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Postman training

3 days (21 hours)

Presentation

Become an API expert with our Postman training course. Manual and automated API testing will hold no secrets for you.

You'll learn to master the art of API requests, and we'll go through the main features of the Postman tool. We'll teach you how to use various APIs such as Rest, SOAP, GraphQL, or gRPC, WebSocket, Webhook, taking care to respect good coding practices.

Our training also aims to teach you how to script and execute optimized workflows to optimize your productivity. You'll gain an in-depth understanding of the tool's interface and architecture.

A substantial part of our course will focus on creating APIs, testing these APIs with various requests, creating automated tests and executing these tests via a continuous integration platform. We'll also explain monitoring and debugging.

We'll also train you in Postman and how to create HTML reports.

Our training will be based on the latest version of Postman, Postman v10, but is adaptable to all Postman versions.

Objectives

- Master Postman interface functions and collection management
- Create and execute HTTP requests with different permissions and formats
- Learn to code tests with Postman
- Link Postman to Github
- Learn to run automated tests with Newman

- HTML reports with Newman

Target audience

- Architects
- Developers
- Directors
- API managers

Prerequisites

- Have a Github account
- Install Nodejs
- Install Postman desktop

Postman training program

Introduction

- What is an API?
- What is an API rest?
- What is a SOAP API?
- What is a GraphQL API?
- What is a gRPC API?
- What is a WebSocket API?
- What is a Webhook API?
- What is an HTTP URL?
- What is an HTTPS URL?

Getting started

- What is postman?
- Create your own server
- Installing NodeJS
- Create your own APIs
- Download Postman
- Installing Postman Desktop
- Create your Postman account
- Access Postam via the Web Application
- Install Visuel Studio Code
- Add the Postman extension to Visuel Studio Code
- Example of an API request via Postman Desktop
- Example of an API request via the Web Application
- Example of an API request via Visuel Studio Code
- Creating a repository on GITHUB
- Add project to GITHUB

Introduction to Postman

- Introducing the Postman interface
- What is a Postman collection?
- Create your collection
- Create an environment variable
- Add an environment variable
- Creating a global variable
- Adding a global variable
- What is the JSON language?
- Checking tests with JSON
- Mocking your API

Creating queries

- What is a GET request?
  - Creating a GET request
- What is a POST request?
  - Creating a POST request
- What is a PUT request?
  - Creating a PUT request
- What is a DELETE request?
  - Creating a DELETE request
- What is a PATCH request?
  - Creating a PATCH request
- Add created queries to GITHUB

API security

- What is a TOKEN?
- How to access a secure API
- Securing your API
- Access to its secure API

Project

- Creating API tests
- Add an environment variable
- Adding a global variable
- Add verification code
- Creating end-to-end tests
- Running tests via Postman
- What is Newman?
- Install Newman
- Running tests with Newman
- Creating HTML reports

CI/CD

- Add your project to GITHUB
- Running tests via GITHUB ACTIONS

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.