# Postman Setup Guide (Temp Class Help)

- 1. Environment Setup
- Create an Environment called Local-Dev.
- Variables: base\_url = http://127.0.0.1:5000, token = (blank).
- 2. Collection Structure
- Auth (login, register)
- Customers (CRUD)
- Mechanics (login, CRUD, stats)
- Inventory (parts management)
- Service Tickets (assign mechanics, add parts)
- Utilities (health, docs)
- 3. Auth Endpoints
- POST /auth/register → Create user
- POST /auth/login → Login (Test tab saves token).

Script: let data = pm.response.json(); pm.environment.set('token', data.access\_token);

- 4. Customers Endpoints
- POST /customers → Create
- GET /customers → All
- GET /customers?email= → Search
- PUT /customers/:id  $\rightarrow$  Update
- DELETE /customers/:id  $\rightarrow$  Delete
- 5. Mechanics Endpoints
- GET /mechanics/ping  $\rightarrow$  Health
- POST /mechanics/login → Login mechanic
- GET /mechanics → List all
- PUT /mechanics/:id → Update
- DELETE /mechanics/:id → Delete
- GET /mechanics/my-tickets → Assigned tickets
- GET /mechanics/top → Top mechanic
- GET /mechanics/ticket-count → Ticket counts

### 6. Inventory Endpoints

- POST /inventory  $\rightarrow$  Add part
- GET /inventory → All parts
- GET /inventory/:id  $\rightarrow$  By ID
- PUT /inventory/:id → Update
- DELETE /inventory/:id → Delete
- 7. Service Tickets Endpoints
- POST /service\_tickets  $\rightarrow$  Create ticket
- GET /service\_tickets  $\rightarrow$  All tickets
- PUT /service\_tickets/:id → Update ticket

- DELETE /service\_tickets/:id  $\rightarrow$  Delete ticket
- POST /service\_tickets/:id/assign/:mechanic\_id  $\rightarrow$  Assign mechanic
- POST /service\_tickets/:id/parts  $\rightarrow$  Add part

### 8. Utilities

- GET /health  $\rightarrow$  API status
- GET /docs  $\rightarrow$  Swagger (if included).

### 9. Token Use

- Protected routes: Authorization  $\rightarrow$  Bearer Token  $\rightarrow$  {{token}}.
- Send login first, then other requests use the token automatically.

## 10. Export

- Export the Collection to .json for sharing or VS Code usage.