Software-Modeling

Aruppi

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OBJETIVE

Create a user-friendly and feature-rich platform that offers convenient access to a wide range of Japanese cultural content.

FastAPI

Aruppi API 1.2.0 OAS 3.1

/aruppi.com

This is an Aruppi application.

default

POST	/login	Login
POST	/admin/anime/add_series	Create Series
POST	/admin/anime/add_movies	Create Movies
POST	/admin/anime/add_ovas	Create Ovas
POST	/admin/anime/add_news	Create News
POST	/user/anime/search_by_title	Search By Title

Route to create a new Ovas

Parameters: series_base (OvasBase): Data of the ovas.

Returns: dict A message indicating successful creation of the ovas.

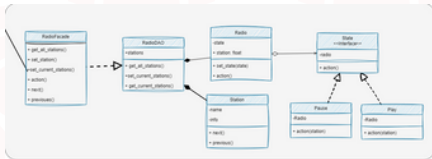### Parameters

No parameters

Request body required

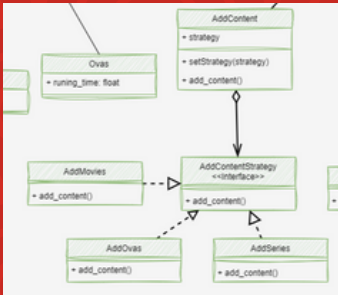Example Value | Schema

```
{
  "anime_id": "string",
  "title": "string",
  "description": "string",
  "category": "string",
  "anime_type": "string",
  "producer": "string",
  "running_time": 0
}
```
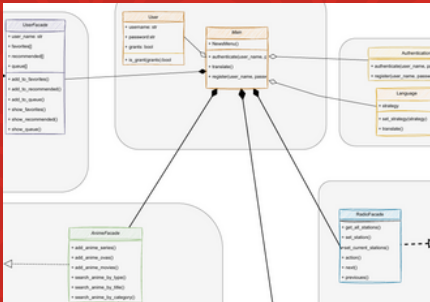
Software-Modeling

State

Strategy

factory

facade

CONLUSION

In this last installment we implemented creative, structural and behavioral patterns, which helped to solve common problems in the development of the project's code.

In the creation of similar objects in the way they are created, in the organization and cohesion of the project and finally in the behavior of the objects within it..