1, part 2 - Submitting HTML forms**

In this exercise you can create a simple server to receive the form data from the website to your computer.

To do this, you'll be starting a dummy json server that will receive form data filled from our website whenever we submit, and save the value of the fields into the hard drive. It’s a helpful tool that allows us to create simplistic web-servers in a very short time.

This is especially useful for learning, trying out new things and prototyping.

1. Open new terminal tab

2. Start the server by typing : npx json-server db.json

3. This will start a dummy server on the default port (3000) which manages the data defined in db.json, which will be created by default for you the first time you run it.

4. As our form is related to the profile, we'll be posting filled-in profiles into the server.

After starting a server you should see this URL - http://localhost:3000/profile - in the message.

This means that your computer (localhost) will operate traffic on the port 3000 and path /profile.

URL stands for Unique Resource Locator and - profile is a Resource in that case.

You can also visit http://localhost:3000/ in the browser to find more details.

Generally speaking, Resources can be created, updated and obtained.

4. Update the form tag in your form.html file.

```

<form method="POST" action="http://localhost:3000/profile">

</form>

```

5. Fill in the form and submit. In the terminal you can see that new message was logged, something like this:

```

POST /profile 201 31.355 ms - 67

```

That means that our json-server received POST message at path /profile

6. Navigate to localhost:3000/profile in the browser to check the contents of ‘profile’

7. Go to the json-server terminal and observe another log message added at the end. That means that your browser accessed the profile (GET /profile).

```

GET /profile 200 3.056 ms - 66

```

8. Inspect the content of db.json file created by json-server

Links:

json-server (github) - https://github.com/typicode/json-server