

# Let's Multiply! 1.0.0

Capstone Week 3 - Design Service Layer Re-Design

Terms of service

Contact the developer

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 **Description** Code 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

Parameters

Try it out

No parameters

Responses

Response content type application/xml

Code Description

200

Session successfully ended

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)

mode - The mode of the question: practice/evaluation

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 - Category that should be retrieved by current sessic

Category that should be retrieved by current session

### Responses

Response content type

application/xml

### Code Description

200

HTTP OK - category questions and answers successfully retrieved

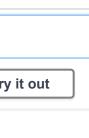
Example Value Model

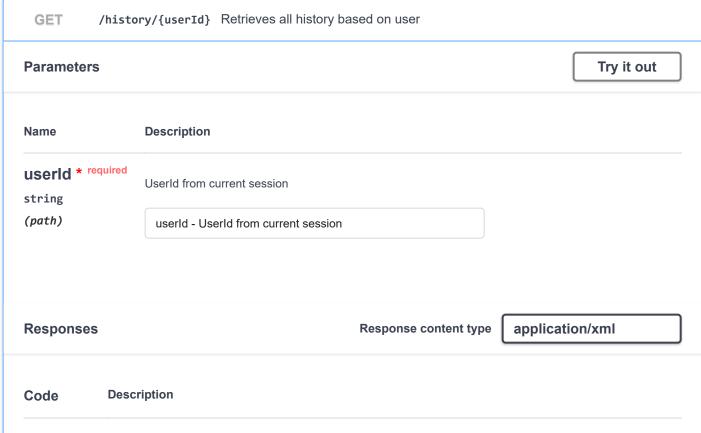
400

Invalid category ID supplied

Code	Description
404	Game not found

## history





```
Code
             Description
200
             HTTP OK - history successfully retrieved
             Example Value Model
             <?xml version="1.0" encoding="UTF-8"?>
             <GameData>
                      <userId>123456789</userId>
                      oblemsAndAnswers>3x6=10/problemsAndAnswers>
                      oplemsAndAnswers>3x2=6/problemsAndAnswers>
                      oplemsAndAnswers>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
```

/resultData/{rowId} Retrieves all history for a particular session based on row Id selected from UI **GET** Try it out **Parameters Description** Name rowld \* required Rowld selected from row in UI string (path) rowld - Rowld selected from row in UI application/xml Responses Response content type 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>
                                                                                                \leftarrow
  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 }
```