



Project Instruction

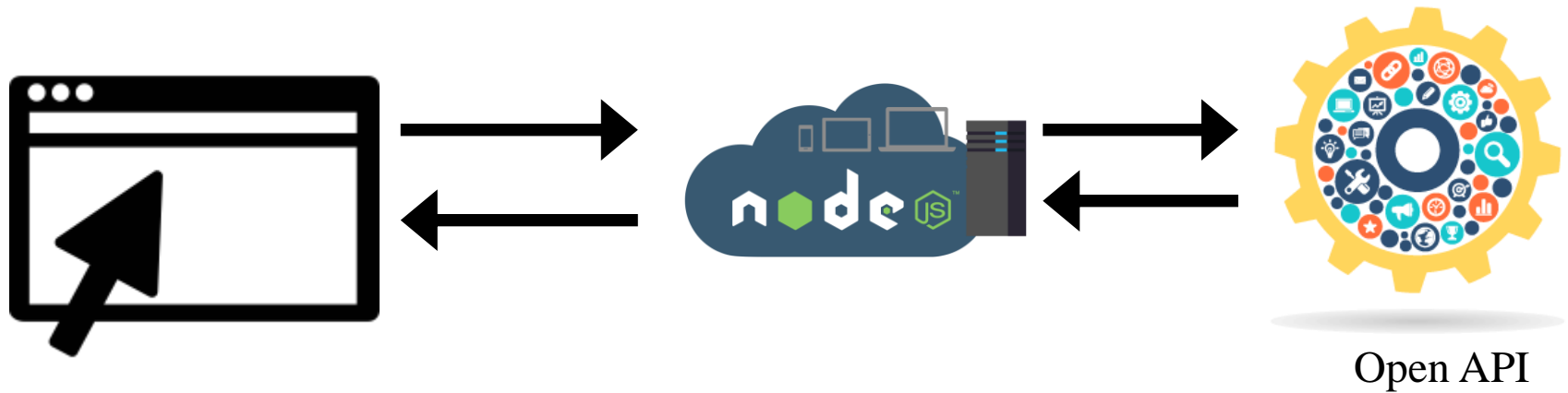
**Open Source SW Development
CSE22300**

Term Project

- **Based on Node.js**
 - **Anything you want!**
- **Group project**
 - **Consists of two people**
 - **50:50 ratio**
- **Solo project**
 - **Process a project single-handed**
 - **10% bonus**

Recommend

- **Node.js + Express + Open API**



Recommend

- **Open API**
 - **Naver Open API**
 - <https://developers.naver.com/main/>
 - **KAKAO Open API**
 - <https://developers.kakao.com/>
 - **Google Open API**
 - <https://developers.google.com/apis-explorer/#p/>
 - **공공데이터 포털**
 - <https://www.data.go.kr/>
 - **Others**

Example



Example

Contents



PROJECT 내용



구현 방법



개발 ISSUE



향후 계획

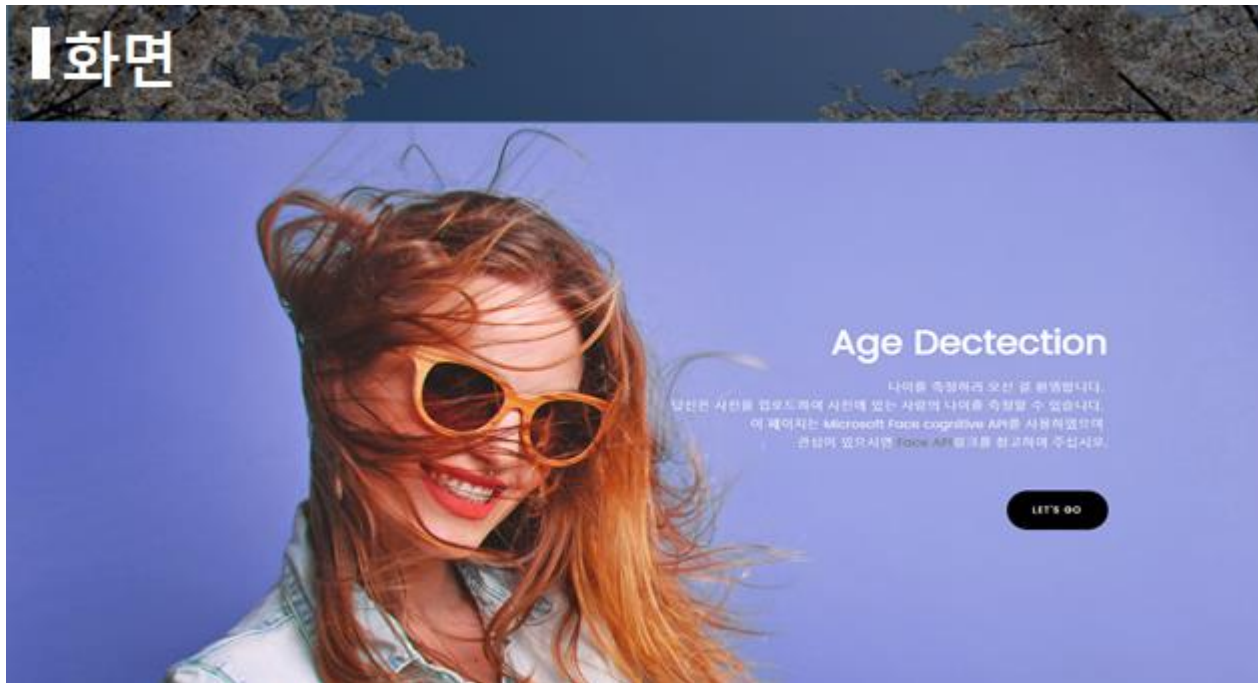
현재 20대,30대 청년들의 청소년 시절 히로애락을 함께하였으나

시대의 변화에 따라 우리의 길을 지키지 못하고

서비스 종료로 생을 마감한 그 때 그 시절, 우리의 추억들..

그들의 넋을 기리기 위한 추모 페이지.

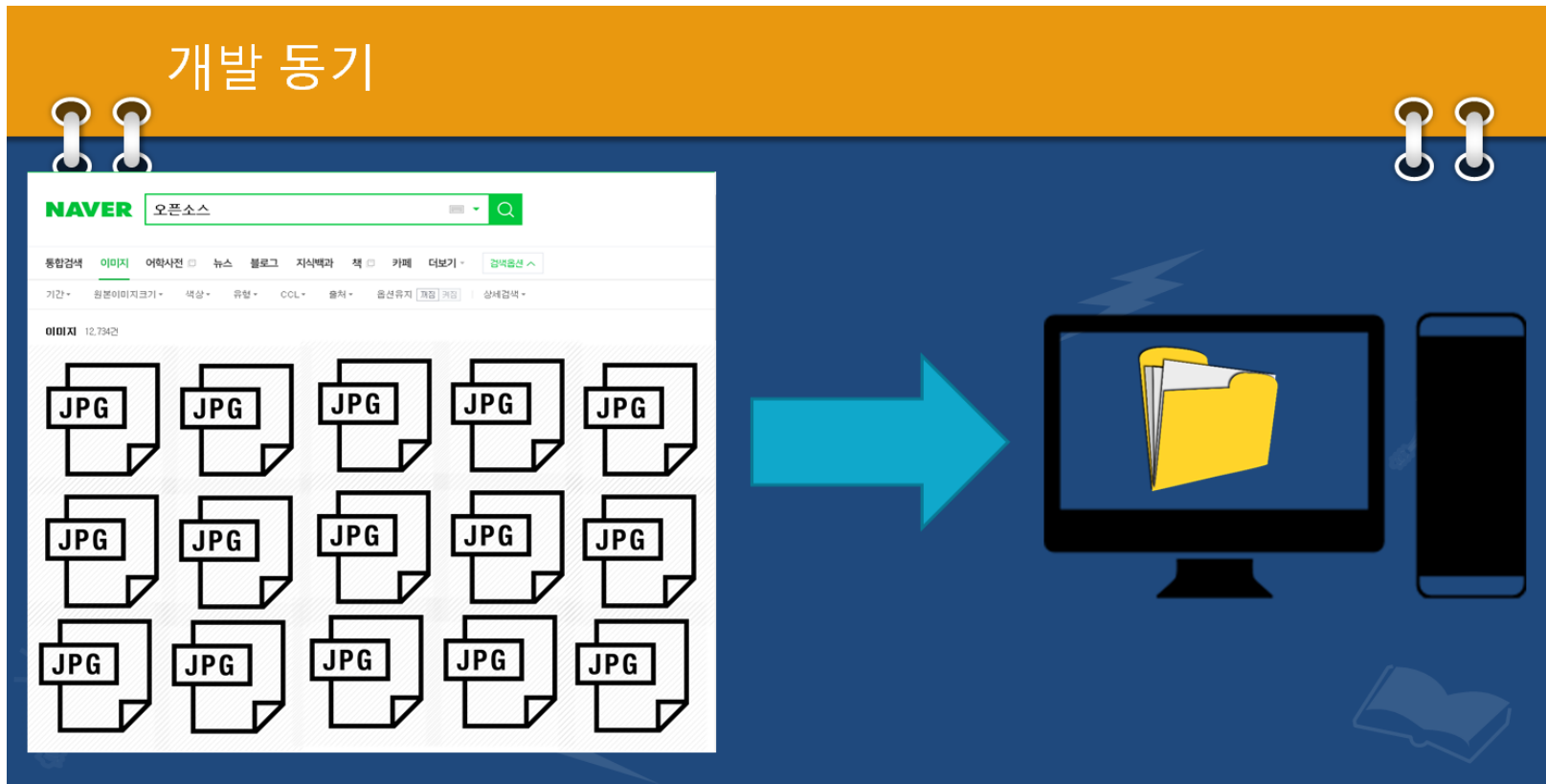
Example



Example



Example



Example

Process 과정

검색할 단어 입력 -> 단어에 대한 사진들 출력

사진 선택 -> 선택된 사진으로 zip 파일 생성 및 전송



Server



Client

Example

우리 팀에
트롤이 ?

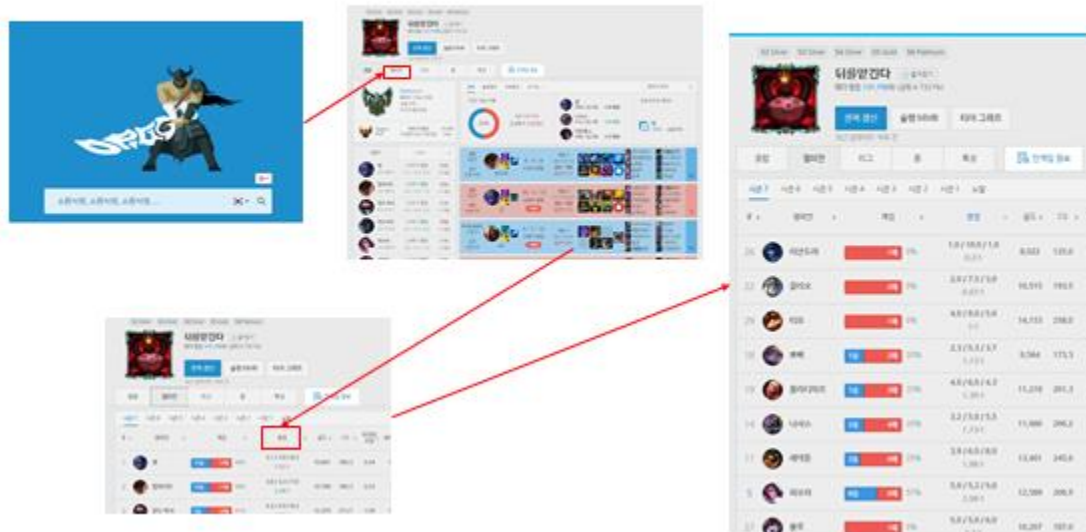


2012104105

윤태양

Example

주제 설명



Example

구현 내용

The screenshot shows the Riot Games Developer API documentation for the CHAMPION-MASTERY-V3 endpoint. The left sidebar lists various API endpoints, and the main content area details the CHAMPION-MASTERY-V3 endpoint, including its URL, response classes, and a table of response fields.

CHAMPION-MASTERY-V3

URL: `/v3/champion-mastery/v3/champion-masteries/by-summoner/{summonerId}`

Return value: `List<ChampionMasteryDTO>`

Response Classes

ChampionMasteryDTO - This object contains single Champion Mastery information for player and champion combination.

Field	Data Type	Description
championId	int	Champion level for specified player and champion combination.
championLevel	int	Champion level for specified player and champion combination.
championPoints	int	Total number of champion points for this player and champion combination - they are used to determine championLevel.
championPointsUntilNextLevel	long	Number of points needed to achieve next level. Zero if player reached maximum champion level for this champion.
championPointsSinceLastLevel	long	Number of points earned since current level has been achieved. Zero if player reached maximum champion level for this champion.
lastPlayTime	long	Last time this champion was played by this player - in this milliseconds time format.

Response Errors

HTTP Status Code	Reason
401	Not logged in

를 API

JSON 데이터로 받아올 수 있음