Routes:

Default config: http://localhost:2299

Entrées API

params which must be set* || = or params are stored on req.body

POST /Message

idUser* , [idChatlog || nameChatlog]* , isVisible , message , color , effect , font , pseudo , password

GET /Messages

[idChatlog || nameChatlog]* , password

GET /Message

[idChatlog || nameChatlog]* || nameChatlog* , password

UPDATE /Message

idMessage*, [idChatlog || nameChatlog]*, idUser*, password, is Visible, message, color, effect, font is visible of the color of the

DELETE /Message

idMessage* , [idChatlog || nameChatlog]* , idUser* , password

POST /Chatlog

[idChatlog || nameChatlog]* , idUser* ,
hasPassword , password , isVisible , name , description , color , effect , font , icon , colorMessages ,
effectMessages , fontMessages

GET /Chatlogs

(Nothing)

GET /Chatlog

[idChatlog || nameChatlog]*

UPDATE /Chatlog

[idChatlog || nameChatlog]* , idUser* ,
hasPassword , password , isVisible , name , description , color , effect , font , icon , colorMessages ,
effectMessages , fontMessages

DELETE /Chatlog

[idChatlog || nameChatlog]* , idUser* ,

```
params which must be set* || = or params are stored on req.body
```

```
POST /Message
```

```
{
  "idMessage": string / number
  "version": string
  "idUser": string / number
  "isVisible": bool
  "idChatlog": string
  "pseudo": string
  "color": string
  "color": string,
  "font": string,
  "font": string,
  "message": string
  "timestamp": int
}
```

GET /Messages

GET /Message

```
"idMessage": string / number
"version": string
"idUser": string / number
"isVisible": bool
"idChatlog": string
"pseudo": string
"color": string format :"#123456"
"effect": string,
"message": string
"timestamp": int
}
```

UPDATE /Message

Comme Le POST /Message et Le GET /Message - L'objet modifié est retourné

DELETE /Message

Comme Le POST /Message et le GET /Message - L'objet retiré est retourné

```
POST /Chatlog
```

```
"idChatlog": string / integer,
  "version": string
  "idUser": string / integer,
  "isVisible": bool,
  "name": string,
  "description": string
  "color": string
  "color": string
  "font": string
  "icon": string
  "colorMessages": string
  "colorMessages": string
  "effectMessages": string
  "fontMessages": string
  "fontMessages": string
  "fontMessages": string
  "fontMessages": string
  "timestamp": integer
```

GET /Chatlogs

```
[
                  "idChatlog": string / integer,
                  "version": string
"idUser": string / integer,
                  "isVisible": bool,
                   "name": string,
                  "description": string
"color": string format :"#123456"
"effect": string
                   "font": string
                   "icon": string
                  "colorMessages": string
                                                     format :"#123456"
                  "effectMessages": string
                  "fontMessages": string
                   "hasPassword": bool
                  "password": string
"timestamp": integer
             },
]
```

GET /Chatlog

```
{
  "idChatlog": string / integer,
  "version": string / integer,
  "isVisible": bool,
  "name": string,
  "description": string
  "color": string format :"#123456"
  "effect": string
  "ion": string
  "icon": string
  "colorMessages": string
  "colorMessages": string
  "fontMessages": string
  "fontMessages": string
  "fontMessages": string
  "fontMessages": string
  "ton Messages": string
  "timestamp": integer
}
```

UPDATE /Chatlog

Comme Le POST /Chatlog et le GET /Chatlog - l'objet modifié est retourné

DELETE /Chatlog

Comme le POST /Chatlog et le GET /Chatlog - l'objet retiré est retourné

La configuration globale du projet est dans ./env
Il y a 2 fichiers de conf, la version local (dev) & la version prod

Pour écrire dans les fichiers texte, on utilise les variables d'environnements afin de « bloquer » l'accès de l'API durant l'écriture, peu importe où on se trouve.

POUR EXECUTER LE PROJET

(ou "npm run prod")

npm run dev

((((((todo SOMEONE_WRITING_ON_TXTFILE=false prendre le cas des 2 fichiers séparément))))))