Darren Nicol- Homework: Full Stack Games Hub App

MVP

Task

Draw a diagram showing the dataflow through the application starting with a form submission, ending with the re-rendering of the page. This will involve a multi-direction data-flow with the client posting data to the server and the server sending data back to the client with the response. Detail the client, server and database in the diagram and include the names of the files involved in the process.

Questions

1. What is responsible for defining the routes of the `games` resource?

GamesService.js

2. What do you notice about the folder structure? Whats the client responsible for? Whats the server responsible for?

Two main files server and client. Server is responsible for the database and for the flows to and from the data base (CRUD) or the back end. The client is responsible for the front end browser and user interface.

3. What are the the responsibilities of server.js?

Listening on local hosts and connecting front end and back end.

4. What are the responsibilities of the `gamesRouter`?

it is responsible for routing queries.

5. What process does the the client (front-end) use to communicate with the server?

event buses sand fetch methods.

6. What optional second argument does the `fetch` method take? And what is it used for in this application? Hint: See [Using Fetch](https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API/Using_Fetch) on the MDN docs

Fetch also takes in an id and in this case is used to delete.

7. Which of the games API routes does the front-end application consume (i.e. make requests to)?

base URL

8. What are we using the [MongoDB Driver](http://mongodb.github.io/node-mongodb-native/) for?

All databases, including MongoDB, have some sort of network protocol over which queries get sent and responses returned.

A driver allows this communication to happen at the programmatic level, so coders can communicate with the database programmatically as opposed to through a client like the mongo shell.