**Promineo SpringBoot Final Project**

**SRI SRINIVASAN**

**Instructions:** Over the next four weeks you will be working on building your own API. The API can be anything you want, as long as it doesn't violate any school policies. Your API must meet the following, minimum requirements:

Contain at least 5 entities.

Contain all CRUD operations.

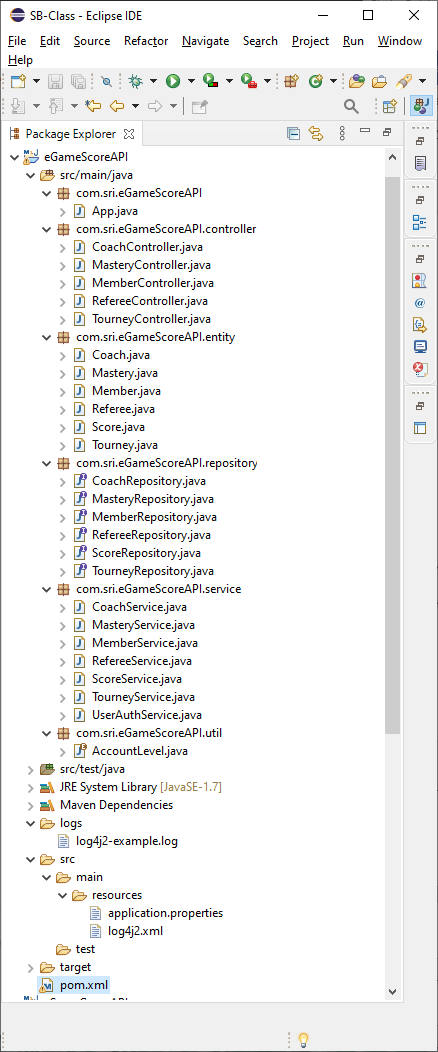
Contain at least 1 one-to-many relationship.

Contain at least 1 many-to-many relationship.

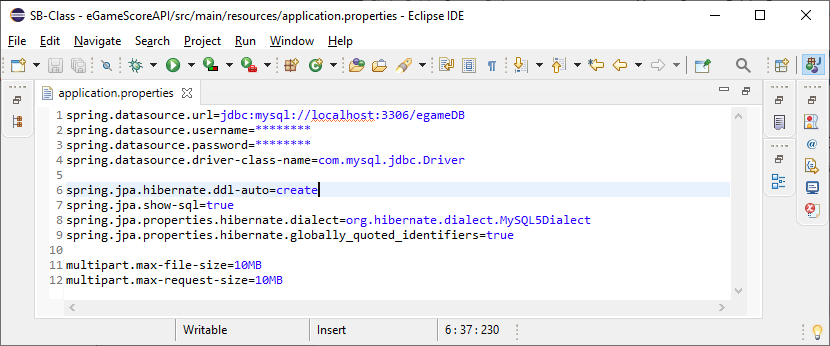
Contain different application layers including at least controller, service, and repository.

**Screenshots of Project/Results:**

Project Structure



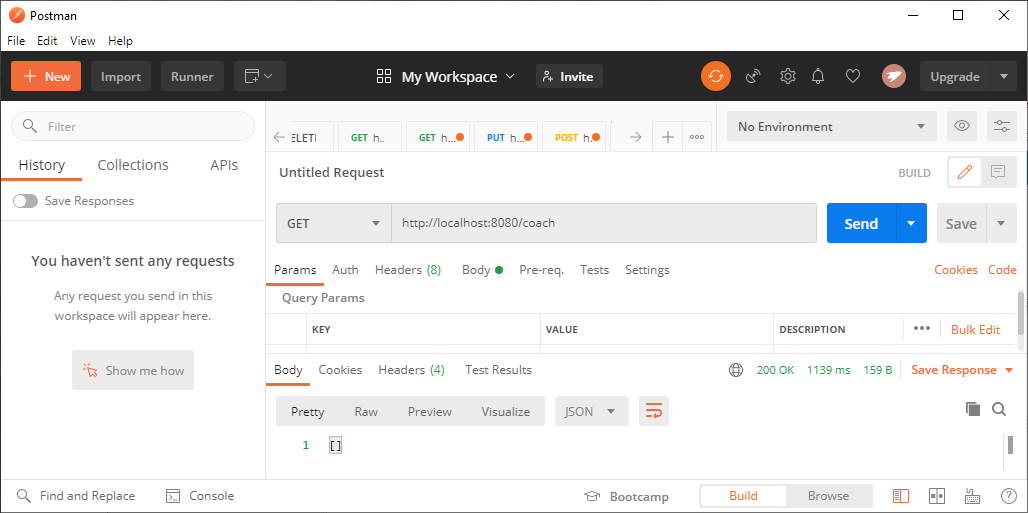
Application.properties



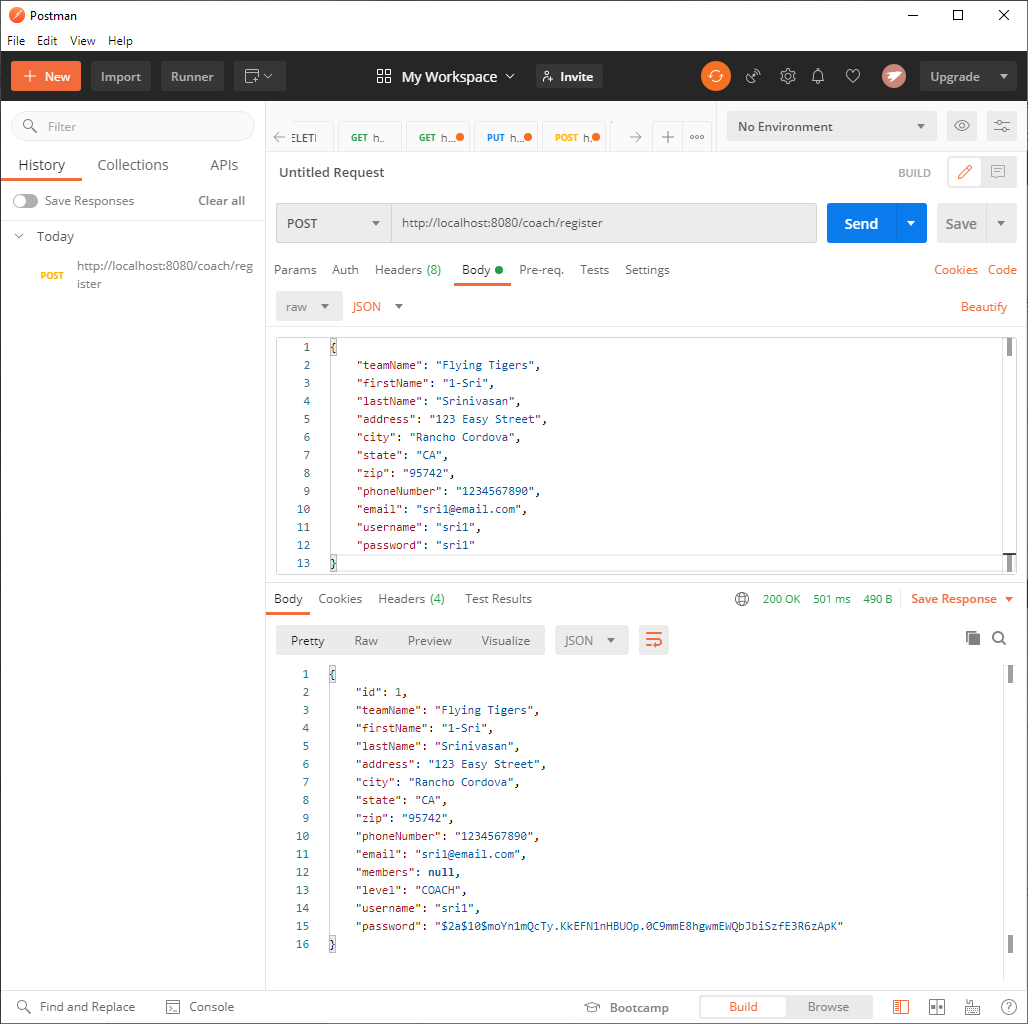
**Screenshots of Running Application:**

SCREEN SHOTS FOR POSTMAN TESTING:

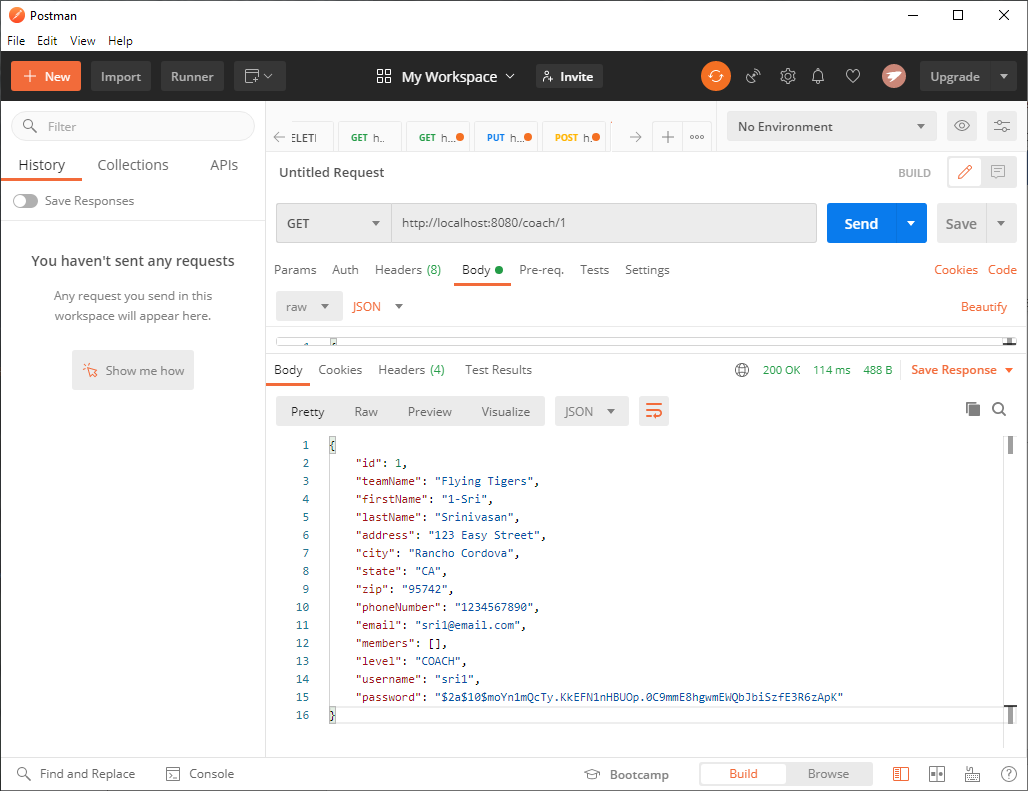
GET command from coach: [Endpoint]: coach



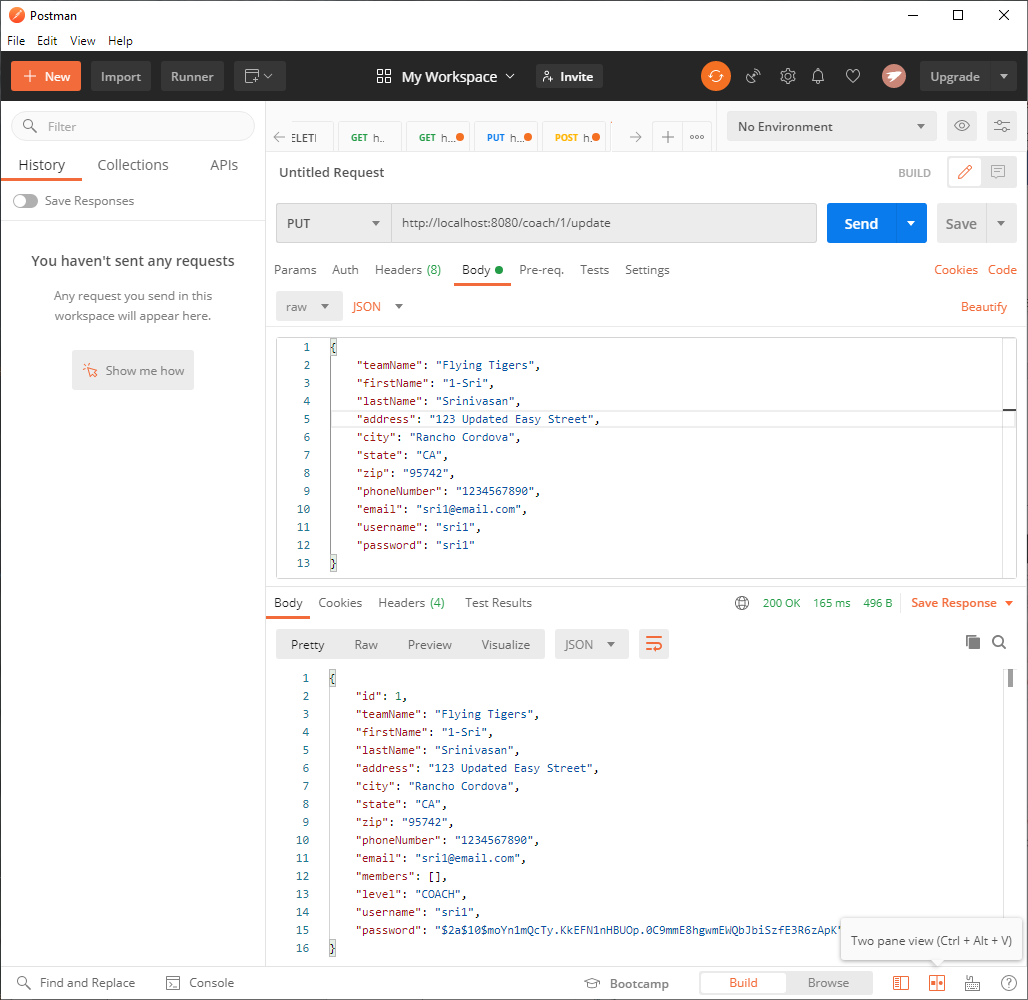
Adding (CREATE)coach using POST command: [Endpoint]: coach/register



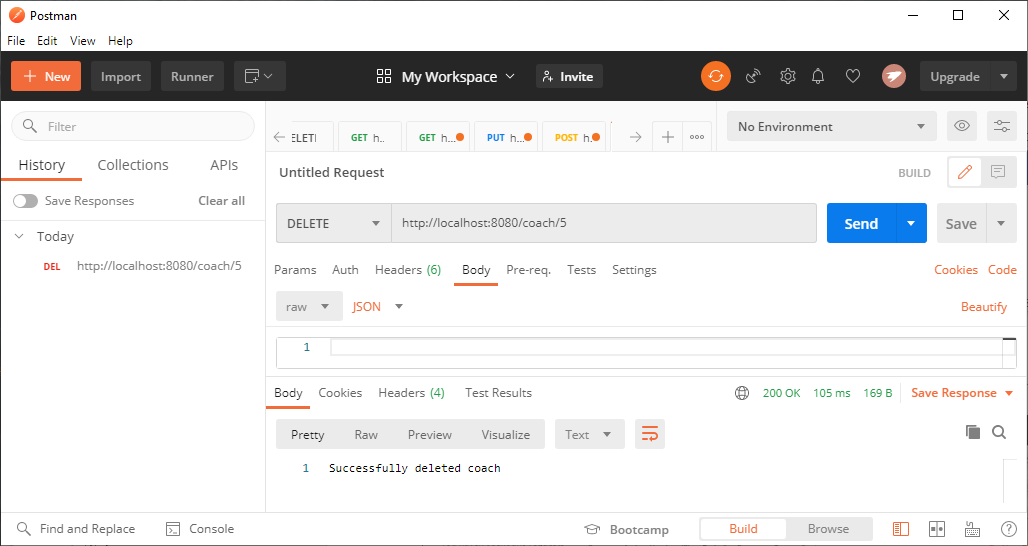
GET (READ) command from coach (after coach 1 is added): [Endpoint]: coach/1



PUT (UPDATE) command from coach (update coach id #1): [Endpoint]: coach/1/update



DELETE (DELETE) command from coach (delete coach id #5): [Endpoint]: coach/5



**Referee Entity:**

The “Referee” entity behaves similar to the “Coach” entity above.

Postman parameters for testing used to enter records:

URL:

For POST: <http://localhost:8080/referee/register>

For GET: <http://localhost:8080/referee>

For PUT: [http://localhost:8080/referee/{id}](http://localhost:8080/referee/%7bid%7d)

For DELETE: [http://localhost:8080/referee/{id}](http://localhost:8080/referee/%7bid%7d)

GET command from referee (by id): [Endpoint]: referee/1

*{*

*"id": 1,*

*"firstName": "1-Sam",*

*"lastName": "Smith",*

*"title": "GAME Umpire",*

*"address": "1234 Easy Street",*

*"city": "Rancho Cordova",*

*"state": "CA",*

*"zip": "95742",*

*"email": "sam1@email.com",*

*"listGameroom": [*

*{*

*"id": 3,*

*"gameTitle": "Clue",*

*"gameDetail": "A mind less but exciting game",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

*"leapYear":****false****,*

*"monthValue": 1,*

*"chronology": {*

*"id": "ISO",*

*"calendarType": "iso8601"*

*}*

*}*

*},*

*{*

*"id": 2,*

*"gameTitle": "Chess",*

*"gameDetail": "A strategy game",*

*"gradeLevel": "INTERMEDIATE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

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*"chronology": {*

*"id": "ISO",*

*"calendarType": "iso8601"*

*}*

*}*

*},*

*{*

*"id": 5,*

*"gameTitle": "Sorry",*

*"gameDetail": "A board",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

*"leapYear":****false****,*

*"monthValue": 1,*

*"chronology": {*

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*}*

*},*

*{*

*"id": 1,*

*"gameTitle": "Poker",*

*"gameDetail": "A card game",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

*"leapYear":****false****,*

*"monthValue": 1,*

*"chronology": {*

*"id": "ISO",*

*"calendarType": "iso8601"*

*}*

*}*

*},*

*{*

*"id": 4,*

*"gameTitle": "Checkers",*

*"gameDetail": "A simple game",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

*"leapYear":****false****,*

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*"calendarType": "iso8601"*

*}*

*}*

*},*

*{*

*"id": 6,*

*"gameTitle": "Scrabble",*

*"gameDetail": "A vocabulary board game",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6,*

*"dateGameCreated": {*

*"year": 2021,*

*"month": "JANUARY",*

*"era": "CE",*

*"dayOfMonth": 27,*

*"dayOfWeek": "WEDNESDAY",*

*"dayOfYear": 27,*

*"leapYear":****false****,*

*"monthValue": 1,*

*"chronology": {*

*"id": "ISO",*

*"calendarType": "iso8601"*

*}*

*}*

*}*

*],*

*"username": "sam1",*

*"password": "$2a$10$bfK8wW5aDGiRcbtzKAYh/.1VcnqtBkDxpxwIP3kyE7qzhp1GoR3rG",*

*"accountLevel": "UMPIRE"*

*}*

In a similar way the following tests were performed to populate the “Member”, “Mastery” (the games table), and the “Tourney” (maintains the match and the points for the match).

**Member Entity:**

**URL used:** <http://localhost:8080/coach/1/member> POST to add members.

**Data supplied: (example)**

*{*

*"firstName": "Ernie1",*

*"lastName": "Muppet",*

*"birthDate": "2000-01-01",*

*"coach": {*

*"id": 1*

*},*

*"gradeLevel": "NOVICE"*

*}*

**Mastery Entity:**

**URL used:** [http:/localhost:8080/game](http://localhost:8080/game) POST to add games

**Data supplied (example):**

*{*

*"gameTitle": "Poker",*

*"gameDetail": "A card game",*

*"gradeLevel": "NOVICE",*

*"maxNumberofMembers": 6*

*}*

**Tourney Entity:**

**URL used:** http://localhost:8080/umpires/{umpId}/game/{gameId}/matches used POST to add matches with points to be used with games and members.

**Data supplied (example):**

*{*

*"description": "CITY\_LEVEL",*

*"totalPoints": 10*

*}*

**What Next?**

This basically sets up the application to take in the assignment of:

Umpires to Games

Games to Members

Matches to Members

**Adding Umpires to Games:**

Adding Umpires to Games helps associate a neutral entity when members added to a game play a match.

**URL used:** http://localhost:8080/game/5/addumpires

**Data Supplied: (example)**

*[1,2,3,4]*

This example will add 4 umpires in the “referee” table to the 5th game in the “mastery” table.

**Adding Games to Members:**

Adding Games to Members helps associate games from the “mastery” table with members in “member” table to play the matches in the “tourney” table.

**URL used:** <http://localhost:8080/game/4/addmembers>

**Data Supplied: (example)**

*[1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16]*

This example will add 16 members in the “member” table to the 4th game in the “mastery” table.

Adding Matches to Members

**URL used:** <http://localhost:8080/umpires/3/game/1/matches/2/addMembers>

**Data Supplied: (example)**

*[1,2,3,4]*

This example will add 4 members in the “member” table to the 2nd match in the “tourney” table.

From here, we can assign points to the members for the matches played and this results in the “score” table getting populated.

**URL used:** http://localhost:8080/umpires1game2matches3/member/4

**Data Supplied: (example)**

{

*"matchpoint": 10*

}

Conclusion:

In concluding this project effort, I have used Postman to pull up a coach record by id and the result covers the various aspects of this API project in Spring Boot. (shown below):

**URL used:** <http://localhost:8080/coach/1> using GET.

**Result:**

***{***

***"id": 1,***

***"teamName": "Flying Tigers",***

***"firstName": "1-Sri",***

***"lastName": "Srinivasan",***

***"address": "123 Updated Easy Street",***

***"city": "Rancho Cordova",***

***"state": "CA",***

***"zip": "95742",***

***"phoneNumber": "1234567890",***

***"email": "sri1@email.com",***

***"members": [***

***{***

***"id": 1,***

***"firstName": "Ernie1",***

***"lastName": "Muppet",***

***"birthDate": "2000-01-01",***

***"age": 21,***

***"gradeLevel": "NOVICE",***

***"points": "NeedsPractice",***

***"match": [],***

***"game": [***

***{***

***"id": 6,***

***"gameTitle": "Scrabble",***

***"gameDetail": "A vocabulary board game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

***"dateGameCreated": {***

***"year": 2021,***

***"month": "JANUARY",***

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***"dayOfMonth": 27,***

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***}***

***},***

***{***

***"id": 3,***

***"gameTitle": "Clue",***

***"gameDetail": "A mind less but exciting game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

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***{***

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***"maxNumberofMembers": 6,***

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***},***

***{***

***"id": 1,***

***"gameTitle": "Poker",***

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***},***

***{***

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***"gameTitle": "Sorry",***

***"gameDetail": "A board",***

***"gradeLevel": "NOVICE",***

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***}***

***]***

***},***

***{***

***"id": 3,***

***"firstName": "Ernie3",***

***"lastName": "Muppet",***

***"birthDate": "2003-01-01",***

***"age": 18,***

***"gradeLevel": "NOVICE",***

***"points": "NeedsPractice",***

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***{***

***"id": 3,***

***"gameTitle": "Clue",***

***"gameDetail": "A mind less but exciting game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

***"dateGameCreated": {***

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***{***

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***"gameDetail": "A simple game",***

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***"maxNumberofMembers": 6,***

***"dateGameCreated": {***

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***}***

***]***

***},***

***{***

***"id": 5,***

***"firstName": "Ernie5",***

***"lastName": "Muppet",***

***"birthDate": "2005-01-01",***

***"age": 16,***

***"gradeLevel": "NOVICE",***

***"points": "NeedsPractice",***

***"match": [],***

***"game": [***

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***{***

***"id": 1,***

***"gameTitle": "Poker",***

***"gameDetail": "A card game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

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***{***

***"id": 4,***

***"firstName": "Ernie4",***

***"lastName": "Muppet",***

***"birthDate": "2004-01-01",***

***"age": 17,***

***"gradeLevel": "NOVICE",***

***"points": "NeedsPractice",***

***"match": [],***

***"game": [***

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***{***

***"id": 3,***

***"gameTitle": "Clue",***

***"gameDetail": "A mind less but exciting game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

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***"month": "JANUARY",***

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***"gameTitle": "Checkers",***

***"gameDetail": "A simple game",***

***"gradeLevel": "NOVICE",***

***"maxNumberofMembers": 6,***

***"dateGameCreated": {***

***"year": 2021,***

***"month": "JANUARY",***

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**URL to GitHub Repository:**

[**https://github.com/srikripa/SB-Final-Repository.git**](https://github.com/srikripa/SB-Final-Repository.git)

Git commands:

Git add .

Git commit -m “loading code and doc”

(not needed after initial)git remote add origin https://github.com/srikripa/SB-Final-Repository.git

git push -u origin master