23.06.2020

REST Intro
I learned about the basic concepts of REST APIs and that all major social media pages use REST APIs to share their data and allow automatic posting.

Node.js

I learned how Node is used to create a simple web server. I feel like I can actually make a website with HTML, CSS and Node now! The things seem simple so far, but I'm sure they will get more complicated once I start to actually create things myself.

25.06.2020

MongoDB

I learned the basic idea of MongoDB: data is stored in JSON-like documents that are stored inside collections. Mongo seems really flexible, and I see why it is often used with JavaScript. I really like the flexibility of Mongo, and the possibility to set restrictions on the types / uniqueness of the values outside the database with mongoose. I also managed to set up my account on MongoDB Atlas, which I'm going to use on this course.

Express

I have actually encountered Express before on another course. I feel like I understand the way Express works pretty well. First, the incoming data is passed through the middleware, then the HTTP request is handled by one of the handlers I have defined, where a callback function or a .then method can be used after the query is submitted to the database. This function then returns the relevant status code and data to the user.

29.06.2020

REST Tutorial project

I saw how all the pieces fit together to form a functional API. I feel like I understand Express quite well, I have now used Express together with mongoose on a different course. On that course, when a query is submitted with mongoose, the callback function is replaced with a .then method, followed by a .catch method to handle any errors. I think it's good to see two ways of handling things, but I think I prefer the .then approach, which I'm going to use in my project.

7.7.2020

I had to take a break from this course, but I got my project set up pretty well: I have decided the topic (a database for players in a football team), and set up the database and designed the API.

9.7.2020

I have now implemented the major functionality of the API: fetching information on the players and adding a new player is now possible. I also figures out a way to include the ATLAS connection string in the project without committing it: I’m using the dotenv package and store the connection string in a separate .env config file, from where it is read as an environment variable.

11.7.2020

The project is now ready, I used the REST plugin of VS Code to also write test requests for the database. I also managed to make restrictions for adding new players. All that is left is to document the code better and record a video of the database.