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CO600: API - Game

14 January 2016

API Functions: Game

Table Creation

```sql
CREATE TABLE User (
        userID INT NOT NULL AUTO_INCREMENT
        ,username VARCHAR(30) UNIQUE NOT NULL
        ,password CHAR(128) NOT NULL
        ,email VARCHAR(30) UNIQUE NOT NULL
        ,PRIMARY KEY (userID)
        );
```

Select Information

Select username, email from UserID

- SELECT FROM User WHERE userID='?';
- url/getallfromID?userID=51
- app.get("/getallfromID",function(req,res){ connection.query('SELECT username, email from Users WHERE userID='req.userID',

Check if Username and/or Email exists

- SELECT username FROM user WHERE username='?';
- url/checkUsername?username=alex
- app.get("/checkUsername",function(req,res){ connection.query('SELECT username from Users WHERE username='req.username',

- SELECT email FROM user WHERE email='?';
- url/checkEmail?email=alex@hotmail.com
- app.get("/checkEmail",function(req,res){ //email would be passed connection.query('SELECT email from Users WHERE email='req.email'

Inserting Information

Insert new Record

- INSERT INTO user(username, password, email) VALUES('?', '?', '?');
- url/insertNewUser?
  username=alex&password=alexPassword&email=alex@hotmail.com
- app.get("/insertNewUser",function(req,res){ //username, password and email
  would be connection.query('INSERT INTO user(username, password, email)
  VALUES('req.username', 'req.password', 'req.email');

Inserting new Password

- INSERT INTO user(password) VALUES('?'), WHERE username ='?';
- url/newPassword?username=alex&password=alexNewPassword
- app.get("/newPassword",function(req,res){ //username and new password
  would be passed connection.query('SET
  (users)password=password('req.password') WHERE username =
  'req.username');