

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".

The screenshot displays a REST client interface. At the top, a POST request is configured to the endpoint `http://localhost:8002/api/game/create`. The 'Body' tab is selected, showing a JSON payload: `{ "game_name": "testgame11" }`. Below the request, the 'Test Results' section shows the response. The status is '201 Created', with a time of '99 ms' and a size of '330 B'. The response body is formatted as JSON and shows a success message and game details:

```
1 {
2   "message": "game created successfully",
3   "data": [
4     {
5       "game_id": "18",
6       "game_name": "testgame11",
7       "numbers_spoken": null
8     }
9   ]
10 }
```

2) Method ->POST

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

Untitled Request Comments 0

POST Send Save

http://localhost:8002/api/game/:game_id/ticket/:username/generate

Params Authorization Headers (8) Body Pre-request Script Tests Settings Cookies Cod

Query Params

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

Path Variables

KEY	VALUE	DESCRIPTION	...	Bulk Edit
game_id	18			
username	unlu	Description		

Body Cookies Headers (6) Test Results Status: 201 Created Time: 177 ms Size: 322 B Save Response

Pretty Raw Preview Visualize JSON ...

```
1 {
2   "message": "ticket generated successfully",
3   "data": [
4     {
5       "ticket_id": "4",
6       "game_id": "18",
7       "user_name": "unlu"
8     }
9   ]
10 }
```

3) Method ->GET

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

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

Untitled Request

GET http://localhost:8002/ticket/:ticket_id

Send Save

Params Authorization Headers (7) Body Pre-request Script Tests Settings Cookies Cod

Query Params

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

Path Variables

KEY	VALUE	DESCRIPTION	...	Bulk Edit
ticket_id	4	Description		

Body Cookies Headers (9) Test Results

Status: 200 OK Time: 47 ms Size: 1.62 KB Save Response

Pretty Raw Preview Visualize HTML

```
1 <html>
2
3 <head>
4   <style>
5     #bingo {
6       width: 30%;
7     }
8
9     #bingo,
10    #bingo th,
11    #bingo td {
```

localhost:8002/ticket/2

Overleaf CM PM async - Docum... WSO2 Manag... GIT Tags Guid... async - Docum... ONT Postgres dum... Other bookmarks

PLAY BINGO!!!

GAME-ID:8

TICKET-ID:2

B	I	N	G	O
13	26	34	48	62
5	24	42	58	65
6	29	37	50	64
11	20	45	53	74
12	16	44	46	67

[Current Game Stats](#)

You can click on “current Game stats” link to get current game stats

```
localhost:8002/api/game/8/stats

{
  "message": "Success",
  "spokenNumber": [
    "1",
    "4",
    "55",
    "29",
    "44",
    "70",
    "3",
    "55",
    "60",
    "41",
    "23",
    "58",
    "21",
    "29",
    "75",
    "5",
    "68",
    "65",
    "57",
    "55",
    "24"
  ],
  "no_of_tickets": "2"
}
```

4) Method ->GET

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

Untitled Request Comments 0

GET ▼ http://localhost:8002/api/game/:game_id/number/random Send ▼ Save ▼

Params ● Authorization Headers (7) Body Pre-request Script Tests Settings Cookies Code

Query Params

KEY	VALUE	DESCRIPTION	***	Bulk Edit
Key	Value	Description		

Path Variables

KEY	VALUE	DESCRIPTION	***	Bulk Edit
game_id	9	Description		

Body Cookies Headers (6) Test Results Status: 200 OK Time: 36 ms Size: 251 B Save Response ▼

Pretty Raw Preview Visualize JSON ≡

```

1 {
2   "message": "Success",
3   "spokenNumber": 19
4 }

```

5) Method ->GET

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

Untitled Request Comments 0

GET ▼ http://localhost:8002/api/game/:game_id/numbers Send ▼ Save ▼

Params ● Auth Headers (7) Body Pre-req. Tests Settings *** Body ▼ 200 OK 7 ms 352 B Save Response ▼

Query Params

KEY	VALUE	DESCRIPTION	***	Bulk Edit
Key	Value	Description		

Path Variables

KEY	VALUE	DESCRIPTION	***	Bulk Edit
game_id	8	Description		

Pretty Raw Preview Visualize JSON ≡

```

1 {
2   "message": "Success",
3   "spokenNumber": [
4     "1",
5     "4",
6     "55",
7     "29",
8     "44",
9     "70",
10    "3",
11    "55",
12    "60",
13    "41",
14    "23",
15    "58",
16    "21",
17    "29",
18    "75",
19    "5",
20    "68",
21    "65",
22    "57",
23    "55",
24    "24"
25  ]
26 }

```

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)

GET

http://localhost:8002/api/game/game_id/stats

Send

Save

Params Auth Headers (7) Body Pre-req. Tests Settings

Query Params

KEY	VALUE	DESCRIPTION	...	Bulk Edit
Key	Value	Description		

Path Variables

KEY	VALUE	DESCRIPTION	...	Bulk Edit
game_id	8	Description		

Body 200 OK 10 ms 372 B Save Response

Pretty Raw Preview Visualize JSON

```
1 {
2   "message": "Success",
3   "spokenNumber": [
4     "1",
5     "4",
6     "55",
7     "29",
8     "44",
9     "70",
10    "3",
11    "55",
12    "60",
13    "41",
14    "23",
15    "58",
16    "21",
17    "29",
18    "75",
19    "5",
20    "68",
21    "65",
22    "57",
23    "55",
24    "24"
25  ],
26   "no_of_tickets": "2"
27 }
```