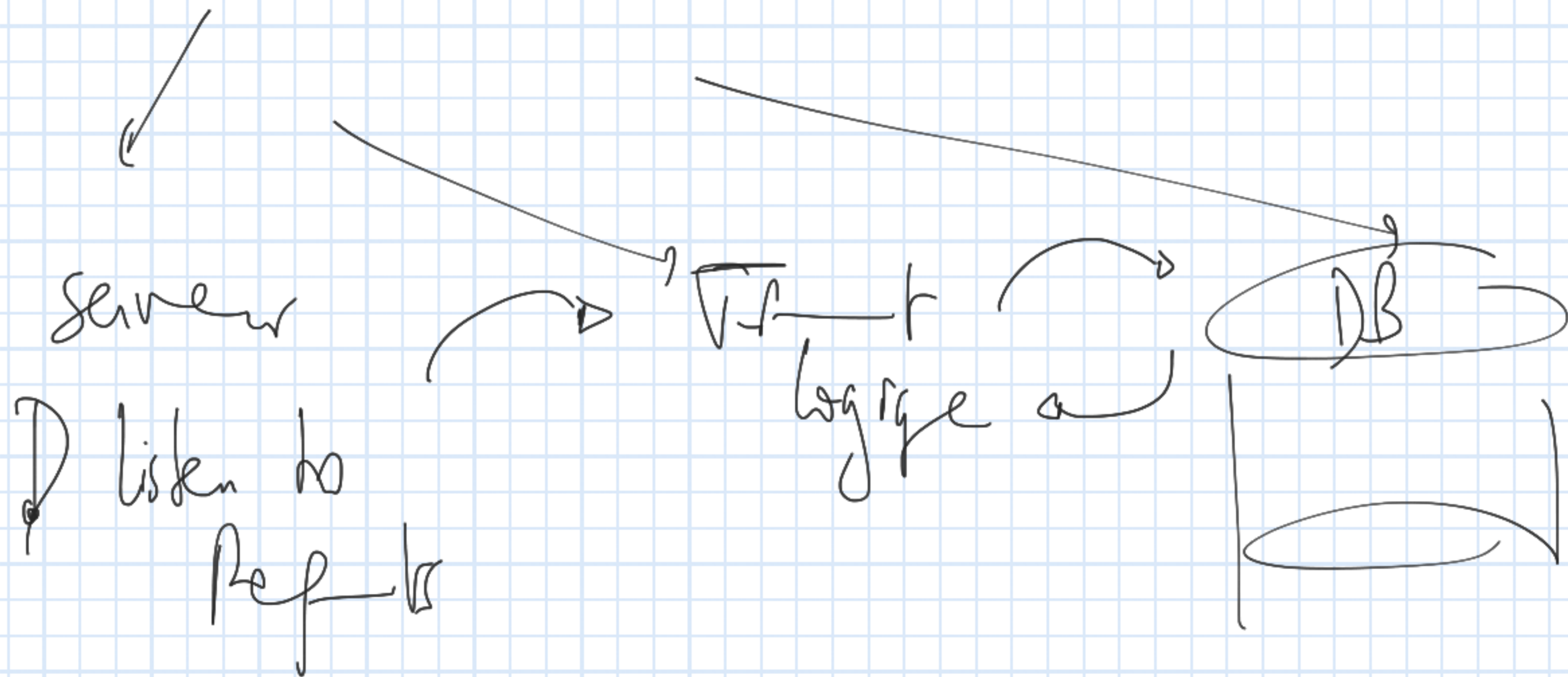


BE : la partie invisible au client



Backend

← Structure de la DB

models
app.js

← Traitement logique des Requêtes

server.js

← Listen

↗

http Client
Achim HTTP

↖ 2. Page
@

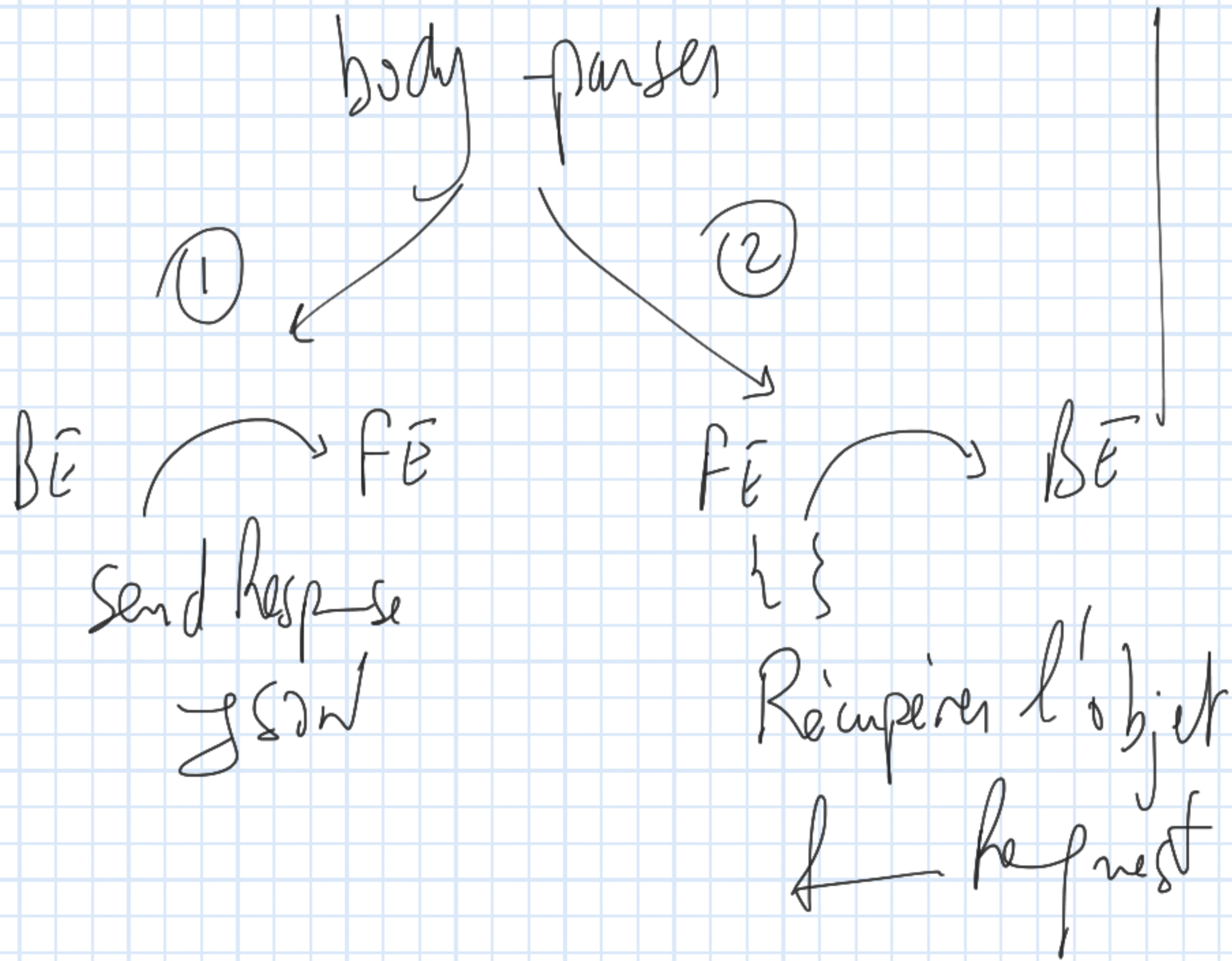
require ("N-Module")
require ("path")

\$ npm s - 0

\$ node server.js
→ pas d'auto reload

\$ npm i nodemon

(2) \$ nodemon server.js



• Use : pour la configuration de l'app.

User Service

el pwd
login (user)
ret httpClient.post ("http://L:3000
user

} fn el pwd
signup (user)

ret httpClient.post ("http://L:3000
user

Player Service DS le m
projet

Strictement

Interdit d'envoyer

2 Regs avec la m

@ et la m

méthode / Action HTTP



React



Angular

Crow Codes
/call1

server BE
http://localhost:3000
/call2

Ref login

Post { }

http://localhost:3000/login

Ref Signup

Post { }

http://localhost:3000/signup

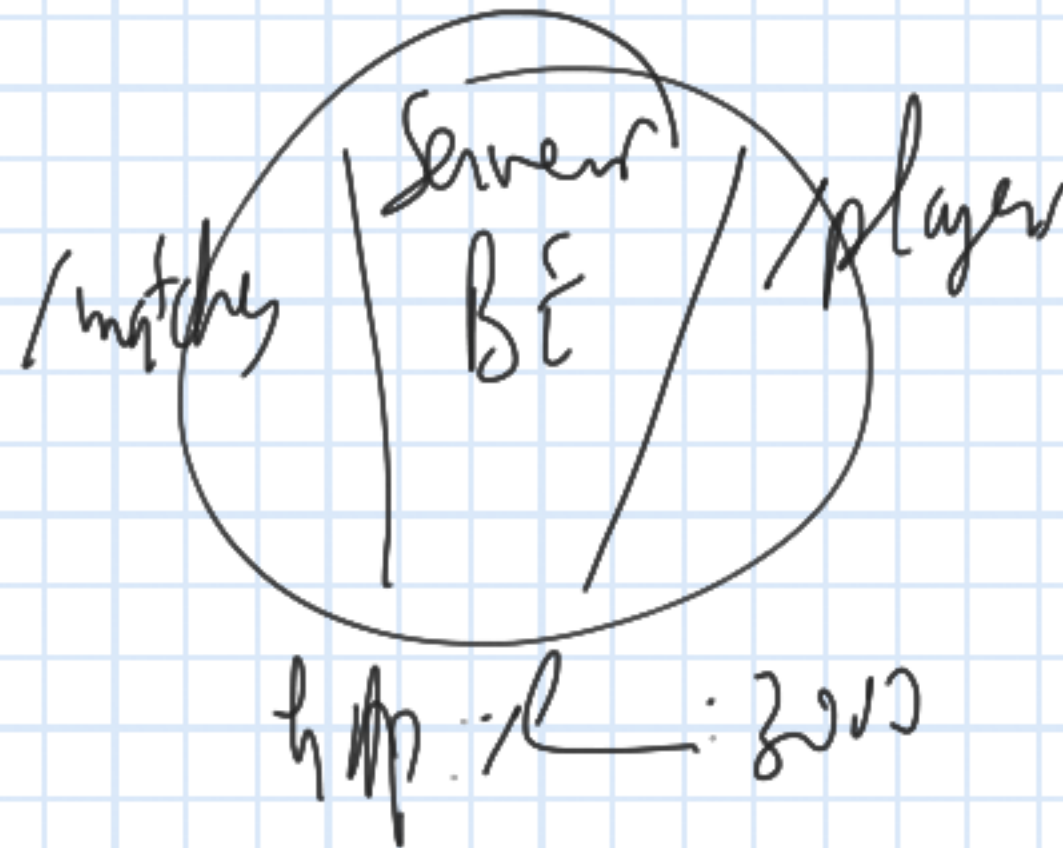
get (http://localhost:3000)

Get All Matches

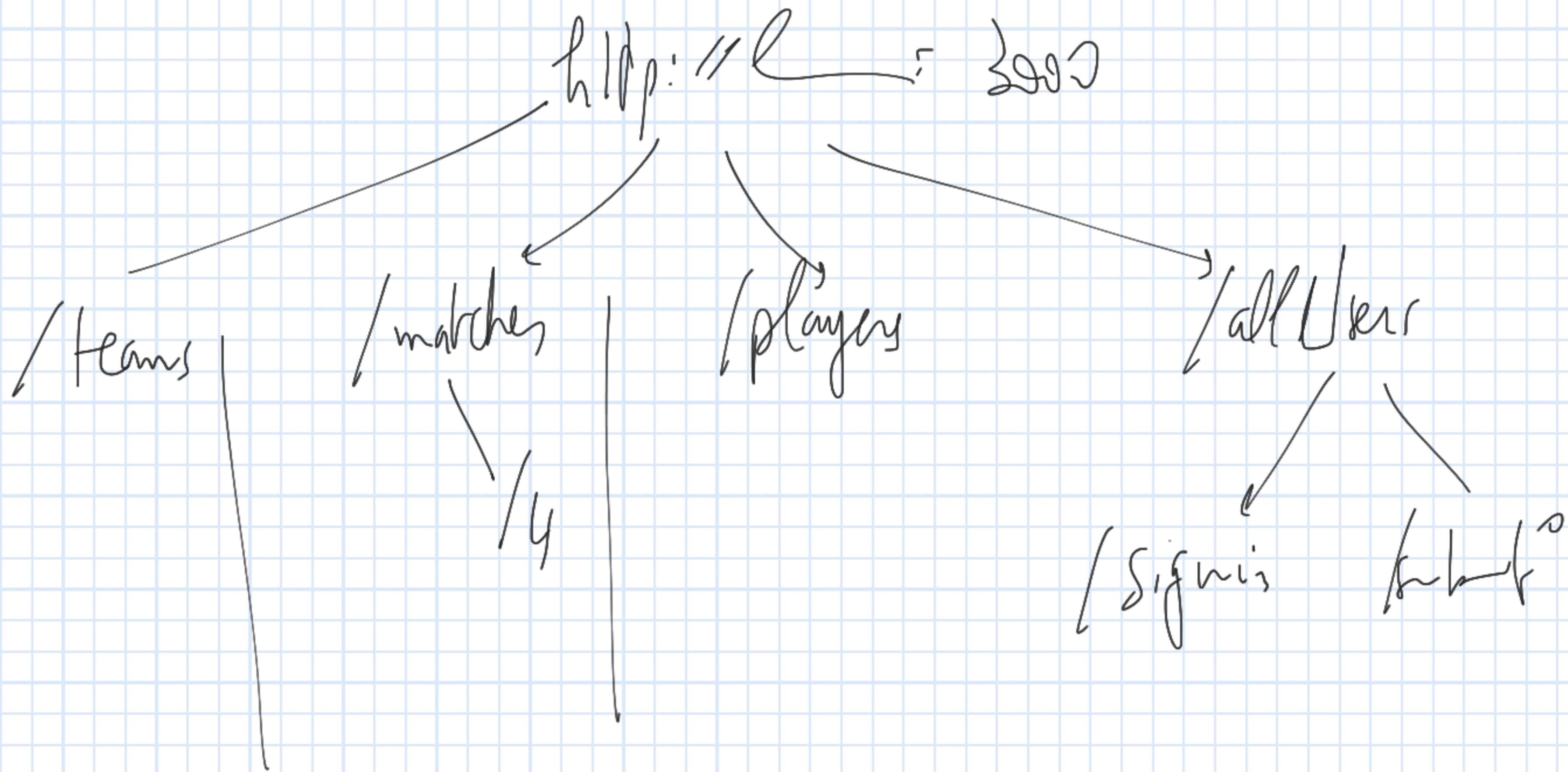
get (http://localhost:3000)

Get All Player

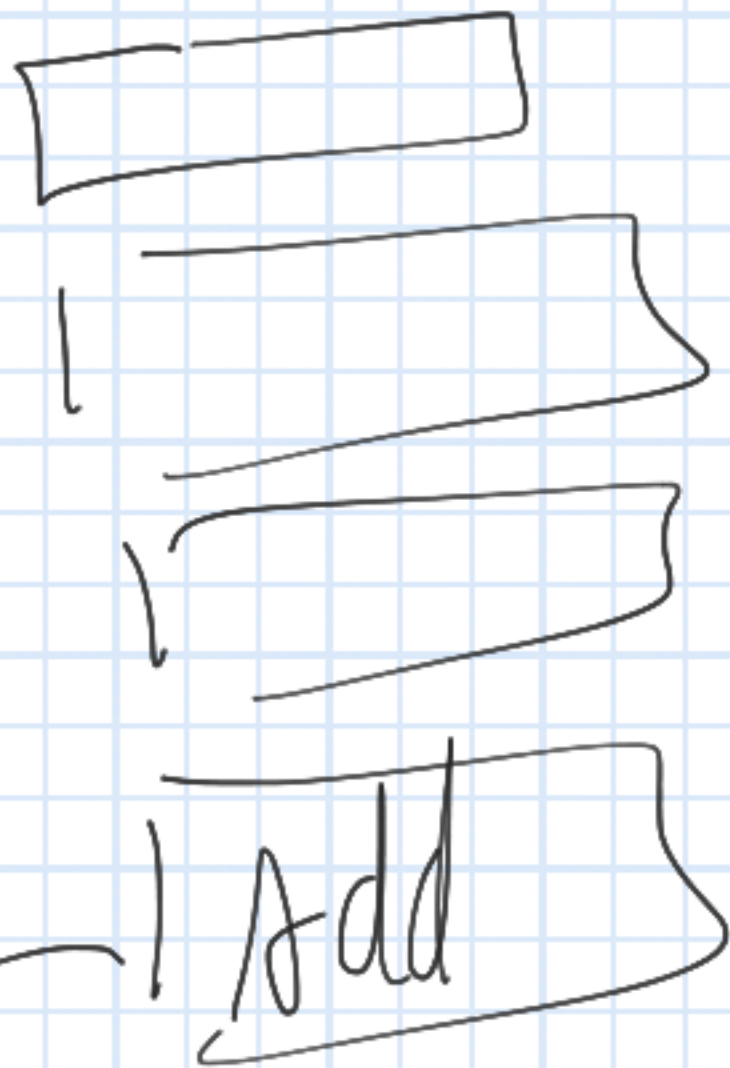
Req Match
/matches



Req Player
/players



Service



Appl Service

Client

Business logic

app.js

Ensemble de fonctions

Service

Envoyer des Request

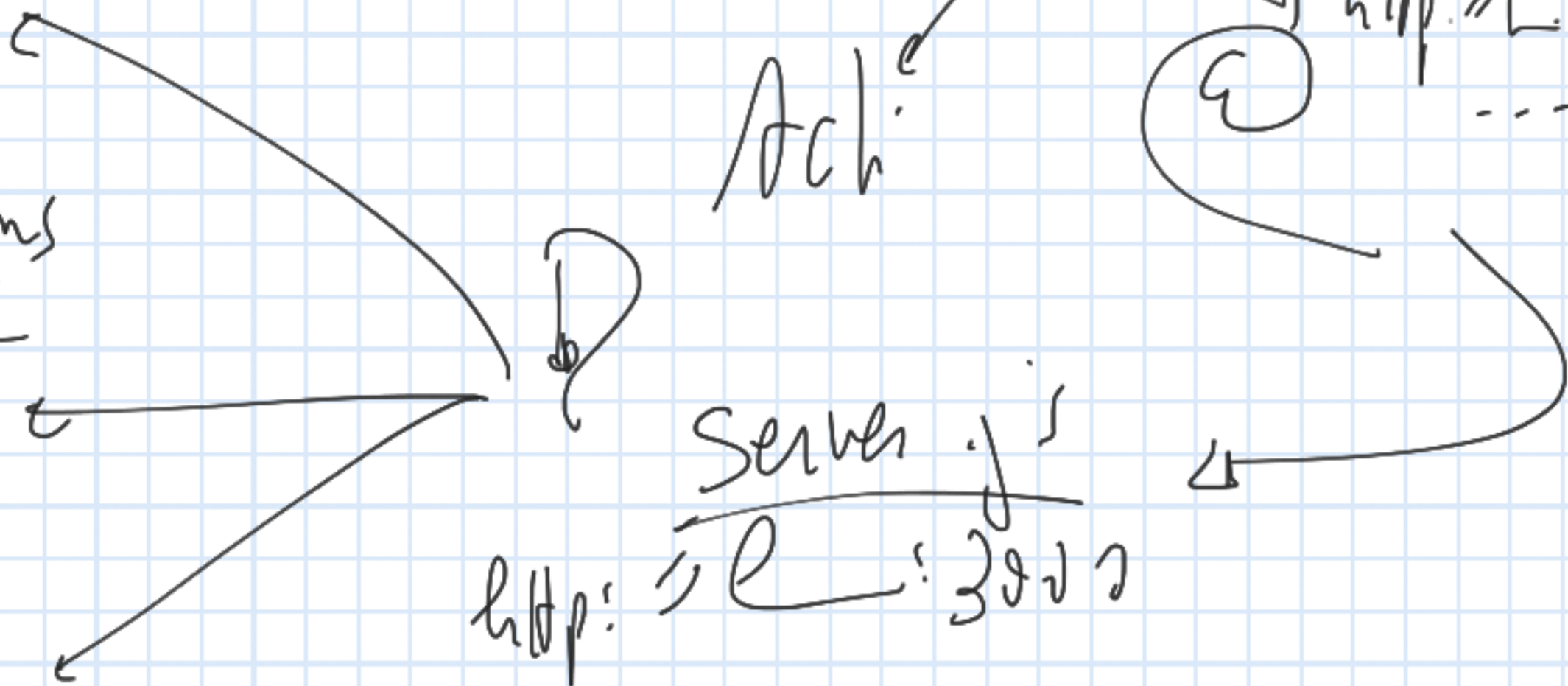
Rel
http Client

Arch.

http: 200

Server.js

http: 200



Four Trinken am Ref

Request Response

app • Methode HTTP ("path", (ref, res) => {

App Express

Post
Put
Delete
Get

Path am
Request

Trinkelement

});

http://.../matches

1	4
1	8
1	9
1	2

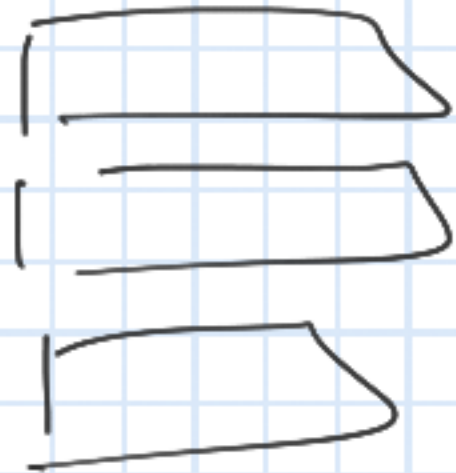
variable

app.get("/matches/:id")

variable
parameter

Faire Apl d'un Service ds un Component

add-match. fr



Add

→ (click) = add Match

~~add-match~~ oks

addMatch () {

}

1) Injecter le service ds le constructeur
du component

2) Faire Apl à la méthode du service

3) • subscribe()

↘ Récupérer la réponse du
service

