Exercise: Building a Movie Rating List

Objective:

Create a web page that fetches movie details from an external API and displays them using the provided HTML and CSS files.

Perquisites

In this exercise, you will work with this API: `themoviedb`. Please register to it. You will find the relevant documentation for this exercise in this [link](). There is a `data.json` in this exercise folder that shows the data structure that is being received from this API.

Steps:

1. **Define a Movie Class**:

Create a class named `Movie` with the following properties:

- title
- releaseDate
- picture
- rating

Add the following methods to the class:

- `getTitle` : Returns the title
- `getReleaseDate` : Converts the release date to a localized date string and returns it
- `getPicture` : Returns the picture URL
- `getRating` : Returns the rating

```
class Movie {
    constructor(title, releaseDate, picture, rating) {
      this.title = title;
      this.releaseDate = releaseDate;
      this.picture = picture;
      this.rating = rating;
  }
    // Define getTitle, getReleaseDate, getPicture, getRating methods
here...
}
```

2. Set Up API Constants:

- Define in a constant the base URL for the movie database API

```
const API_BASE_URL =
    'https://api.themoviedb.org/3/';
```

- Write a function `getImage` to return the image URL from the image path, accepting a size parameter:

  1. **Define the Function Name and Parameters**: Begin by defining a constant named `getImage`. This function will take one parameter: `imgPath`, which is the specific path to the image.

  2. **Utilize Template Literals**: Inside the function, you will return a template literal.

  3. **Construct the URL**: Begin the URL with the base path for images: `https://image.tmdb.org/t/p/`.

  4. **Append the Image Path Parameter**: After the forward slash `/` add the `imgPath` parameter using `${imgPath}`. This includes the specific image path in the URL.

3. Write a Function to Fetch Movies:

- **Create a Function Named** `fetchMovies`: Define the `fetchMovies` function to handle fetching movie data from the now-playing endpoint.

- **Set Up Headers and Authorization**: Inside the function, create an `options` object with the `method` set to 'GET' and include headers with the `accept` field set to 'application/json'. Include the Authorization header with the provided Bearer token.

```
const options = {
    method: 'GET',
    headers: {
        accept: 'application/json',
        Authorization: 'Bearer your-bearer-token-here'
    }
};
```

- **Use the** `fetch` **API for the GET Request**: Utilize the `fetch` function to make a GET request to the now-playing endpoint by combining the API base URL with the specific path.

```
fetch(`${API_BASE_URL}movie/now_playing?language=en-US&page=1`,
options)
```

- **Handle the Response**: Use `.then` to transform the response to JSON.

```
.then(response => response.json())
```

- **Iterate Through the Results and Create Movie Instances**: In the next `.then` block, iterate through the `results` of the transformed response using `.forEach`. For each item, create a new instance of the `Movie` class with the relevant properties (title, release date, picture, and rating). Utilize the provided `getImage` function for the image path. Pass to the `getImage` function the `item.poster_path` **or** the `item.backdrop_path`, since the item my come from the API without `item.poster_path` property. After creating a new instance of the `Movie` class, call the `createMovieCard()` function (we will write it later).

```
fetch(`${API_BASE_URL}movie/now_playing?language=en-US&page=1`,
options)
    .then(response => response.json())
    .then(response => {
        response.results.forEach(item => {
            // Your code here...
        })
    })
    .catch(err => console.error(err));
```

- **Update the Item Count**: Call the `updateItemCount` function after iterating through the movies.

- **Handle Errors**: Implement a `.catch` block to log any errors that may occur.

4. **Create a Function to Update Item Count**:

1. **Define the Function**: Start by defining a function called `updateItemCount` that takes no parameters.

2. **Select the Items Count Element**: Within the function, you will need to select the paragraph element where the count of items will be displayed. Use the `querySelector` method to select the paragraph inside the element with a class of "sort-bar."

3. **Select All Movie Elements**: Next, you need to find out how many movie elements are in the document. Use the `querySelectorAll` method to select all the elements with a class of `movie`. This will give you a NodeList of movie elements.

4. **Calculate the Number of Movies**: Determine the number of movie elements by accessing the length property of the NodeList obtained in the previous step.

5. **Update the Text Content**: Finally, update the text content of the paragraph element selected earlier with the number of movies. Use a template literal to format the text, incorporating the number of movies followed by the word "items."

5. **Write a Function to Create Movie Cards**:

Create the `createMovieCard` function that builds the HTML for each movie:

```
function createMovieCard(movie) {
    let target = document.querySelector(
        '.movies-list',
    );
    target.innerHTML += `
      <div class="movie">
        <img class="poster" src="${movie.getPicture()}">
        <!-- Add other movie details here... -->
      </div>`;
}
```

Use the HTML code of the `movie.html` file in this exercise files. Don't forget to insert real data in the relevant places like in the above example, in the `src` attribute.

6. **Call the fetchMovies Function**:

Finally, call the `fetchMovies` function to start fetching movies:

```
fetchMovies();
```

Tips:

- Remember to handle errors with a `.catch` block in the fetch function
- Make sure to utilize the Movie class methods within the `createMovieCard` and `fetchMovies` functions
- Test each part of the code as you build it to ensure everything is working correctly

Challenge:

- Extend the functionality by adding a special error message in the HTML if there is any error. Write a function `createErrorMessage` that will be similar to the `createMovieCard` function.

Conclusion:

This exercise allows you to apply concepts of classes, API calls, and DOM manipulation to build a functional web application. By following the steps and code snippets, you will create a movie list web page that connects various JavaScript concepts you have learned in the course up til now.