System design document Mlb API

Pourpose

This is system design document describe the system and architecture for mlb api. Mlb api is designed for anyone who is online can use mlb players information from last year.

System overview

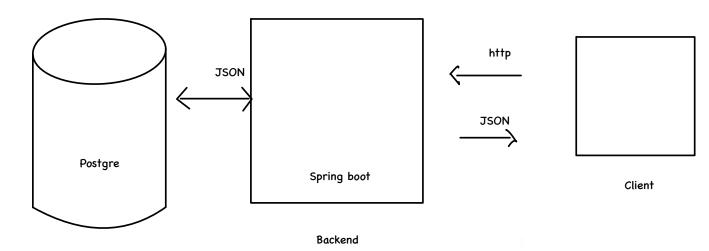


Figure I

Figure I above represents the architectural structure I have chosen for mlb api. The backend will handle HTTP get request and pulling right data from postgresql database then return to the client.

System components

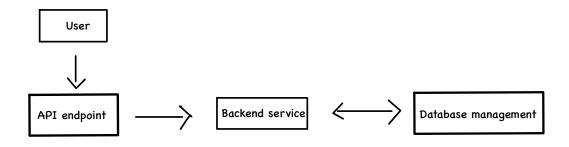


Figure 2 above showing how my api expected to work and how components interact.

Workflow

User sent HTTP get request then playerControll.java class handles it then it access to playerService class and playerRepository class it returns data. The reason why I didn't give path to @GetMapping("/team/{team}") like this is I have various variable in Player class and many permutation so I tried to keep it short as I can.

Test

I use spring boot test To test my API returns data, I test each filter work then test each combination

```
ResultActions result = mockMvc.perform(get("/api/v1/player?hits={hits}",hits));
ResultActions result = mockMvc.perform(get("/api/v1/player?doubleHits={doubleHits}",doubleHits));
ResultActions result = mocNMvc.perform(get("/api/v1/player?homerun=(homerun)",homerun));
result.andExpect(status().isOk())
.andExpect(content).contentType(MediaType.APPLICATION.ISON())
.andExpect(jsonPath("s(*).homerun",everyIten(greaterThanOrEqualTo(homerun))));
st
Lik voif getPlayerByGamePlayed() throws Exception(
int pamePlayed = 180;
ResultActions result = mocMMc.perform(get("/ppi/v1/player?gamePlayed=(gamePlayed)",gamePlayed));
result.andExpect(status().isoN())
undExpect(status().isoN())
undExpect(status().contentType(MediaType.APPLICATION_ISON())
undExpect(jannPlath("5|#].gamePlayed",everyItem(greaterThand)fEqualTo(gamePlayed))));
ResultActions result = mockMvc.perform(get("/api/v1/player?AVG={avg}",avg));
```