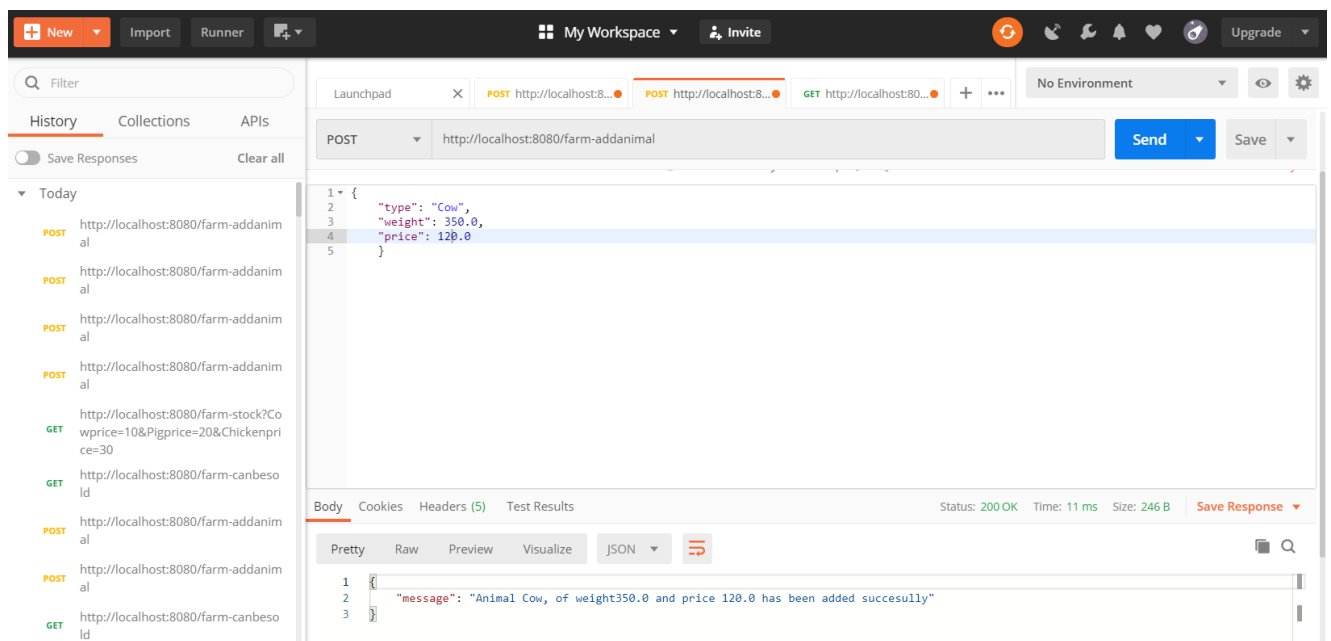5/16/2020

Farm CA

Cloud Based Web Applications

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Documentation of CA:

The main aim of this project was to build a spring application of a farm which had 5 End points to complete. I have given a brief explanation about the end points and attached the screenshot for each end point showing the end result.
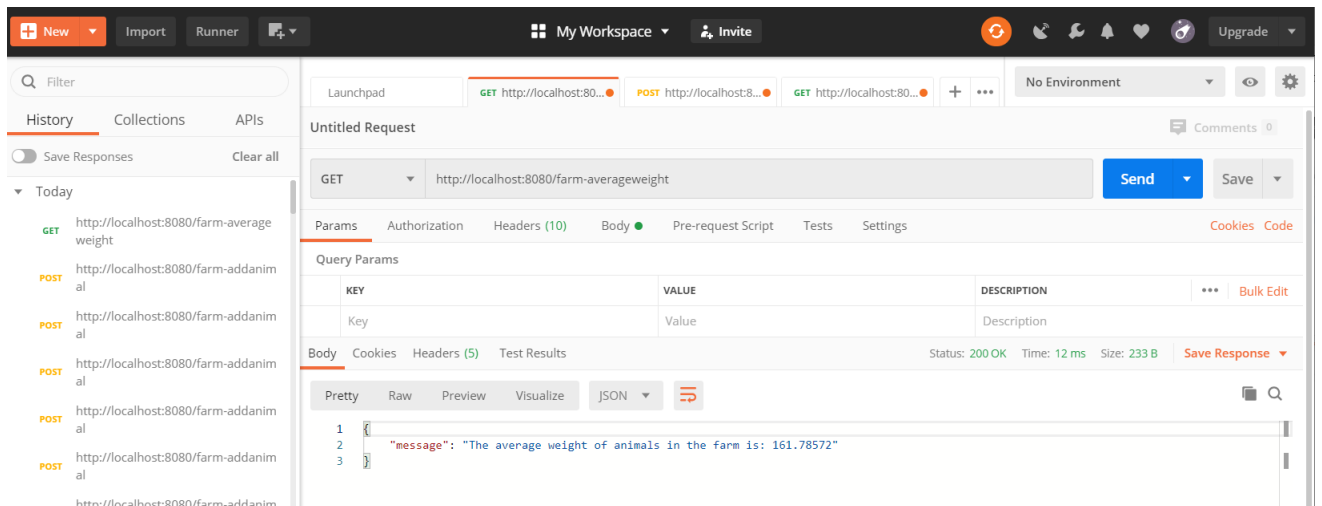
End Point 1: Adding a new Animal

In this end point I had added animals using JSON and pot request, at the start of the project I had created a Array List to populate it with animals. The animals had attributes such as Type- which describes the type of animal, Weight – the weight of the animals and Price- the price of each animal. Like from the image below you can see that I passed the JSON values through application called Postman.
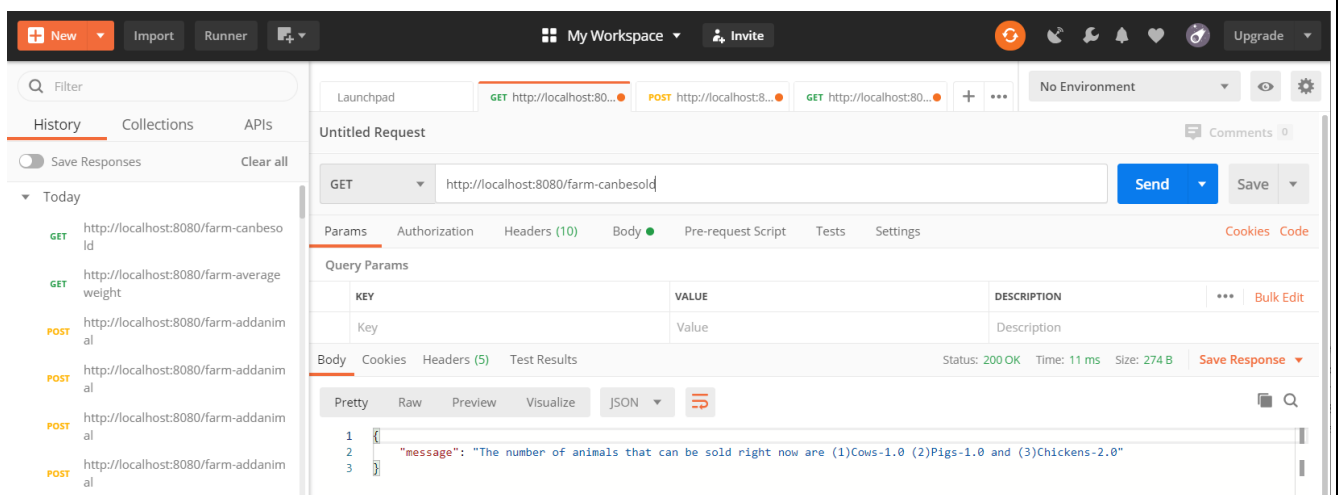
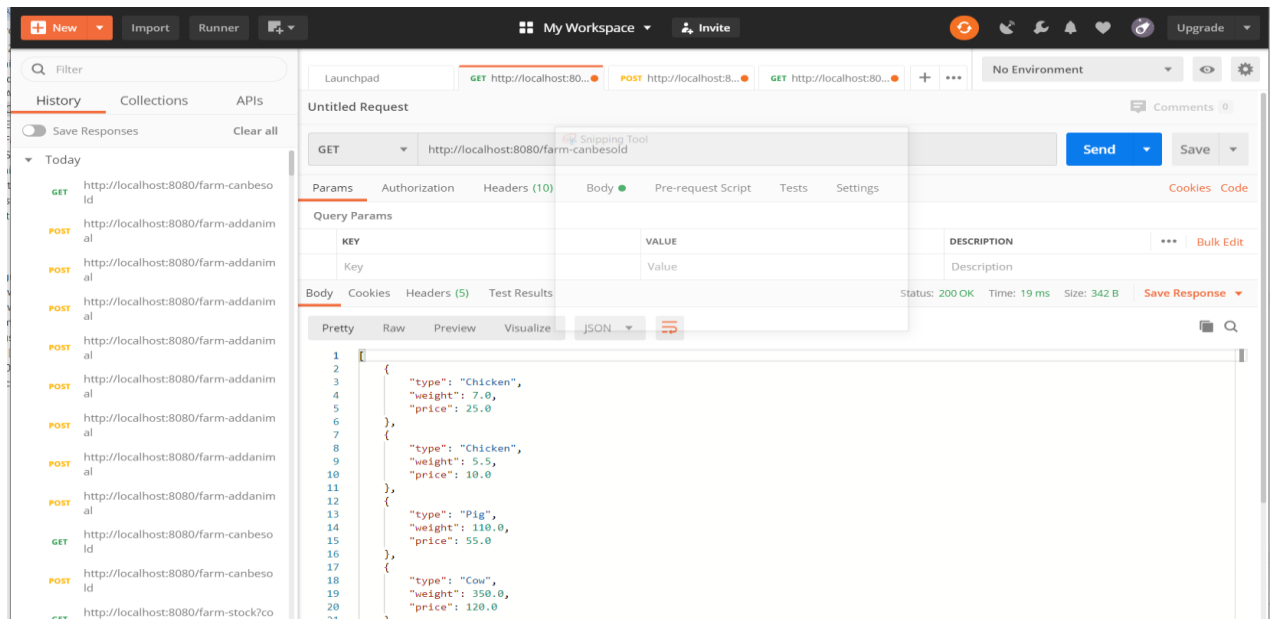

End Point 2: Calculating the average

In this end point I had to calculate the average of all the animals in the farm, if there are no animals it should return a error message as average cannot be calculated if there are no animals.
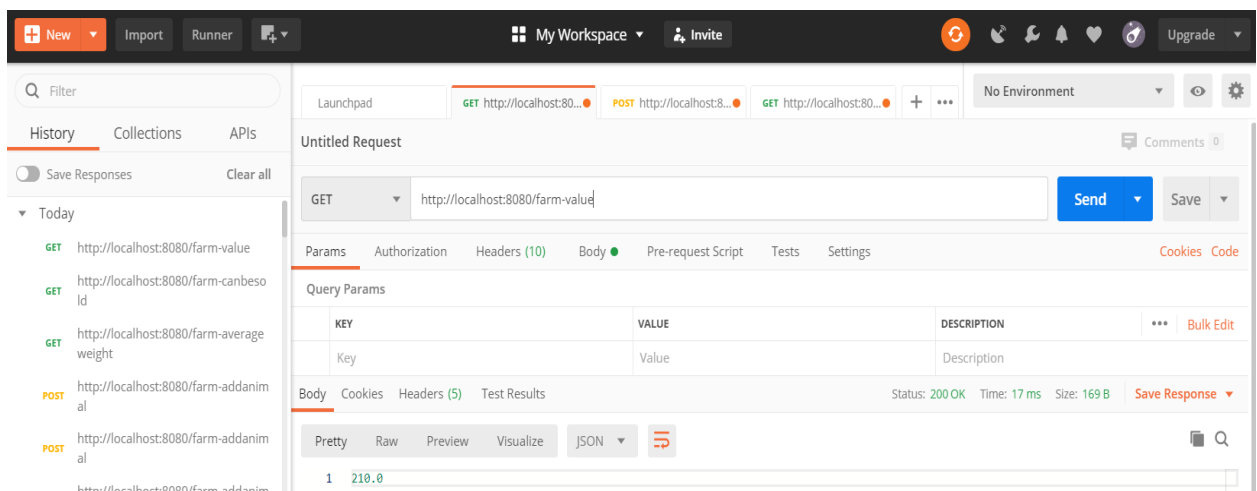
End Point 3: How many animals can be sold

In this end point I had calculated the number of animals that can be sold based on weight constraint for each type of animal. I completed this end point in two ways, one way it returns the values of the animals that can be sold and the second way is it returns the number of animals of each type that can be sold based on the weight. The weight constraints I had put were for Cow- greater than 300 Kgs, Pig- greater than 100 Kgs and Chicken -greater than 5 Kgs. And also, if there are no animals that meet this constraint it returns a message.
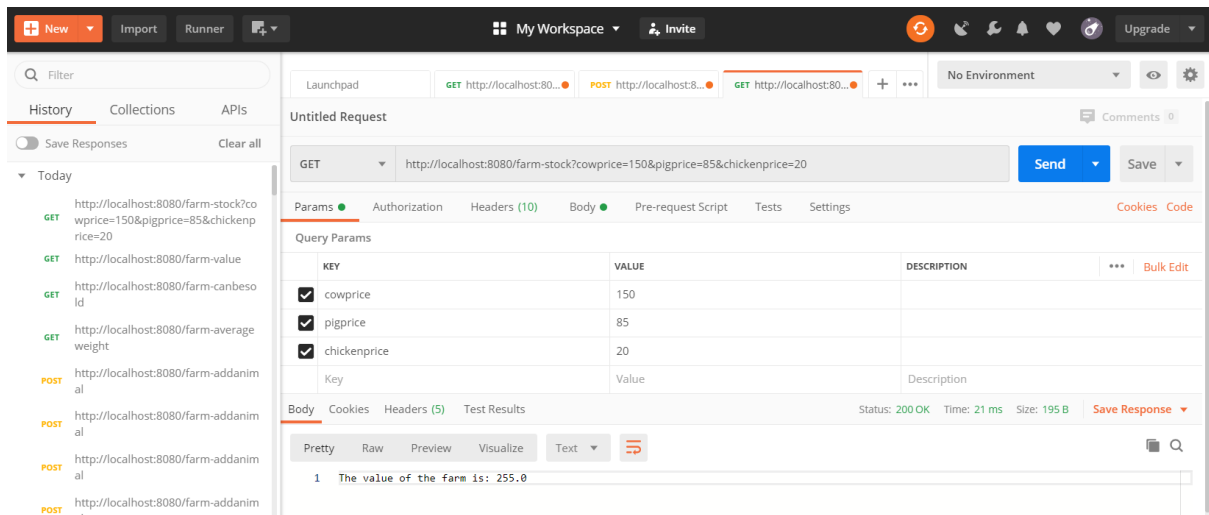
End Point 4: Calculate the farm value

In this end point I had calculated the farm value i.e. the price of all the animals are ready to be sold right now. This is again weight constrained, if there are no animals then it returns the message stating the same.

End Point 5: Farm Stock Value

This is very much similar to end point 4 but the price of the animals is given through the address bar using parameters

Other:

Apart from the end points I had created Animal class with getters, setters and a constructor. A SuccessMessage for successful execution result with a message and a ExceptionMessage to handle the exceptions that occur if there is error.