Job API Documentation

# Introduction

This document provides the details of the REST API for managing jobs in a Laravel application. The API allows you to create, read, update, and delete job records.

# Endpoints

## List All Jobs

\*\*URL\*\*: `/api/jobs`  
\*\*Method\*\*: `GET`  
\*\*Description\*\*: Retrieves a list of all jobs.

### Response Example:

[  
 {  
 "job\_id": "J1001",  
 "job\_title": "Software Engineer",  
 "min\_salary": 60000,  
 "max\_salary": 120000  
 },  
 ...  
]

## Create a New Job

\*\*URL\*\*: `/api/jobs`  
\*\*Method\*\*: `POST`  
\*\*Description\*\*: Creates a new job.

### Request Example:

{  
 "job\_id": "J10013",  
 "job\_title": "Software Engineer",  
 "min\_salary": 60000,  
 "max\_salary": 120000  
}

### Response Example:

{  
 "job\_id": "J10013",  
 "job\_title": "Software Engineer",  
 "min\_salary": 60000,  
 "max\_salary": 120000  
}

## Get a Specific Job

\*\*URL\*\*: `/api/jobs/{job\_id}`  
\*\*Method\*\*: `GET`  
\*\*Description\*\*: Retrieves details of a specific job by `job\_id`.

### Response Example:

{  
 "job\_id": "J1001",  
 "job\_title": "Software Engineer",  
 "min\_salary": 60000,  
 "max\_salary": 120000  
}

## Update a Specific Job

\*\*URL\*\*: `/api/jobs/{job\_id}`  
\*\*Method\*\*: `PUT/PATCH`  
\*\*Description\*\*: Updates details of a specific job.

### Request Example:

{  
 "job\_title": "Senior Software Engineer",  
 "min\_salary": 70000,  
 "max\_salary": 130000  
}

### Response Example:

{  
 "job\_id": "J1001",  
 "job\_title": "Senior Software Engineer",  
 "min\_salary": 70000,  
 "max\_salary": 130000  
}

## Delete a Specific Job

\*\*URL\*\*: `/api/jobs/{job\_id}`  
\*\*Method\*\*: `DELETE`  
\*\*Description\*\*: Deletes a specific job by `job\_id`.

### Response Example:

{  
 "message": "Job deleted successfully"  
}

# Validation Rules

- \*\*job\_id\*\*: required, string, max:10, unique  
- \*\*job\_title\*\*: required, string, max:35  
- \*\*min\_salary\*\*: nullable, numeric, min:0  
- \*\*max\_salary\*\*: nullable, numeric, min:0