Practice

Develop RESTful Services by Using Spring Boot by Using JPA

Practice

- Develop an Application for Movie Service

PRACTICE

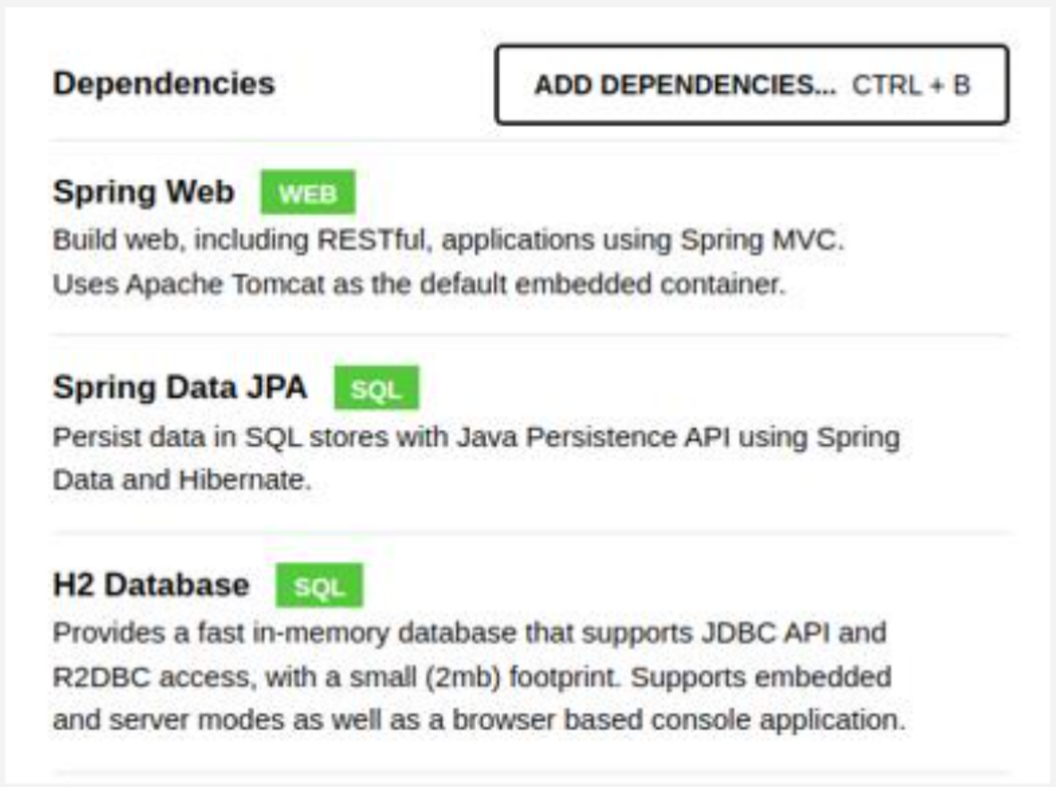
Practice: Develop an Application for Movie Service

In the previous sprint, we developed a simple Spring Boot application using the Spring Initializr. This challenge will help you create a boot application to work with application entities using an in-memory database.

Create a Spring Boot application with one domain class called Movie and provide the Service, Controller, and Repository layers.

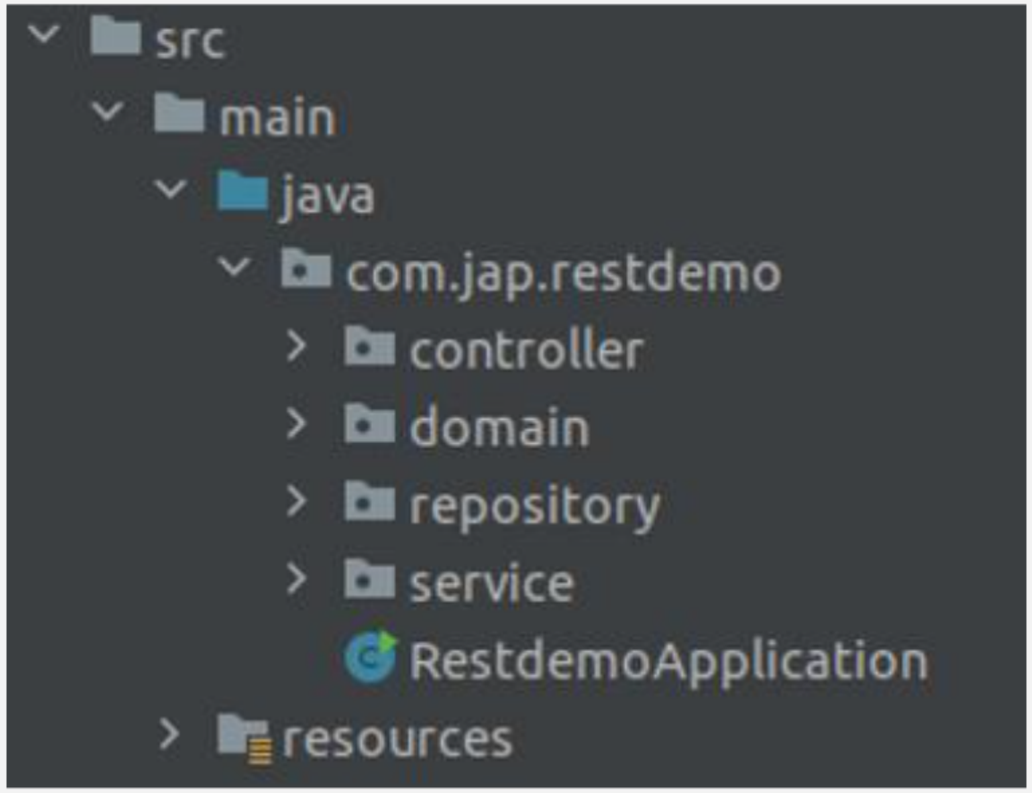
Implementation Environment

- Create a Spring Boot application from the Spring Initializr.
- Add the necessary dependencies to pom.xml
- Download the project to your local machine.
- Extract the zip file.
- Export the project to your local IDE.



Practice: Task 1

- The structure of the project is given for your reference.
- Create the domain class `Movie` with the following attributes: `movieName`, `actorName`, `directorName`, `movieId`.
- Annotate the `Movie` domain class with `@Entity` and `movieId` with `@Id`.
- Create getters and setters for all the attributes.
- Create the Repository Interface that extends `CrudRepository` past two parameters: first, the entity class name, and second, the data type of the @Id attribute.



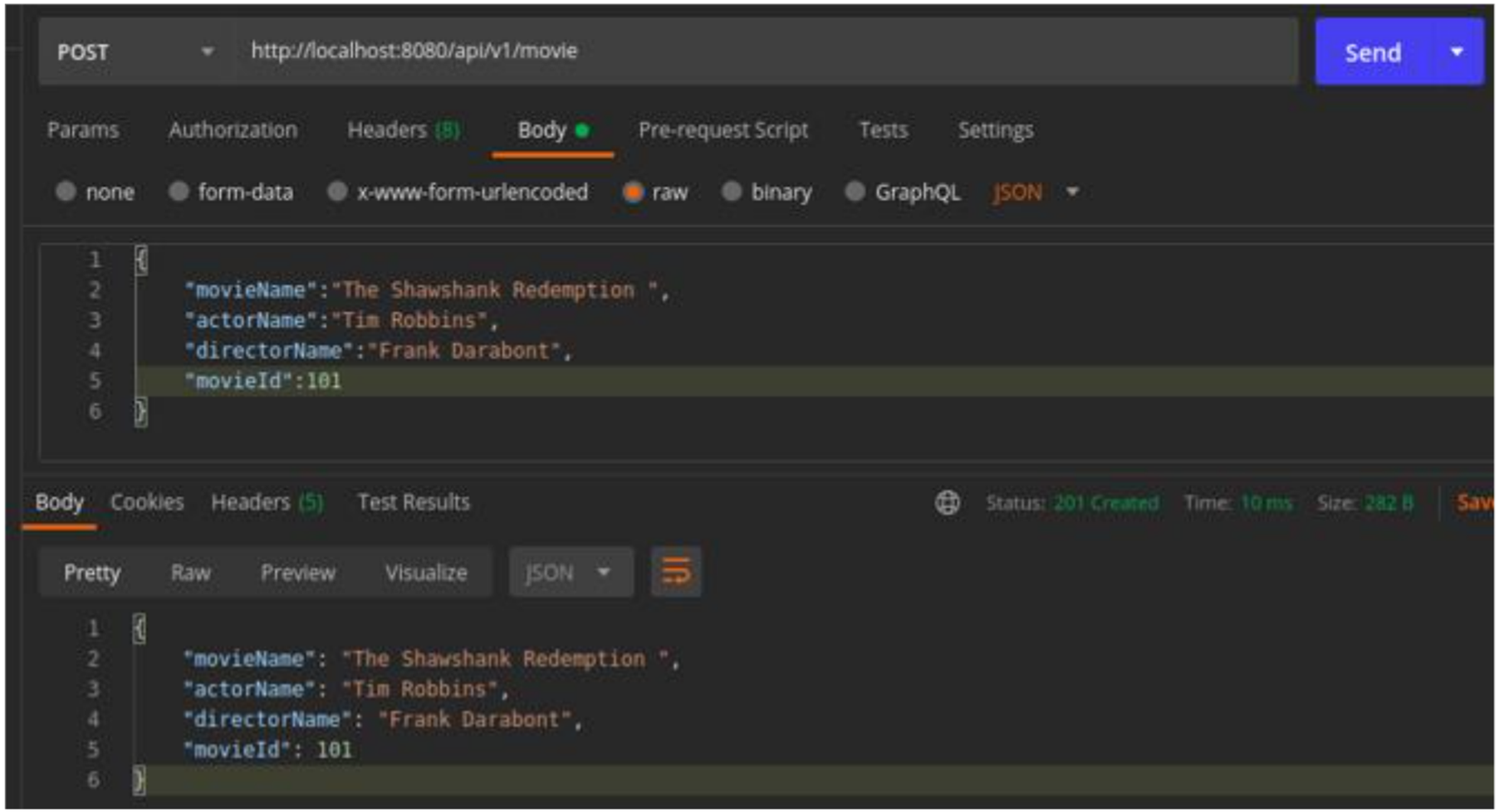
Practice: Task 2

- Inside the Service package, create two Java files: `MovieService` Interface and `MovieServiceImpl` class.
- Annotate the `MovieServiceImpl` class with @Service.
- Inside the `MovieService` Interface, create the method to save the movie object.
- Implement this interface inside the `MovieServiceImpl` class and override the method.
- Autowire `MovieRepository` inside the service layer.
- Call the `MovieRepository` save() method inside the service class to save the movie object in the H2 database.

Practice: Task 3

- Inside the Controller package, create the `MovieController` class
- Annotate this class with @`RestController` and @`RequestMapping`.
- Autowire `MovieService` inside the controller layer.
- Create the handler method to save the movie data by calling the service save method.
- Annotate this handler method with @`PostMapping`.
- Set up the H2 database configuration details in the `application.properties` file.
- Run the boot application by using the Spring way of execution.
- Open Postman and call the REST API.
- Open the H2 console and check that the tables are created.

Postman Output



Submission Instructions

- There is no boilerplate for the practice.
- Create a Git repository named **BEJ_C1_S5_REST_API_PC_1.**
- After completing the practice, push the code back to git using the below commands.

```
git init
git remote add origin <url>
git add .
git commit –m “comments on the push”
git push –u origin master
```

- Submit it for review.