Pokemon Parser

Overview:

"Pokemon Parser" is a service that allows parsing information about Pokémon from a website and providing it in JSON format through an API. The service is developed in Go language and serves as a convenient tool for retrieving data about Pokémon, such as their name, price, and image.

Architecture Design:

I implemented a monolithic architecture for the project. The architecture consisted of three main components:

- **Handler**: This component was responsible for handling REST requests. It received incoming HTTP requests, parsed them, and routed them to the appropriate service for further processing.
- **Service**: The service layer contained the business logic of the application. It received requests from the handler and interacted with external components like the parser to fulfill the requests
- **Parser**: The parser component was responsible for sending requests to the target website and parsing Pokémon data from the HTML responses. It encapsulated the logic for web scraping and extracting relevant information about Pokémon.

Technologies:

- **Gin Framework** was used for handling HTTP requests.
- **ZeroLog** was employed for logging.
- **Viper** was utilized for configuration management.
- **Qoquery** was used for data parsing.
- Additionally, the **Builder pattern** was employed to parse data and create Pokémon objects.