



Let's Multiply! ^{1.0.0}

Capstone Week 3 - Design Service Layer Re-Design

[Terms of service](#)

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[Apache 2.0](#)

Schemes

HTTP

user



GET /login Logs user into the application.

Username and password combination must match and be verified through the database.

Parameters

Try it out

Name	Description
username * required	The user name for login
string	
(query)	username - The user name for login
password * required	The password for login in clear text
string	
(query)	password - The password for login in clear text

Responses

Response content type

application/xml

Code

Description

200

Login successful

Example Value Model

```
<?xml version="1.0" encoding="UTF-8"?>
<UserData>
  <_id>123456789</_id>
  <firstName>Test Student FN</firstName>
  <lastName>Test Student LN</lastName>
  <isStudent>true</isStudent>
  <isParent>false</isParent>
  <isTeacher>false</isTeacher>
</UserData>
```

400

Invalid parameters supplied

401

User not authorized

GET

/logout Logs out current logged in user session

Parameters

Try it out

No parameters

Responses

Response content type

application/xml

Code

Description

200

Session successfully ended

PUT**/play/{mode}/{category}** Update the questions and the user-submitted answers in the db

A random question will come up from 1's to 12's in the selected category. The mode will be matched up along with the userid by reference to update the array of questions/answers the user has answered.

Parameters

[Try it out](#)

Name

Description

mode * required

string

(path)

The mode of the question: practice/evaluation

mode - The mode of the question: practice/evaluation

category * required

integer

(path)

The category of the question (i.e. 3's). If in 'challenge' mode, category not required. Note: a mode of 'challenge' was removed from MVP but placed as a stretch goal. We should note that if this stretch goal is implemented, a mode of 'challenge' is valid.

category - The category of the question (i.e. 3's). If in 'challen

body * required

object

(body)

GameData object

Example Value Model

```
{
  "userId": 123456789,
  "problemsAndAnswers": [
    "3x6=10",
    "3x2=6",
    "3x1=3"
  ],
  "mode": "practice",
  "date": "03/18/2021 1:52 pm",
  "questionsAttempted": 10,
  "questionsCorrect": 7,
  "lengthOfTime": "4 min 40 sec"
}
```

Parameter content type

application/json

Responses

Response content type

application/xml

Code	Description
201	Successful Operation - Data Created or Updated in DB

GET `/play/completed/{category}` Get all completed questions and answers by category

Retrieve all questions and answers by category

Parameters

Try it out

Name	Description
category * required integer(\$int32) (path)	Category that should be retrieved by current session <div>category - Category that should be retrieved by current sessic</div>

Responses

Response content type **application/xml**

Code	Description
200	<p>HTTP OK - category questions and answers successfully retrieved</p> <p>Example Value Model</p> <pre><?xml version="1.0" encoding="UTF-8"?> <GameData> <userId>123456789</userId> <problemsAndAnswers>3x6=10</problemsAndAnswers> <problemsAndAnswers>3x2=6</problemsAndAnswers> <problemsAndAnswers>3x1=3</problemsAndAnswers> <mode>practice</mode> <date>03/18/2021 1:52 pm</date> <questionsAttempted>10</questionsAttempted> <questionsCorrect>7</questionsCorrect> <lengthOfTime>4 min 40 sec</lengthOfTime> </GameData></pre>
400	Invalid category ID supplied

Code**Description**

404

Game not found

history

**GET****/history/{userId}** Retrieves all history based on user**Parameters**[Try it out](#)**Name****Description****userId** * required

UserId from current session

string

(path)

userId - UserId from current session

Responses

Response content type

[application/xml](#)**Code****Description**

Code**Description**

200

HTTP OK - history successfully retrieved

Example Value Model

```
<?xml version="1.0" encoding="UTF-8"?>
<GameData>
  <userId>123456789</userId>
  <problemsAndAnswers>3x6=10</problemsAndAnswers>
  <problemsAndAnswers>3x2=6</problemsAndAnswers>
  <problemsAndAnswers>3x1=3</problemsAndAnswers>
  <mode>practice</mode>
  <date>03/18/2021 1:52 pm</date>
  <questionsAttempted>10</questionsAttempted>
  <questionsCorrect>7</questionsCorrect>
  <lengthOfTime>4 min 40 sec</lengthOfTime>
</GameData>
```

400

Invalid userId supplied. Could not retrieve history

GET**/resultData/{rowId}** Retrieves all history for a particular session based on row Id selected from UI**Parameters**[Try it out](#)**Name****Description****rowId** * required

RowId selected from row in UI

string

(path)

rowId - RowId selected from row in UI

Responses

Response content type

application/xml

Code**Description****Models**

Code Description

GameData {

userId	integer
rowId	integer
problemsAndAnswers	[...]
mode	string
date	string
questionsAttempted	integer
questionsCorrect	integer
lengthOfTime	string

}

example: OrderedMap { "userId": 123456789, "problemsAndAnswers": List ["3x6=10", "3x2=6", "3x1=3"], "mode": "practice", "date": "03/18/2021 1:52 pm", "questionsAttempted": 10, "questionsCorrect": 7, "lengthOfTime": "4 min 40 sec" }

</GameData>

UserData {

_id	string
firstName	string
lastName	string
isStudent	boolean
isParent	boolean
isTeacher	boolean

}

example: OrderedMap { "_id": "123456789", "firstName": "Test Student FN", "lastName": "Test Student LN", "isStudent": true, "isParent": false, "isTeacher": false }