

#1 Microservices Exercises // Scala & SimpleApp

#2 Exercise 1 (30 min)

1. Start the scala repl with `sbt console` (You can also use ammonite, a little nicer scala repl <http://ammonite.io/>)
 2. Define your first immutable variable message with the text "Hello World"
 3. Try to override the variable with "Hello Rosenheim"
 4. Create a case class which also contains seconds.
 5. Make sure that the constructor parameters are valid (require)
 6. The toString does not look very nice. Replace it by overriding the toString method
 7. Build a pattern match for your Time Case Class "Kein Bier vor 4."
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#2 Exercise 2 (1h)

If you need more information about play framework consider the online documentation: <https://www.playframework.com/documentation/2.6.x/HelloWorldTutorial>

1. Start a new Play Framework Project with IntelliJ (Now you can choose if you like Scala or Java - Solution will be in Scala)
 2. Familiarize with the default folder structure
 3. Delete all views, because we are building a plain HTTP Endpoint
 4. Add a new route to a GreeterController. Also add the new Controller
 5. The Controller should accept get requests e.g. `localhost:9000/greet/:name` and repond with "Hello :name"
 6. Wrap your response as a JSON with the structure `{message: "Hello :name", greeter: ":name"}`
 7. Now add another route to `/greet` which returns you the count of greetings.
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#1 Solutions

Will be on github soon.