

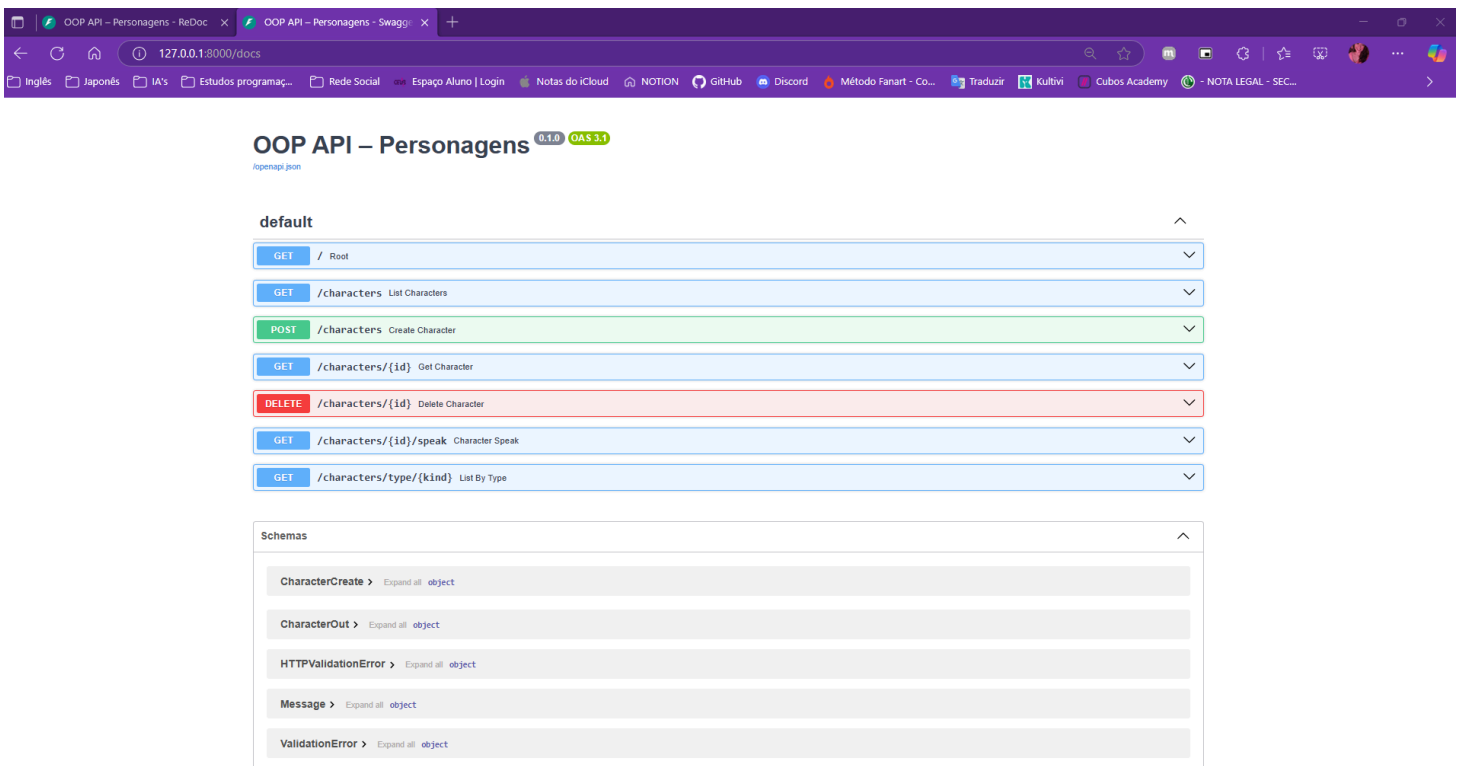
Evidências – API OOP (Python)

1. Execução do servidor

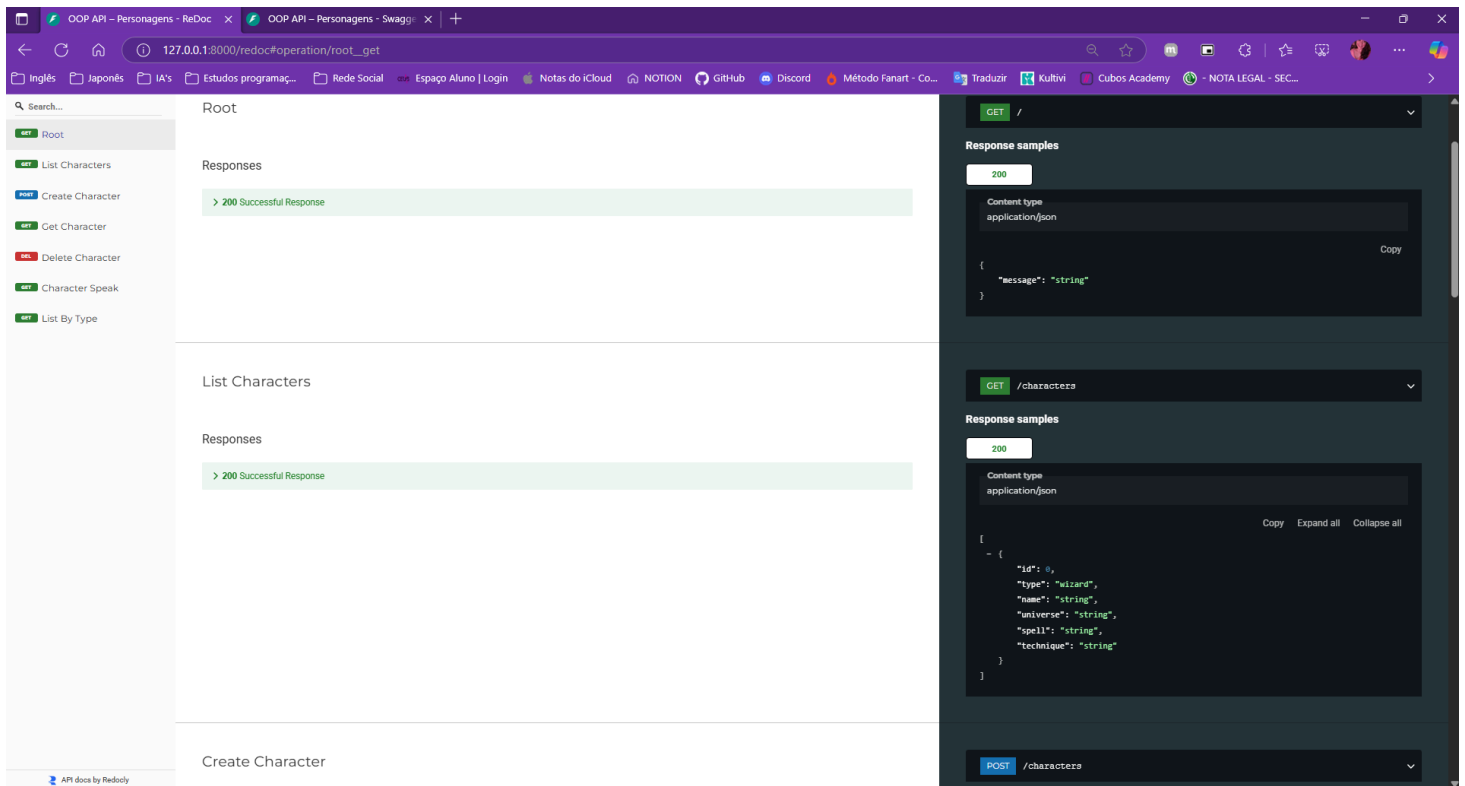
- Terminal com `uvicorn app.main:app --reload` e log "Uvicorn running on <http://127.0.0.1:8000>".

```
PS C:\Users\marii\OneDrive\Área de Trabalho\CC\Estudos_projetos_trabalhos\DS-CEU
B\05_API_POO_PYTHON\oop-api-python> python -m uvicorn app.main:app
INFO:      Started server process [63188]
INFO:      Waiting for application startup.
INFO:      Application startup complete.
INFO:      Uvicorn running on http://127.0.0.1:8000 (Press CTRL+C to quit)
INFO:      127.0.0.1:58601 - "GET / HTTP/1.1" 200 OK
█
```

- Print do Swagger UI (`/docs`).



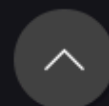
- Print do ReDoc (`/redoc`)



2. Consumo via VS Code – REST Client

- **Healthcheck:** resposta JSON de / .

```
1 HTTP/1.1 200 OK
2 date: Wed, 27 Aug 2025 01:00:33 GMT
3 server: uvicorn
4 content-length: 25
5 content-type: application/json
6 connection: close
7
8 {
9     "message": "OOP API up!"
10 }
```



- Criar Wizard (201).

POST Response(10ms) X

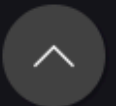
Save Copy Open ...

```
1 HTTP/1.1 201 Created
2 date: Wed, 27 Aug 2025 01:06:34 GMT
3 server: uvicorn
4 content-length: 113
5 content-type: application/json
6 connection: close
7
8 {
9   "id": 1,
10  "type": "wizard",
11  "name": "Gandalf",
12  "universe": "Middle-earth",
13  "spell": "You shall not pass",
14  "technique": null
15 }
```

^

- Criar Ninja (201).

```
1 HTTP/1.1 201 Created
2 date: Wed, 27 Aug 2025 01:07:20 GMT
3 server: uvicorn
4 content-length: 95
5 content-type: application/json
6 connection: close
7
8 {
9   "id": 2,
10  "type": "ninja",
11  "name": "Kakashi",
12  "universe": "Naruto",
13  "spell": null,
14  "technique": "Chidori"
15 }
```



- **Listar** /characters

Response(5ms) X

1 HTTP/1.1 200 OK

2 date: Wed, 27 Aug 2025 01:07:51 GMT

3 server: uvicorn

4 content-length: 211

5 content-type: application/json

6 connection: close

7

8 √[

9 √ {

10 "id": 1,

11 "type": "wizard",

12 "name": "Gandalf",

13 "universe": "Middle-earth",

14 "spell": "You shall not pass",

15 "technique": null

16 },

17 √ {

18 "id": 2,

19 "type": "ninja",

20 "name": "Kakashi",

21 "universe": "Naruto",

22 "spell": null,

23 "technique": "Chidori"

24 }

25]

- **Obter por ID** /characters/{id} : resposta do item 1.

```
1 HTTP/1.1 200 OK
2 date: Wed, 27 Aug 2025 01:08:34 GMT
3 server: uvicorn
4 content-length: 113
5 content-type: application/json
6 connection: close
7
8 {
9   "id": 1,
10  "type": "wizard",
11  "name": "Gandalf",
12  "universe": "Middle-earth",
13  "spell": "You shall not pass",
14  "technique": null
15 }
```

- **Polimorfismo** /characters/1/speak e /characters/2/speak .

```
1 HTTP/1.1 200 OK
2 date: Wed, 27 Aug 2025 01:09:33 GMT
3 server: uvicorn
4 content-length: 55
5 content-type: application/json
6 connection: close
7
8 {
9   "message": "Gandalf conjura 'You shall not pas
  s'! ✨"
10 }
```




Response(29ms) X



```
1 HTTP/1.1 200 OK
2 date: Wed, 27 Aug 2025 01:10:11 GMT
3 server: uvicorn
4 content-length: 63
5 content-type: application/json
6 connection: close
7
8 {
9   "message": "Kakashi usa a técnica secreta 'Chido
    ri'. 🗡️"
10 }
```

- **Remover** /characters/2 .

```
Response(3ms) X

1 HTTP/1.1 200 OK
2 date: Wed, 27 Aug 2025 01:10:54 GMT
3 server: uvicorn
4 content-length: 35
5 content-type: application/json
6 connection: close
7
8 {
9   "message": "Personagem 2 removido"
10 }
```

3. Observações técnicas

- Como a fábrica no `POST /characters` decide qual classe instanciar com base em `type`.
- Encapsulamento com propriedades (`name`).