# CS480 Software Engineering Assignment 3 - Git Exercise

#### **Due Date**

Wednesday, January 21, 2015

## Score

5

# **Questions and Directions**

### 1. Git Exercise (Individual)

Please follow the instructions at <a href="https://github.com/cs480-projects/cs480-projects.github.io">https://github.com/cs480-projects/cs480-projects.github.io</a> to finish the two exercises. Every team member needs to contribute to both exercises. You should be able to see the published site at <a href="http://cs480-projects.github.io">https://cs480-projects.github.io</a>. Make sure everything looks right.

When you have code conflicts to resolve, be patient and be responsible!

#### 2. Fork the Base Project (Team)

Please fork the base project <a href="https://github.com/csupomona-cs480/demo-web-project">https://github.com/csupomona-cs480/demo-web-project</a> to your team organization account (not your personal GitHub account). Note: only one of your team member needs to do this. All the team members will work on the forked repository for this course project. If you plan to use other web frameworks, you can just create your own repository.

### 3. Make Your First HTTP API (Individual)

In the forked project (or your own web framework repository if you choose to use your own), by following the request mapping methods in *WebController.java*, you need to add a new method in that class to create a new HTTP API.

No complex logic is required for the new method. You can simply return a string or do something interesting. If you are interested making the functions for your actual project idea, feel free to do so.

You need to verify your change by actually running it with the POSTMAN HTTP Client or other approaches. If you implement an HTTP GET method, you can simply try it in your browser.

Finally, please check in your change for this new method and push it to the GitHub remote repo.

# **Getting Help**

Please let me know if you need to meet to discuss any problems that you may have.