

BPI Java Training Guide

Module 7 Prerequisites

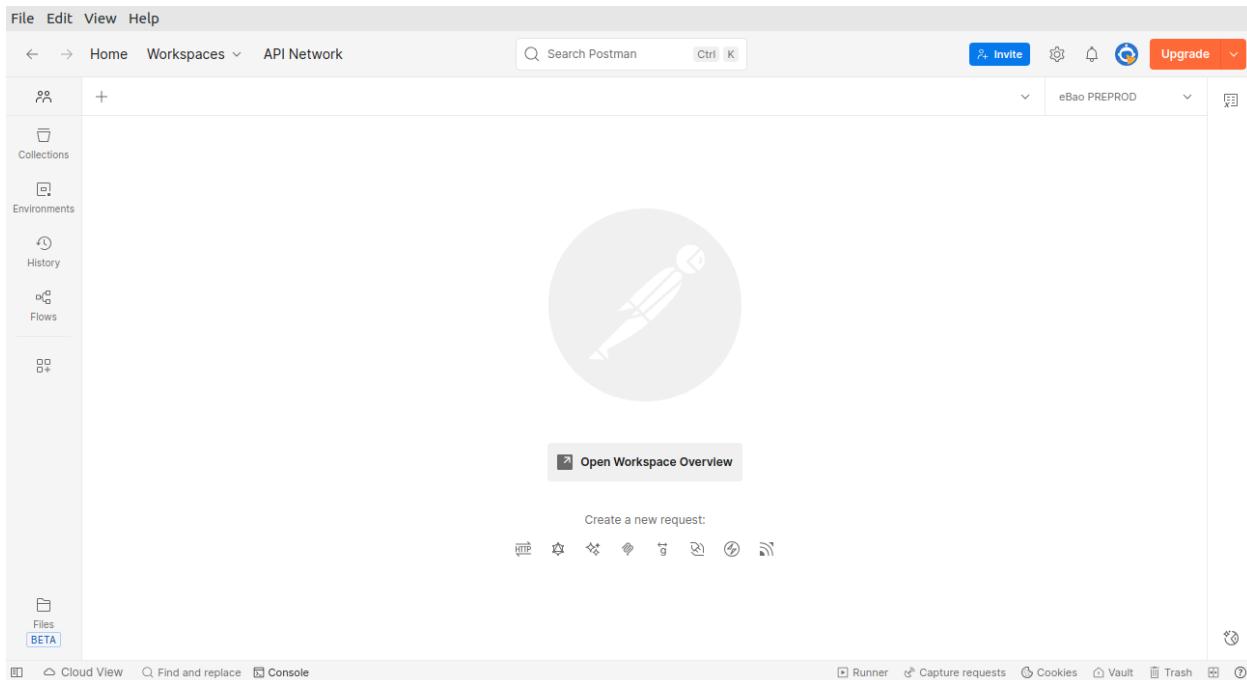
- API Building and Testing tool, like **Postman**
- Maven Java Project with **Jackson** and **Java Spark** Dependencies

Notes:

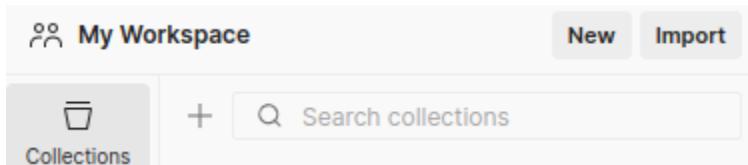
- The trainer will use **Postman**
- You can also just use the web version of Postman which you can access in your browser. No download necessary.
- You may use an alternative like **Bruno** which requires no registration and is similar to Postman
(<https://www.usebruno.com/downloads>)

Option 1: Download Postman (Requires Registration)

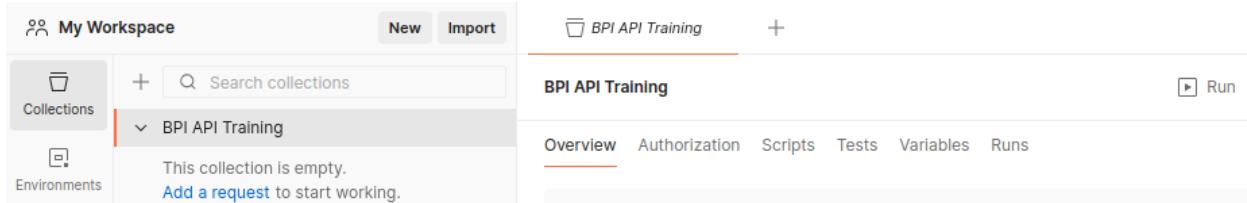
1. Sign Up using your personal email at
<https://www.postman.com/>
2. Download the application at
<https://www.postman.com/downloads/>
3. Install the program and run it
4. You should see the following once you have it running:



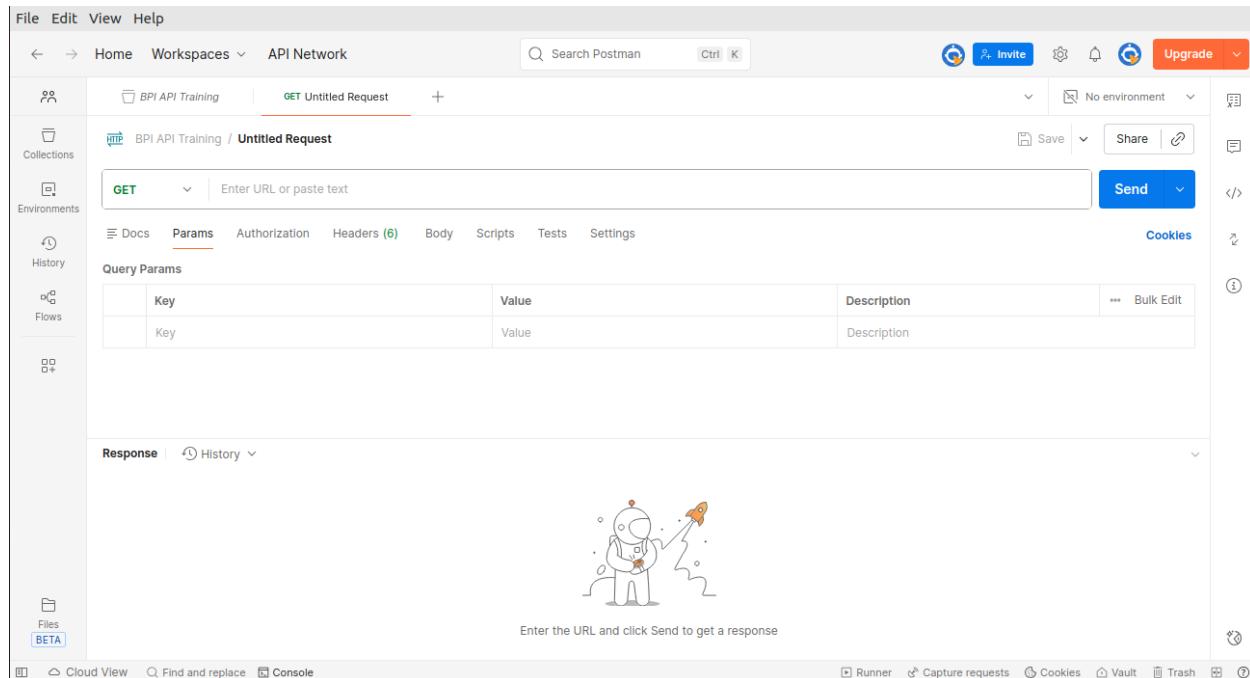
5. Select **Collections** on the left-hand tab and click the + sign to create a new collection. (Name it anything you want)



6. Create a new Request under your created collection. You can do this by right clicking the collection itself or clicking the "New" button or the + sign in the upper-center part of the application.



7. You should now have one request tab open and it should look like this:



Add Jackson Maven Dependency and Spark Java

- Jackson is a library that allows us to manipulate JSON objects in our Java applications
- Spark Java is a lightweight framework that allows us to quickly build Java-based Web Applications

1. Add the following dependencies to your Maven Project (new or existing, your choice)

```
<!-- Spark Java -->
<dependency>
    <groupId>com.sparkjava</groupId>
    <artifactId>spark-core</artifactId>
    <version>2.9.4</version>
</dependency>

<!-- Jackson -->
<dependency>
    <groupId>com.fasterxml.jackson.core</groupId>
    <artifactId>jackson-databind</artifactId>
    <version>2.15.3</version>
</dependency>
```

```
<!-- Logging -->
<dependency>
    <groupId>org.slf4j</groupId>
    <artifactId>slf4j-simple</artifactId>
    <version>2.0.9</version>
</dependency>
```

2. Ensure that your code builds / runs properly. If it runs, you're good to go for the upcoming lesson