Pizza Delivery Project

API

Integration With

Mailgun and Stripe

You can use localhost:3000/3001 (staging) or localhost:5000/5001 (production)

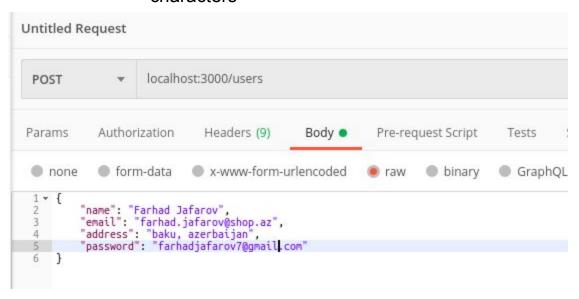
1. /(whatever) will give back 404 not found error if we pass a handler which is not found

2. /users

2.1 **POST method**: for registering a user

Required: name(payload), email(payload), address(payload), password(payload)

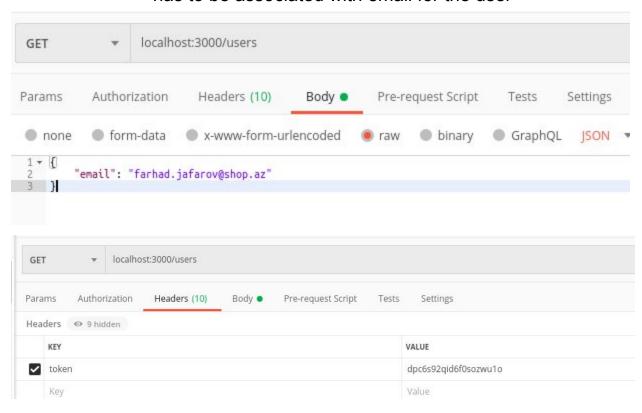
- Name should be string
- Email should be string
- · Address should be string
- Password should be string and it should be more than 5 characters



2.2 **GET method**: for getting user details

Required: email(payload), token(headers)

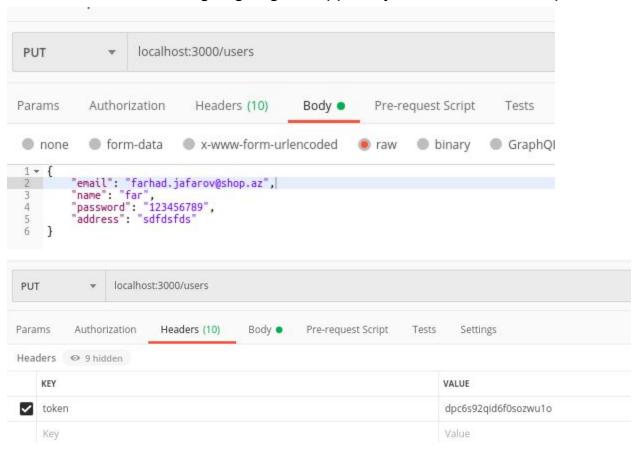
- Email should be string and it should be for a user which exists
- Token has to be string and exactly 20 characters and it has to be associated with email for the user



2.3 PUT method: for changing user details

Required: email(payload), token(headers)
Optional: name(payload), address(payload),
password(payload)

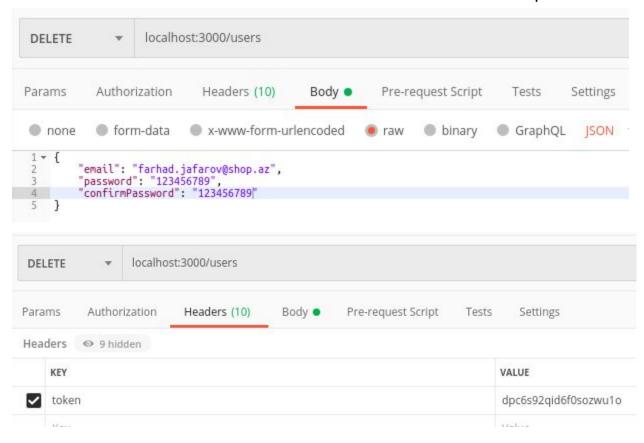
- Email and token validators are the same like the ones above
- One of the three optionals have to be there or else nothing is going to happen by the result of the request



2.4 **DELETE method**: for deleting a user

Required: email(payload), token(headers), password(payload), confirmPassword(payload)

- Email and token and password validations are as stated above
- confirmPassword validation is the same as the password validation
- Password and confirmPassword have to be equal

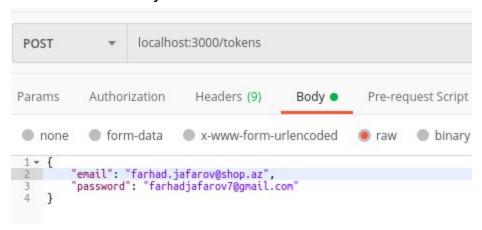


3. /tokens

3.1 **POST method**: for a user to login

Required: email(payload) and password(payload)

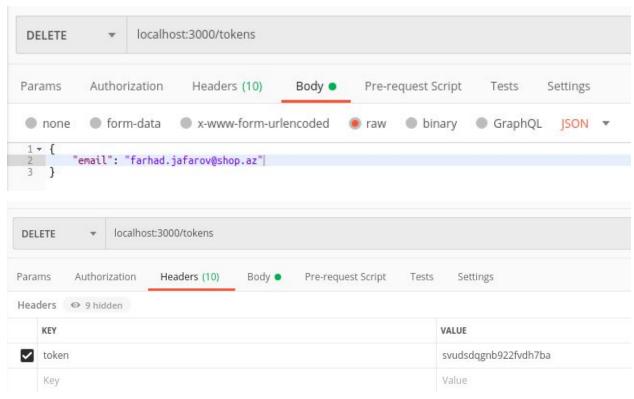
- Validations are the same
- A token is created with and expiry date of 3+ hours to your time



3.2 **DELETE method**: for a user to logout

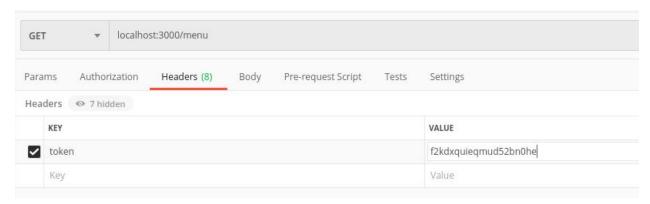
Required: email(payload) and token(payload)

• Validation are the same as stated in previous methods



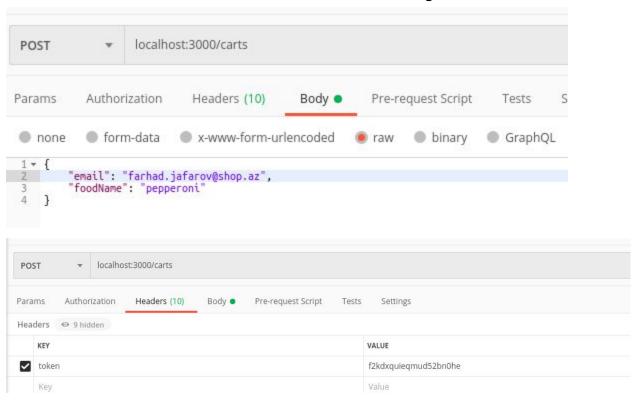
4. /menu

- 4.1 **GET method**: for checking out the menu Required: email(payload) and token(headers)
 - Token and email validation is the same as in other methods
 - Response is the menu.json object which has some pizzas a salad and a desert

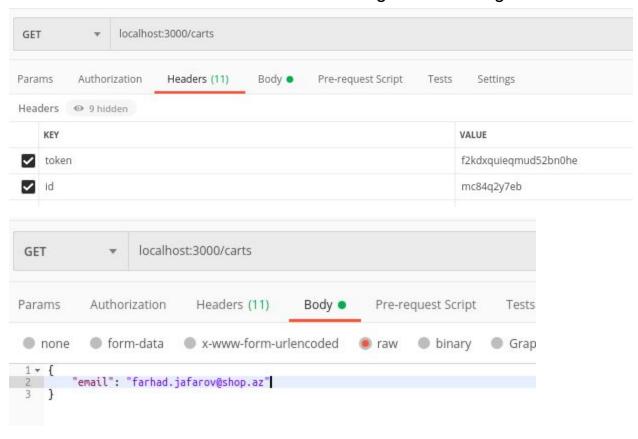


5. /carts

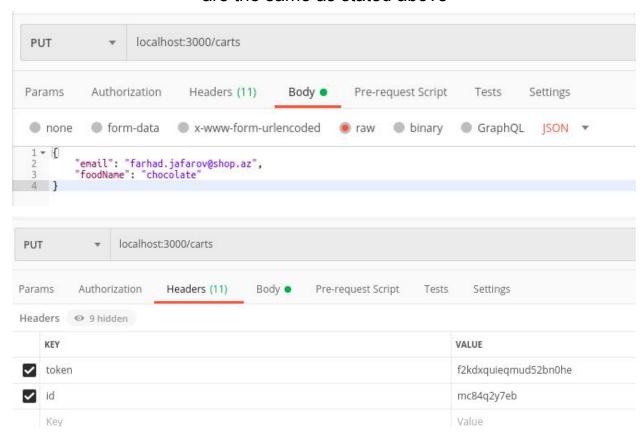
- 5.1 POST method: to create a shopping cart Required: email(payload), token(headers), foodName(payload)
 - Email and token validation is the same
 - foodName is the name of the food from the menu.json file if the name is wrong you will get back an error that the food is not from the menu
 - foodName should be a string



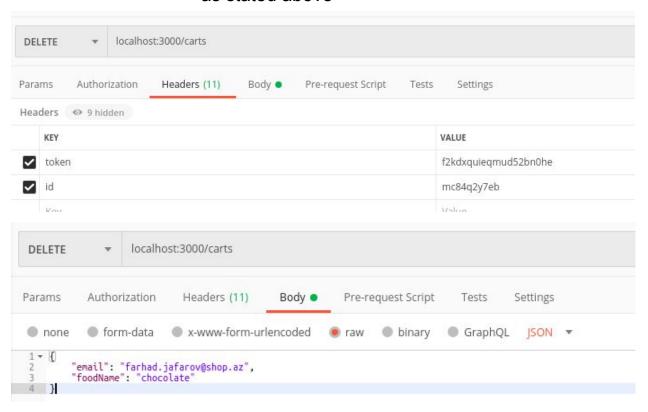
- 5.2 **GET method**: to get information on the shopping cart Required: email(payload), token(headers) and id(headers)
 - Email and token validation is the same as in previous methods
 - id-is the cart id created during the /carts POST method
 - id-should be 10 in length and a string



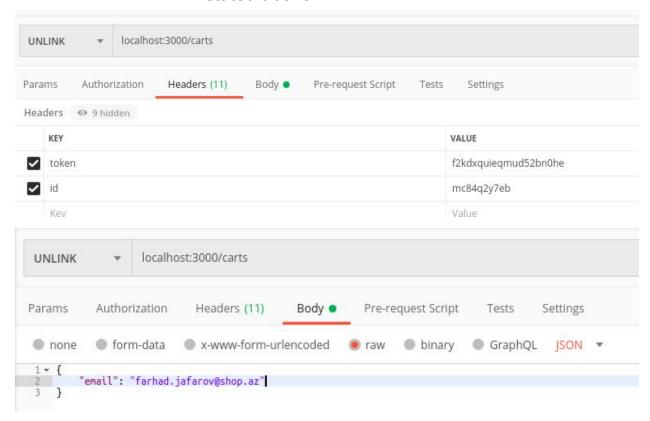
- 5.3 **PUT method**: to add something to the shopping cart Required: email(payload), token(headers), id(headers), foodName(payload)
 - Email and token and id and foodName validations are the same as stated above



- 5.4 **DELETE method**: to delete item from the shopping cart Required: email(payload), token(headers), id(headers), foodName(payload)
 - Email, token, id, foodName validations are the same as stated above



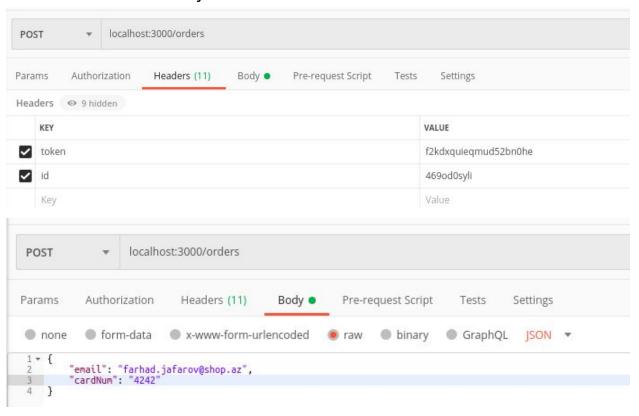
- 5.5 **UNLINK method**: to delete the whole shopping cart Required: email(payload), token(headers), id(headers)
 - Email, token and id validations are the same as stated above



6. /orders

- 6.1 POST method: to make a payment for a shopping cart Required: email(payload), token(headers), id(headers), cardNum(payload)
 - email, token and id validations are the same as stated above
 - cardNum is the last four digits of the card the user is making the payment with
 - There are only a set of digits acceptable by stripe so if you use anything else you will receive an error
 - These last four digits are used for setting the token for payment method that the app sends to stripe

- If payment successful then an email is being sent using mailgun
- The email receiving this email is set in the config as in Mailgun you can only send emails to the email you are registered with in mailgun, in any other case you receive a 400 error



Stripe card numbers that will be successful: (the main thing is the last four digits for this API in the case of American Express Payments it is the last 5 digits)

Card numbers Tokens Pay	mentMethods		
NUMBER	BRAND	cvc	DATE
4242 4242 4242 4242	Visa	Any 3 digits	Any future date
4000 0566 5566 5556	Visa (debit)	Any 3 digits	Any future date
5555 5555 5555 4444	Mastercard	Any 3 digits	Any future date
2223 0031 2200 3222	Mastercard (2-series)	Any 3 digits	Any future date
5200 8282 8282 8210	Mastercard (debit)	Any 3 digits	Any future date
5105 1051 0510 5100	Mastercard (prepaid)	Any 3 digits	Any future date
3782 822463 10005	American Express	Any 4 digits	Any future date
3714 496353 98431	American Express	Any 4 digits	Any future date
6011 1111 1111 1117	Discover	Any 3 digits	Any future date
6011 0009 9013 9424	Discover	Any 3 digits	Any future date
3056 9300 0902 0004	Diners Club	Any 3 digits	Any future date
3622 7206 2716 67	Diners Club (14 digit card)	Any 3 digits	Any future date
3566 0020 2036 0505	JCB	Any 3 digits	Any future date
6200 0000 0000 0005	UnionPay	Any 3 digits	Any future date

Do not forget to change the config.js file for your own configurations of Stripe and Mailgun. VERY IMPORTANT: THE EMAIL WILL BE SENT TO THE MAILGUN EMAIL YOU ARE GONNA WRITE IN YOUR CONFIG.JS FILE.

```
var environments = {};
environments.staging = {
    'httpPort' : 3000,
    'httpsPort' : 3001,
     'envName': 'staging',
     'hashingSecret': 'suckdeep',
         'accountSid': 'sk test i6MEVCLJRP5i7xUZqNxjZHM800xcDFF5jx'
    },
'mailgun': {
| 'domain': 'sandbox20dea98315714933abeldb9819245b42.mailgun.org',
| 'domain': 'sandbox20dea98315714933abeldb9819245b42.mailgun.org',
| 'domain': 'sandbox20dea98315714933abeldb9819245b42.mailgun.org',
environments.production = {
     'httpPort': 5000,
     'httpsPort': 5001,
     'hashingSecret': 'suckdeeptoo',
         'accountSid': 'sk_test_i6MEVCLJRP5i7xUZqNxjZHM800xcDFF5jx'
         'domain': 'sandbox34e3b01f00fa44ba98948a5c18f36b1f.mailgun.org',
         'apiKey': '0d5412d4c1bd10e611c179428c2a02de-915161b7-2fdf90e4',
// determine which environment was passed as a command-line argument
var currentEnvironment = typeof(process.env.NODE_ENV) == 'string' ? process.env.NODE_ENV.toLowerCase() : '';
var environmentToExport = typeof(environments[currentEnvironment]) == 'object' ? environments[currentEnvironment] : environments.staging;
// export the module
module.exports = environmentToExport;
```

For checking expiry of the token, token has expiry date of 3hours+ plus from the date it was created, there is background worker working in a short interval to check the expiry and if it has expired the oken gets deleted and you see it in the console.log, if it hasn't expired you still get a message in the console.log that it hasn't expired.