

## >>>END-POINTS<<<

### - API-REST -

#### PYRAMID-AVL

Controller	EndPoint	Ruta	Tipo	Consumes	Example	Produced
Init controller	initAVL	/Game/start	POST	JSON_VALUE [@RequestBody]	{ "0": "5♣", "1": "10♥", "2": "J♦", "3": "J♠" }	JSON_VALUE
AddController	addCard	/Game/add	POST	JSON_VALUE [@RequestBody]	{ "insert": "9♣" }	JSON_VALUE
DeleteController	deleteNode	/Game/delete	DELETE	JSON_VALUE [@RequestBody]	{ "0": "9♣", "1": "4♠" }	JSON_VALUE
StatusGraphicatorC ontroller	graph	/Game/status-avltree	GET	-----		JSON_VALUE

GetLevelController	getLevel	/Game/get-level	GET	@RequestParam(value = "level")	/Game/get-level?level={number}	JSON_VALUE
SortController	sortTree	/Game/avltree	GET	@RequestParam(value = "transversal")	Game/avltree?transversal={inOrder/preOrder/postOrder}	JSON_VALUE