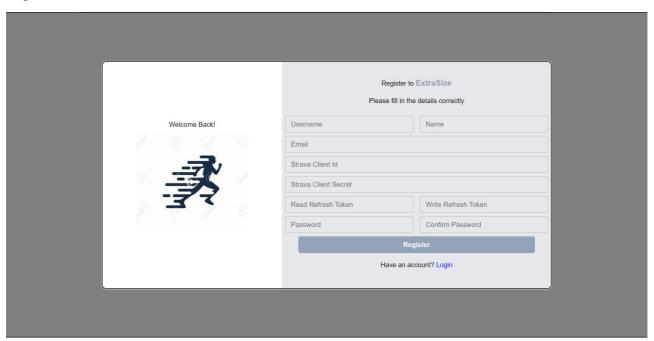
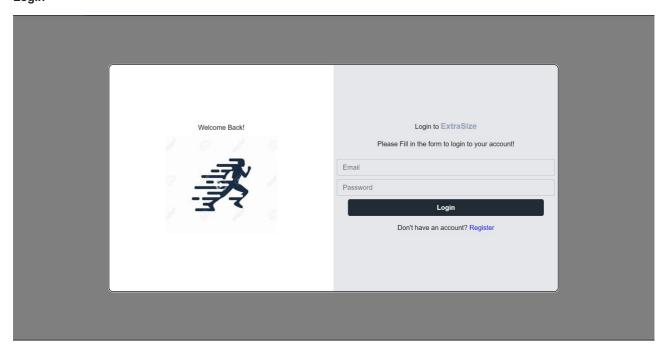
EXTRASIZE

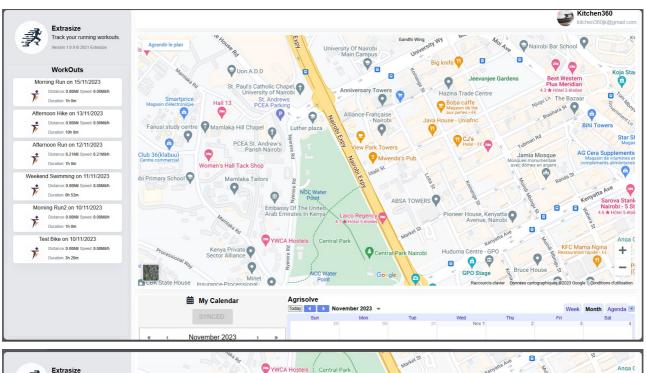
Register

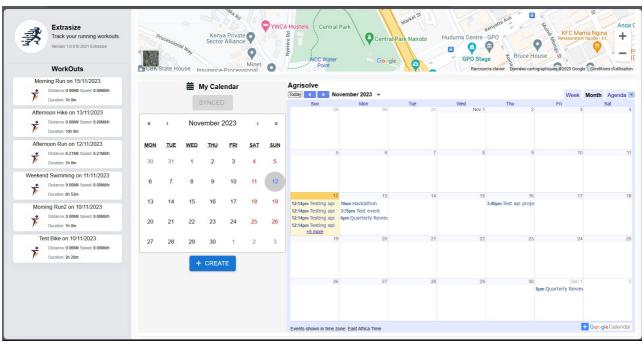


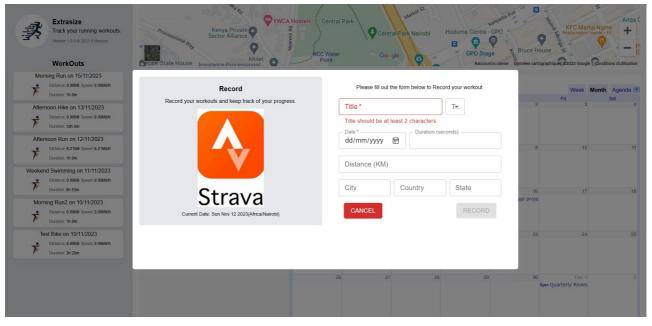
Login



Home







Cloud Console

Obtain the client ID and client secret from the Cloud Console plarform and replace the ones in .env file.

Strava Credentials

Please read through the strava api documentation to get the required credentials which you'll use in registering an account on the platform.

Steps for Strava API

1. get client id and client secret from strava.com. Log in and view your application. Need to have an app first.

client id = client secret =

2. get authorization code ==> this is a one time step

https://www.strava.com/oauth/authorize?client_id={your_client_id}&redirect_uri=http://localhost&response_type=code&scope=activity:read_all

auth code =

 $\label{localine} $$ $ $ \begin{array}{ll} https://www.strava.com/oauth/authorize?client_id={your_client_id}&redirect_uri=http://localhost&response_type=code&scope=activity:write auth_code_write= \\ & \begin{array}{ll} https://localhost&response_type=code&scope=activity:write= \\ & \begin{array}{ll} https://localhost&response_type=code&scope=activity:write$

- 3. Exchange authorization code for access token & refresh token with read_all ability https://www.strava.com/oauth/token?client_id={your_client_id}&client_secret={your_secret_key}&code={code_obtained}&grant_type=authorization_code
- 4. Exchange authorization code for access token & refresh token with read_all ability https://www.strava.com/oauth/token?client_id={your_client_id}&client_secret={your_secret_key}&code={code_obtained}&grant_type=authorization_code

refresh_token = access_token = refresh_wite=

 $4. \ https://www.strava.com/api/v3/athlete/activities?access_token=\{access_token\}$

NOTE Some of the steps requires to be done manually. You can use postman to test the api endpoints.

Installation

Get the project running locally in your machine.

- 1. Unzip the project folder
- 2. cd Server
- 3. Install the dependencies

npm install

4. Run the server

npm run dev

5. cd client

6. Install the dependencies

npm **install**

7. Run the client

npm run dev