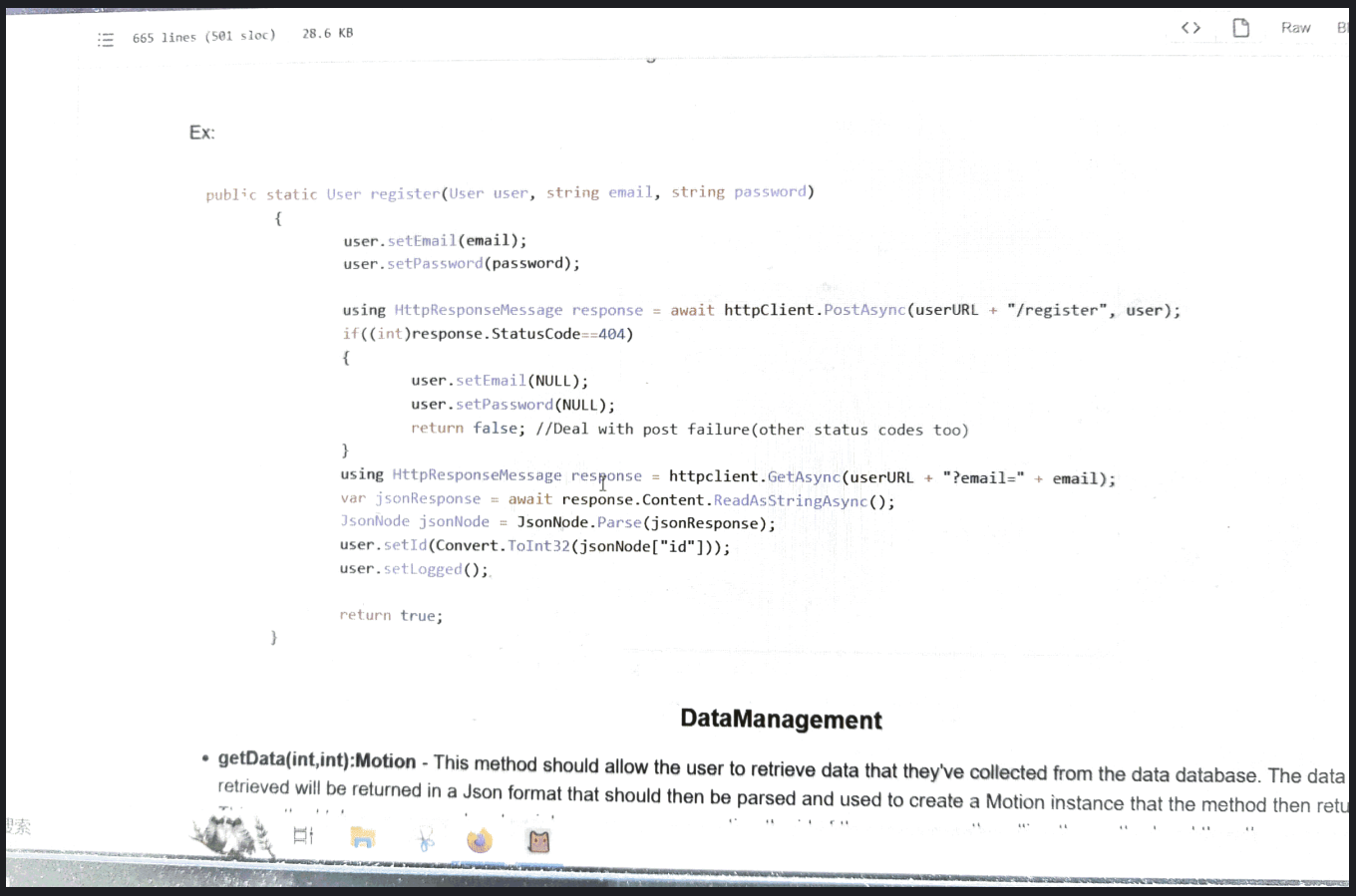
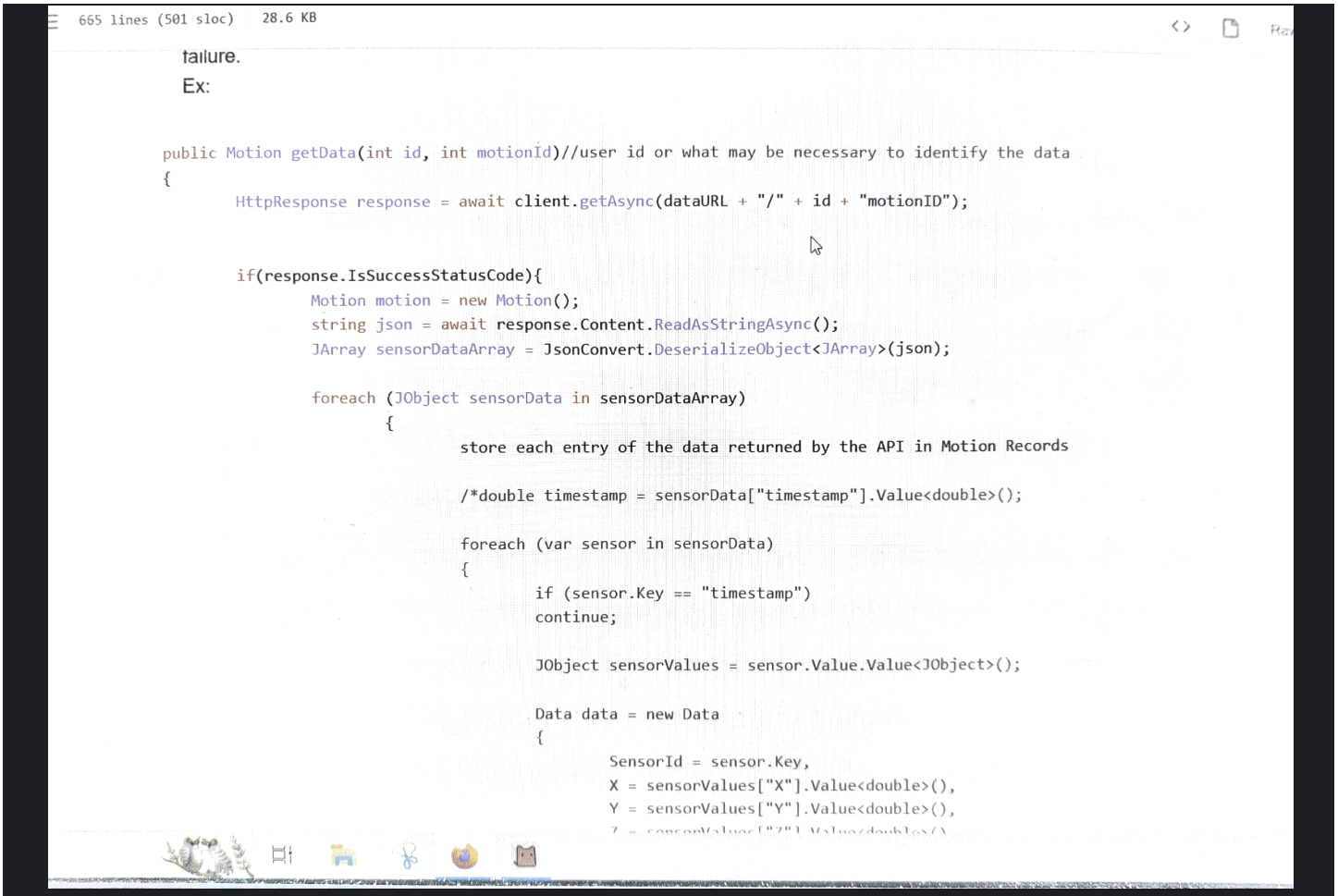


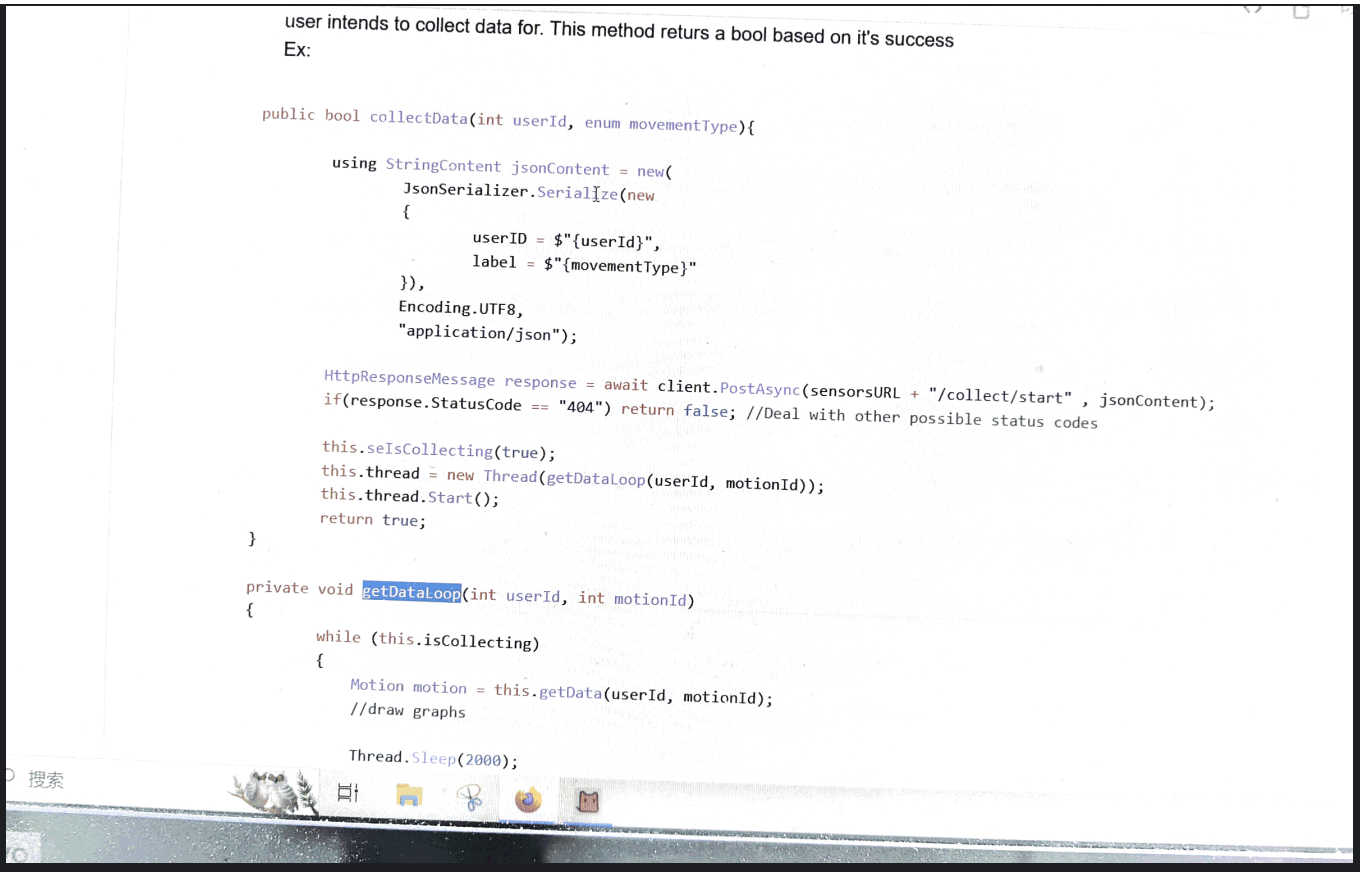
id：string post json

change the phone number, email, and birthday at the same time



only getAlldata

Don’t get data when collect data



user intends to collect data for. This method returs a bool based on it's success
Ex:

```
public bool collectData(int userId, enum movementType){

        using StringContent jsonContent = new(
                JsonSerializer.Serialize(new
                {
                        userID = $"{userId}",
                        label = $"{movementType}"
                }),
                Encoding.UTF8,
                "application/json");

        HttpResponseMessage response = await client.PostAsync(sensorsURL + "/collect/start" , jsonContent);
        if(response.StatusCode == "404") return false; //Deal with other possible status codes

        this.seIsCollecting(true);
        this.thread = new Thread(getDataLoop(userId, motionId));
        this.thread.Start();
        return true;
}

private void getDataLoop(int userId, int motionId)
{
       while (this.isCollecting)
       {
           Motion motion = this.getData(userId, motionId);
           //draw graphs

           Thread.Sleep(2000);
```

搜索

discard post id and create time

equipment is available then the user should be able to connct to it, otherwise they should be warned of it's una
takes as parameters a string and two integers. The string represents the type of equipment, and the integer re
of the sensor. This method returns a bool based on it's success

Ex:

```
public bool connectEquipment(string type, int ip, int port){
        using StringContent jsonContent = new(
                JsonSerializer.Serialize(new
                {
                        ip = $"{ip}",
                        type = $"{type}",
                        port = $"{port}"
                }),
                Encoding.UTF8,
                "application/json");

        HttpResponseMessage response = await client.PostAsync(sensorsURL + "/connect" , jsonContent);

        return response.IsSuccessStatusCode //Deal with the possibility of failure to connect
}
```

- **disconnectEquipment():bool** - This method is supposed to allow the user currently calling it to disconnect from
should either only be allowed to be called by a user that successfully connected to the equipment (it was availab
errors on either the user or server end when performing the connection), or the user should be informed, when t
that they need to connect to the equipment first. This method takes, as a parameter, an integer representing the
calling in, and returns a bool based on it's success.

There should also be an id to post