

DeckOfCards_REST_API_SpringBoot-Junit-Mockito

DeckOfCards_REST_API_Application. This project is build in Spring boot 2 + Rest API + Junit and Mockito

Steps :

mvn clean

mvn test

mvn clean install

Go to the target folder

java -jar DeckOfCards-0.0.1-SNAPSHOT.jar

Verify your RESTful call.

1) Post call for create game :

localhost:8080/deckofCards/createGame

Input : null

OutPut :

```
{
  "responseCode": 201,
  "responseMessage": "Your game Has been created Here Is your Game ID : 2",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": null,
  "error": false
}
```

2) creating Deck

localhost:8080/deckofCards/createDeck

request :

```
{
  "gameId": "1"
}
```

Response :

```
{
  "responseCode": 201,
  "responseMessage": "Your deck id Has been created Here Is your deck ID : 1",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": null,
  "error": false
}
```

3) Add Player

localhost:8080/deckofCards/addPlayer

request :

```
{
  "gameId": "1"
}
```

Response :

```
{
  "responseCode": 201,
  "responseMessage": "Player has been Added.! Player Id is : 9",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": null,
  "error": false
}
```

4) Remove player

localhost:8080/deckofCards/removePlayer/3/2

request : none

Response :

```
{
  "responseCode": 200,
  "responseMessage": "Player is deleted from the Game",
  "errorDiscription": null,
}
```

```
"httpHeaders": null,  
"responseObject": null,  
"error": false  
}
```

5 shuffle

http://localhost:8080/deckofCards/shuffle/1

Request : none

Response :

```
{  
  "responseCode": 200,  
  "responseMessage": "Successfully shuffled.!",  
  "errorDiscription": null,  
  "httpHeaders": null,  
  "responseObject": null,  
  "error": false  
}
```

6) dealCards

localhost:8080/deckofCards/dealCards/1

Request : none

Response :

```
{  
  "responseCode": 200,  
  "responseMessage": "Successfully deal all the Cards",  
  "errorDiscription": null,  
  "httpHeaders": null,  
  "responseObject": null,  
  "error": false  
}
```

7) getListofCardsForPlayer

localhost:8080/deckofCards/getListofCardsForPlayer/1/9

Request :

Response :

```
{
  "responseCode": 200,
  "responseMessage": "Successfully fetched card for the player",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": [
    "PlayerId :9",
    "suit :Spade rank :FIVE",
    "suit :Heart rank :SIX",
    "suit :Diamond rank :TEN",
    "suit :Diamond rank :SIX",
    "suit :Clubs rank :QUEEN"
  ],
  "error": false
}
```

8) getListofPlayer

localhost:8080/deckofCards/getListofPlayer/1

Request :

Response :

```
{
  "responseCode": 200,
  "responseMessage": "getListofPlayer fetched Successfully.!",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": [
    "PlayerId :1 TotalCount :45",
    "PlayerId :6 TotalCount :44",
    "PlayerId :4 TotalCount :42",
    "PlayerId :8 TotalCount :41",
    "PlayerId :9 TotalCount :39",
    "PlayerId :2 TotalCount :34",
    "PlayerId :3 TotalCount :34",
    "PlayerId :5 TotalCount :23",
    "PlayerId :7 TotalCount :17"
  ],
  "error": false
}
```

9) getCountOfLeftCards

<http://localhost:8080/deckofCards/getCountOfLeftCards/1>

Request :

Response :

```
{
  "responseCode": 200,
  "responseMessage": "getCountOfLeftCards fetched Successfully.!",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": [
    "2 Spade",
    "2 Heart",
    "0 Diamond",
    "3 Clubs"
  ],
  "error": false
}
```

10) getCountOfEachCard

<http://localhost:8080/deckofCards/getCountOfEachCard/1>

Request :

Response :

```
{
  "responseCode": 200,
  "responseMessage": "getCountOfLeftCards fetched Successfully.!",
  "errorDiscription": null,
  "httpHeaders": null,
  "responseObject": {
    "Heart": [
      {
        "suit": "Heart",
        "rank": "SEVEN"
      },
      {
        "suit": "Heart",
        "rank": "FIVE"
      }
    ]
  }
}
```

```
    }  
  ],  
  "Spade": [  
    {  
      "suit": "Spade",  
      "rank": "QUEEN"  
    },  
    {  
      "suit": "Spade",  
      "rank": "ACE"  
    }  
  ],  
  "Clubs": [  
    {  
      "suit": "Clubs",  
      "rank": "KING"  
    },  
    {  
      "suit": "Clubs",  
      "rank": "NINE"  
    },  
    {  
      "suit": "Clubs",  
      "rank": "SEVEN"  
    }  
  ],  
  "Diamond": []  
},  
"error": false  
}
```

Screen Shot :

POST localhost

GET localhost

GET localhost

POST localhost

POST localhost

GET localhost

GET localhost

+

...

No Environment

localhost:8080/deckofCards/createGame

POST

localhost:8080/deckofCards/createGame

Send

Save

Params

Authorization

Headers (2)

Body

Pre-request Script

Tests

Cookies

Code

none

form-data

x-www-form-urlencoded

raw

binary

JSON (application/json)

Beautify

1

Body

Cookies

Headers (3)

Test Results

Status: 201 Created

Time: 6 ms

Size: 306 B

Download

Pretty

Raw

Preview

JSON

1

{

2

"responseCode": 201,

3

"responseMessage": "Your game Has been created Here Is your Game ID : 2",

4

"errorDiscription": null,

5

"httpHeaders": null,

6

"responseObject": null,

7

"error": false

8

}

POST localhost

GET localhost

GET localhost

POST localhost

POST localhost

GET localhost

GET localhost

+

...

No Environment

localhost:8080/deckofCards/addPlayer

POST

localhost:8080/deckofCards/addPlayer

Send

Save

Params

Authorization

Headers (1)

Body

Pre-request Script

Tests

Cookies

Code

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

Body

Cookies

Headers (3)

Test Results

Status: 201 Created

Time: 5 ms

Size: 295 B

Download

Pretty

Raw

Preview

JSON

1

{

2

"responseCode": 201,

3

"responseMessage": "Player has been Added.! Player Id is : 9",

4

"errorDiscription": null,

5

"httpHeaders": null,

6

"responseObject": null,

7

"error": false

8

}

POST localhost:8080GET localhost:8080GET localhost:8080POST localhost:8080POST localhost:8080GET localhost:8080GET localhost:8080+...No Environment

localhost:8080/deckofCards/dealCards/1

GETlocalhost:8080/deckofCards/dealCards/1SendSave

ParamsAuthorizationHeadersBodyPre-request ScriptTestsCookiesCode

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

BodyCookiesHeaders (3)Test ResultsStatus: 200 OKTime: 8 msSize: 281 BDownload

PrettyRawPreviewJSON

```
1 {
2   "responseCode": 200,
3   "responseMessage": "Successfully deal all the Cards",
4   "errorDiscription": null,
5   "httpHeaders": null,
6   "responseObject": null,
7   "error": false
8 }
```

POST localhost:8080GET localhost:8080GET localhost:8080POST localhost:8080POST localhost:8080GET localhost:8080GET localhost:8080+...No Environment

localhost:8080/deckofCards/getListOfCardsForPlayer/1/9

GETlocalhost:8080/deckofCards/getListOfCardsForPlayer/1/9SendSave

ParamsAuthorizationHeadersBodyPre-request ScriptTestsCookiesCode

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

BodyCookiesHeaders (3)Test ResultsStatus: 200 OKTime: 6 msSize: 428 BDownload

PrettyRawPreviewJSON

```
1 {
2   "responseCode": 200,
3   "responseMessage": "Successfully fetched card for the player",
4   "errorDiscription": null,
5   "httpHeaders": null,
6   "responseObject": [
7     "PlayerId :9",
8     "suit :Spade rank :FIVE",
9     "suit :Heart rank :SIX",
10    "suit :Diamond rank :TEN",
11    "suit :Diamond rank :SIX",
12    "suit :Clubs rank :QUEEN"
13  ],
14   "error": false
15 }
```


POST localhost GET localhost GET localhost POST localhost POST localhost GET localhost GET localhost+...No Environment

localhost:8080/deckofCards/getListofPlayer/1

GETlocalhost:8080/deckofCards/getListofPlayer/1SendSave

ParamsAuthorizationHeaders (2)BodyPre-request ScriptTestsCookiesCode

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

BodyCookiesHeaders (3)Test ResultsStatus: 200 OKTime: 10 msSize: 546 BDownload

PrettyRawPreviewJSON

```
1 {
2   "responseCode": 200,
3   "responseMessage": "getListofPlayer fetched Successfully.!",
4   "errorDiscription": null,
5   "httpHeaders": null,
6   "responseObject": [
7     "PlayerId :1 TotalCount :45",
8     "PlayerId :6 TotalCount :44",
9     "PlayerId :4 TotalCount :42",
10    "PlayerId :8 TotalCount :41",
11    "PlayerId :9 TotalCount :39",
12    "PlayerId :2 TotalCount :34",
13    "PlayerId :3 TotalCount :34",
14    "PlayerId :5 TotalCount :23",
15    "PlayerId :7 TotalCount :17"
16  ],
17   "error": false
18 }
```

POST localhost

GET localhost

GET localhost

POST localhost

POST localhost

GET localhost

GET localhost

+

...

No Environment

localhost:8080/deckofCards/createDeck

POSTlocalhost:8080/deckofCards/createDeck

Send

Save

ParamsAuthorizationHeaders (2)BodyPre-request ScriptTestsCookiesCode

none

form-data

x-www-form-urlencoded

raw

binary

JSON (application/json)

Beautify

1

{

2

"gameId": "1"

3

}

BodyCookiesHeaders (3)Test ResultsStatus: 201 CreatedTime: 50 msSize: 309 BDownload

PrettyRawPreviewJSON

1

{

2

"responseCode": 201,

3

"responseMessage": "Your deck id Has been created Here Is your deck ID : 1",

4

"errorDiscription": null,

5

"httpHeaders": null,

6

"responseObject": null,

7

"error": false

8

}

POST localhost

DEL localhost

GET localhost

POST localhost

POST localhost

GET localhost

GET localhost

+

...

No Environment

localhost:8080/deckofCards/removePlayer/3/2

DELETEDeletelocalhost:8080/deckofCards/removePlayer/3/2

Send

Save

ParamsAuthorizationHeaders (2)BodyPre-request ScriptTestsCookiesCode

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

BodyCookiesHeaders (3)Test ResultsStatus: 200 OKTime: 13 msSize: 281 BDownload

PrettyRawPreviewJSON

1

{

2

"responseCode": 200,

3

"responseMessage": "Player is deleted from the Game",

4

"errorDiscription": null,

5

"httpHeaders": null,

6

"responseObject": null,

7

"error": false

8

}

POST localhost ● DEL localhost ● GET http://lc ● POST localhost ● POST localhost ● GET localhost ● GET localhost ● + ... No Environment

http://localhost:8080/deckofCards/getCountOfEachCard/1

GET http://localhost:8080/deckofCards/getCountOfEachCard/1 Send Save

Params Authorization ● Headers (2) Body ● Pre-request Script Tests Cookies Code

KEY	VALUE	DESCRIPTION
Key	Value	Description

Body Cookies Headers (3) Test Results Status: 200 OK Time: 51 ms Size: 551 B Download

Pretty Raw Preview JSON

```
1 {
2   "responseCode": 200,
3   "responseMessage": "getCountOfLeftCards fetched Successfully.!",
4   "errorDiscription": null,
5   "httpHeaders": null,
6   "responseObject": {
7     "Heart": [
8       {
9         "suit": "Heart",
10        "rank": "SEVEN"
11      },
12      {
13        "suit": "Heart",
14        "rank": "FIVE"
15      }
16    ],
17    "Spade": [
18      {
19        "suit": "Spade",
20        "rank": "QUEEN"
21      }
22    ]
23  }
```

POST localhost ● DEL localhost ● GET http://lc ● POST localhost ● POST localhost ● GET localhost ● GET localhost ● + ... No Environment

http://localhost:8080/deckofCards/getCountOfLeftCards/1

GET http://localhost:8080/deckofCards/getCountOfLeftCards/1 Send Save

Params Authorization ● Headers (2) Body ● Pre-request Script Tests Cookies Code

KEY	VALUE	DESCRIPTION
Key	Value	Description

Body Cookies Headers (3) Test Results Status: 200 OK Time: 32 ms Size: 331 B Download

Pretty Raw Preview JSON

```
1 {
2   "responseCode": 200,
3   "responseMessage": "getCountOfLeftCards fetched Successfully.!",
4   "errorDiscription": null,
5   "httpHeaders": null,
6   "responseObject": [
7     "2 Spade",
8     "2 Heart",
9     "0 Diamond",
10    "3 Clubs"
11  ],
12   "error": false
13 }
```