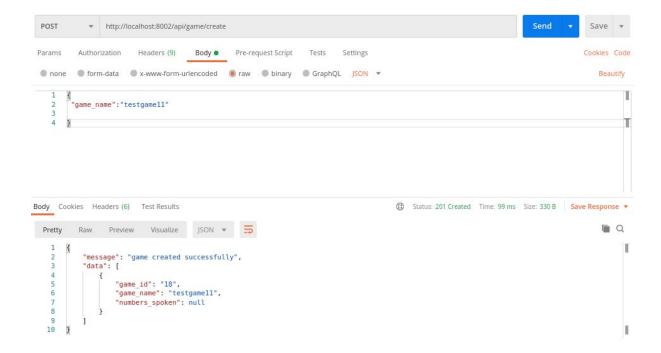
END POINTS OF BINGO TAMBOLA SERVER

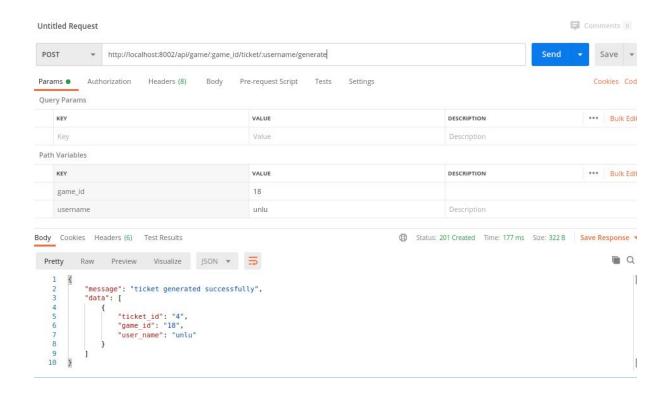
1) Method -> POST End point-> http://localhost:8002/api/game/create (to generate game_id)

Here you can pass game_name also (in body) and if you didn't want to pass game_name.it will be by default "testGame".



2) Method ->POST

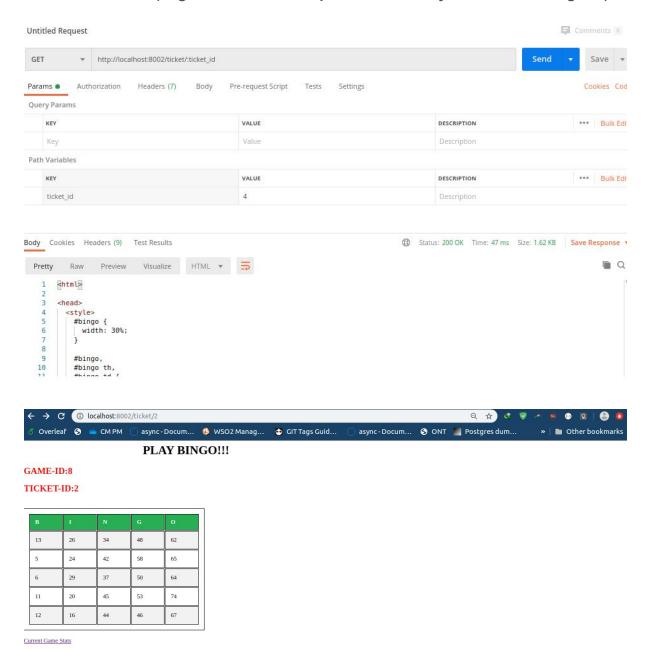
End point-> http://localhost:8002/api/game/:game_id/ticket/:username/generate (to generate ticket_id with username and game_id)



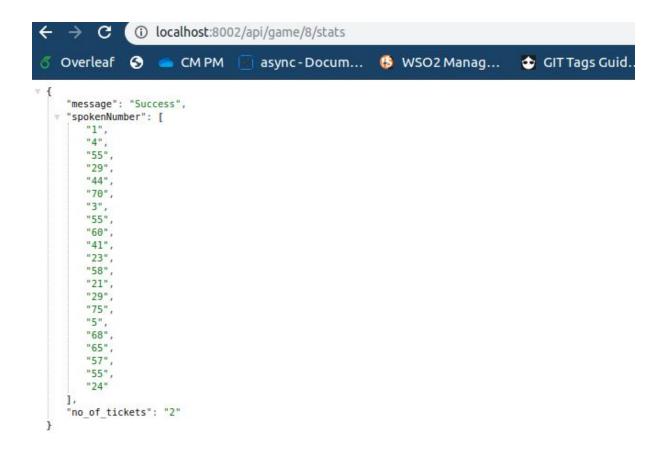
3) Method ->GET

End point-> http://localhost:8002/ticket/:ticket_id

(to generate ticket and print html table by default i am using 5x5)

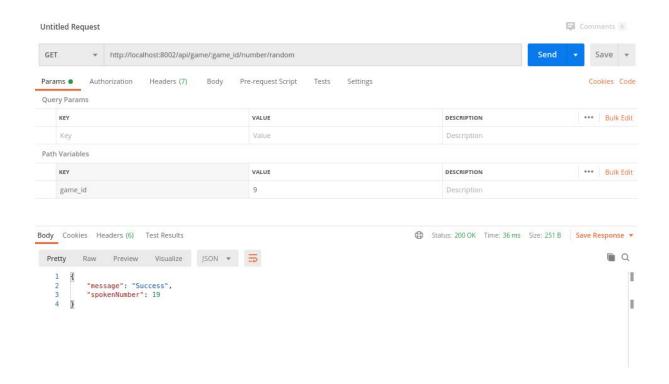


You can click on "current Game stats" link to get current game stats



4) Method ->GET

End point-> http://localhost:8002/api/game/:game_id/number/random
(to generate unique random no< 75 for a game)



5) Method ->GET

End point-> http://localhost:8002/api/game/:game_id/numbers
(to get all spoken number in a game)

Comments 0 **Untitled Request** http://localhost:8002/api/game/:game_id/numbers GET Save 🕶 ② 200 OK 7 ms 352 B Save Response ▼ Params Auth Headers (7) Body Pre-req. Tests Settings Body ▼ Query Params ■ Q Raw Preview Visualize JSON ▼ 5 Pretty DESCRIPTION ••• Bulk Edit "message": "Success", "spokenNumber": [Key Description Path Variables "55", "29", "44", KEY VALUE DESCRIPTION ••• Bulk Edit game_id "70",
"3",
"55",
"60",
"41",
"23",
"58", 10 11 12 13 14 15 16 17 "21", "29", "75", "5", 18 19 20 21 22 23 24 25 26 "65", "57", "55",

6) Method ->GET

End point-> http://localhost:8002/api/game/:game_id/stats (to get stats of game with spoken numbers and no_of_tickets of game)

