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Sub-Full Stack

Practice1

CODE-

```
const readline=require("readline")
const rl=readline.createInterface({
  input:process.stdin,
  output:process.stdout
});
const employees=[
  {
    id:"1",
    name:"Alice",
    Age:34
  },
    id:"2",
    name:"inBorder",
    Age:30
  },
    id:"3",
    name:"land",
    Age:34
  }
];
function showMenu(){
  console.log("\n=== Employee Manager ===");
  console.log("1. Add Employee");
  console.log("2. List Employees");
```

```
console.log("3. Remove Employee");
    console.log("4. Exit\n");
    rl.question("Enter your choise:",(choice)=>{
       switch (choice.trim()){
         case "1":
            addEmployee();
            break;
         case "2":
            listEmployees();
            break;
         case "3":
            removeEmployee();
            break;
          case "4":
            console.log("Exiting...");
            rl.close();
            break;
          default:
            console.log("Invalid choice! Try again.");
            showMenu();
       }
    });
  }
function addEmployee() {
 rl.question("Enter Employee ID: ", (id) => {
  rl.question("Enter Employee Name: ", (name) => {
   if (employees.find(emp => emp.id === id.trim())) {
    console.log("Employee with this ID already exists!");
   } else {
    employees.push({ id: id.trim(), name: name.trim() });
    console.log("Employee added successfully!");
   showMenu();
  });
```

```
});
}
function listEmployees() {
 console.log("\n--- Employee List ---");
 if (employees.length === 0) {
  console.log("No employees found.");
 } else {
  employees.forEach(emp => {
   console.log('ID: ${emp.id}, Name: ${emp.name}');
  });
 }
 showMenu();
}
function removeEmployee() {
 rl.question("Enter Employee ID to remove: ", (id) => {
  const index = employees.findIndex(emp => emp.id === id.trim());
  if (index === -1) {
   console.log("Employee not found!");
  } else {
   employees.splice(index, 1);
   console.log("Employee removed successfully!");
  }
  showMenu();
 });
}
// Start the CLI
showMenu();
```

Practice2

CODE-

```
const express = require('express');
const app = express();
const port = 3000;
// Middleware to parse JSON
app.use(express.json());
let cards = [
 { id: 1, suit: "Hearts", value: "Ace" },
 { id: 2, suit: "Hearts", value: "2" },
 { id: 3, suit: "Hearts", value: "King" }
];
let nextId = 4;
// GET: List all cards
app.get('/cards', (req, res) => {
 res.json(cards);
});
// GET: Retrieve a card by ID
app.get('/cards/:id', (req, res) => {
 const id = parseInt(req.params.id);
 const card = cards.find(c \Rightarrow c.id === id);
 if (!card) {
  return res.status(404).json({ error: "Card not found" });
 res.json(card);
});
// POST: Add a new card
app.post('/cards', (req, res) => {
 const { suit, value } = req.body;
```

```
if (!suit || !value) {
  return res.status(400).json({ error: "Suit and value are required" });
 }
 const newCard = { id: nextId++, suit, value };
 cards.push(newCard);
 res.status(201).json(newCard);
});
// DELETE: Remove a card by ID
app.delete('/cards/:id', (req, res) => {
 const id = parseInt(req.params.id);
 const index = cards.findIndex(c => c.id === id);
 if (index === -1) {
  return res.status(404).json({ error: "Card not found" });
 }
 const deletedCard = cards.splice(index, 1);
 res.json({ message: "Card deleted", card: deletedCard[0] });
});
// Start server
app.listen(port, () => {
 console.log('Playing Card API is running at http://localhost:${port}');
});
```

Practice3

CODE-

```
const express = require("express");
const app = express();
const PORT = 3000;
app.use(express.json());
```

```
// In-memory seat storage
// Each seat has: id, status ("available", "locked", "booked"), lockedBy, lockExpiry
let seats = [];
const TOTAL SEATS = 10; // For simplicity, 10 seats
for (let i = 1; i \le TOTAL\_SEATS; i++) {
 seats.push({ id: i, status: "available", lockedBy: null, lockExpiry: null });
}
// Helper: Clear expired locks
function clearExpiredLocks() {
 const now = Date.now();
 seats.forEach(seat => {
  if (seat.status === "locked" && seat.lockExpiry <= now) {
   seat.status = "available";
   seat.lockedBy = null;
   seat.lockExpiry = null;
  }
 });
// GET: View all seats
app.get("/seats", (req, res) => {
 clearExpiredLocks();
 res.json(seats);
});
// POST: Lock a seat
app.post(" ", (req, res) => {
 clearExpiredLocks();
 const seatId = parseInt(req.params.id);
 const userId = req.body.userId; // user trying to lock
 const seat = seats.find(s => s.id === seatId);
 if (!seat) return res.status(404).json({ error: "Seat not found" });
```

```
if (seat.status === "available") {
  seat.status = "locked";
  seat.lockedBy = userId;
  seat.lockExpiry = Date.now() + 60 * 1000; // lock expires in 1 minute
  return res.json({ message: `Seat ${seatId} locked by user ${userId}`, seat });
 } else if (seat.status === "locked") {
  return res.status(400).json({ error: `Seat ${seatId}} is already locked by another user`
});
 } else if (seat.status === "booked") {
  return res.status(400).json({ error: `Seat ${seatId}} is already booked` });
 }
});
// POST: Confirm booking
app.post("/seats/:id/confirm", (req, res) => {
 clearExpiredLocks();
 const seatId = parseInt(req.params.id);
 const userId = req.body.userId;
 const seat = seats.find(s \Rightarrow s.id === seatId);
 if (!seat) return res.status(404).json({ error: "Seat not found" });
 if (seat.status === "locked" && seat.lockedBy === userId) {
  seat.status = "booked";
  seat.lockedBy = null;
  seat.lockExpiry = null;
  return res.json({ message: `Seat ${seatId} successfully booked by user ${userId}}`,
seat \});
 } else if (seat.status === "locked" && seat.lockedBy !== userId) {
  return res.status(400).json({ error: `Seat ${seatId}} is locked by another user` });
 } else if (seat.status === "available") {
  return res.status(400).json({ error: `Seat ${seatId} is not locked. Lock it first` });
 } else if (seat.status === "booked") {
  return res.status(400).json({ error: `Seat ${seatId}} is already booked` });
```

```
});

// Start server
app.listen(PORT, () => {
  console.log(`Ticket Booking API running at http://localhost:${PORT}`);
});
```