**Task:**

**Draw a diagram showing the dataflow through the application starting with a form submission, ending with the re-rendering of the page. This will involve a multi-direction data-flow with the client posting data to the server and the server sending data back to the client with the response. Detail the client, server and database in the diagram and include the names of the files involved in the process.**

**Diagram

Description automatically generated**

**Questions:**

**What is responsible for defining the routes of the games resource?**

*create\_router.js*

**What do you notice about the folder structure? What’s the client responsible for? What’s the server responsible for?**

*Separated into ‘client’ (front end) and ‘server’ (back end)*

**What are the the responsibilities of server.js?**

*Using ‘express’*

*Using ‘cors’*

*Conneting to MongoClient*

*Listening on port 9000*

**What are the responsibilities of the gamesRouter?**

*create\_router?*

*Defining various routes for interaction with server/database as required*

**What process does the the client (front-end) use to communicate with the server?**

*Fetch requests/CRUD?*

**What optional second argument does the fetch method take? And what is it used for in this application? Hint: See Using Fetch on the MDN docs**

*Second argument is an optional argument that includes information regarding the request you want to make to the database or API – can be used to specify the request settings.*

**Which of the games API routes does the front-end application consume (i.e. make requests to)?**

*Index - GET*

*Create - POST*

*Destroy - DELETE*

**What are we using the MongoDB Driver for?**

*MongoDB allows us to send/receive to/from a database within the app.*

**Why do we need to use ObjectId from the MongoDB driver?**

*Request for a specific game (Show/Destroy/Update).*