



[Curso](#) > [Modul...](#) > [Lab](#) > Lab 2 s...

El acceso de auditoría vence el 11 de feb. de 2019

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Lab 2 escenario

Video



Now if you take a look at the documentation that's provided,

[MUSIC]

Okay, here we go.

Last lab, lab 3, and now we're going to kinda bring it all

together and allow somebody to submit a rating.

Now what I've done is I've created a little rating service.

And what you can do is send a message up to it and it will send a basic message back to you.

Now if you take a look at the documentation that's provided,

I've shown you what the object needs to look like



when you go
to send it up.
And I've shown you what

Video

[Descargar archivo de video](#)

Transcripciones

[Descargar SubRip \(.srt\) file](#)

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Module 3

For module three, you'll add the final feature to your rating widget: the ability to send the rating to a service.

The service has already been created. The service will act as a simple echo service, taking the rating you submit inside a JSON object, and then sending back a JSON containing a message. The structure of the expected JSON object, and the JSON object the service will return, are documented below.

To complete the lab, follow these steps:

1. Update the HTML you used to complete lab two.
 1. Add a **button**. You will use the new button to submit the rating to the Rating service. You can use the HTML below:
`<button type="button" id="save-rating">Save rating</button>`
 2. Add a **div** element. You will use the new div element to output the message. You can use the HTML below:
`<div id="output"></div>`
2. Add a click event handler for the button you created. Add the code necessary to call the Rating service. The information about the rating service, including the URL, the verb, and the JSON objects, is below.
3. When the server returns the object, display the **message** inside of the div you created earlier.

URL: `http://jquery-edx.azurewebsites.net/api/Rating`

VERB: POST

Parameter (object to upload): The server expects a JSON object with two properties, **value**, which contains the current rating, and **maxValue**, which contains the maximum allowed value. (Example: { value: 4, maxValue: 5})

Return (object returned by server): The server will return a JSON object with one property, **message** which will contain the message returned by the server. (Example: {message: 'You chose 4 out of 5'})

Rate this session



Enter max value:

You chose 3 out of 5

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