

CPSC 3720

Lesson 36

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Sprint 2 Observations


- All grading complete – 1 team had 100% with class average of 80%
- Some teams did not have their APIs aligned with their DFDs
 - API wasn't doing what the Epic needed
 - API did not have the right inputs and outputs
- Challenges with examples for some teams due to mock URL environment variables not working
- Most teams are waiting to the end for updates to Trello

Sprint 3

- Sprint 3 due Nov 22
- I will assign Epics to each team directly tomorrow via group email in Canvas
- The Sprint 2 Review will be part of Sprint 3 grade
- Sprint 2 corrections will be part of Sprint 3 grade (API def, mock, and doc)
- For the API definition in Sprint 3 I want to see more thought around the API paths and methods

CUSports – Review Schedule



REVIEW DATE	TEAMS
NOV 16	7 – Heads Up 7 Cups – Cart  8 – Team Gr8 – Orders  10 – Ten – Item 
NOV 18	9 – Gibby Gang – Notifications  5 – Rick Roll – User Accounts 
NOV 20	1 – Da Bagel – Inventory  6 – Constant Tailors - Promotions 
NOV 23	4 – image(4).png – Pricing  3 – Chaos- Payment  2 – Dynamic Devs- Search 

API Definition improvements for Sprint 3

- Add a sensible endpoint as the URL in your definition (CUSports/item, CUSports/cart)
- Use paths as part of the API to access individual resources (CUSports/search/orderindex)
- For Post, Patch, etc. do you need to send data in the body?
- You don't need separate APIs for different Methods
- Think about your parameters
- Use best practices for error codes
- Reference:
 - <https://www.smashingmagazine.com/2018/01/understanding-using-rest-api/>
 - <https://blog.restcase.com/rest-api-error-codes-101/>