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# MicrophoneScheduler

---

## MicrophoneController

---

**PUT** <http://localhost:8080/api/v1/project/updateMicrophone>

<http://localhost:8080/api/v1/microphone/updateMicrophone>

**Body** raw (json)

---

json

```
{  
  "microphoneId" : "1",  
  "microphoneName" : "Edited"  
}
```

**POST** [http://localhost:8080/api/v1/project/createMicrophone?  
microphoneName=MicrophoneTest](http://localhost:8080/api/v1/project/createMicrophone?microphoneName=MicrophoneTest)

<http://localhost:8080/api/v1/microphone/createMicrophone?microphoneName=Test4>

**AUTHORIZATION** Bearer Token

---

Token <token>

**PARAMS**

---

microphoneName Test4

---

**DELETE** http://localhost:8080/api/v1/project/deleteMicrophone?  
microphoneName=MicrophoneTest

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http://localhost:8080/api/v1/microphone/deleteMicrophone:microphoneName=very first microphone

## PARAMS

---

microphoneName	Very first Microphone
----------------	-----------------------

**GET** http://localhost:8080/api/v1/microphone/getMicrophones

http://localhost:8080/api/v1/microphone/getMicrophones

**AUTHORIZATION** Bearer Token

---

Token	<token>
-------	---------

## UserController

---

**POST** http://localhost:8080/api/v1/user/register

http://localhost:8080/api/v1/user/register

**Body** raw (json)

---

json

```
{  
  "userName" : "Test 3",  
  "password" : "1234"  
}
```

**POST** http://localhost:8080/api/v1/user/login

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json

```
{
  "userName" : "User2",
  "password" : "1234"
}
```

---

## AdminController

---

**GET** http://localhost:8080/api/v1/admin/listAllPlay

http://localhost:8080/api/v1/admin/listAllPlay

**AUTHORIZATION** Bearer Token

---

Token <token>

---

**POST** http://localhost:8080/api/v1/admin/createPlay

http://localhost:8080/api/v1/admin/createPlay

**AUTHORIZATION** Bearer Token

---

Token <token>

**Body** raw (json)

---

json

```
{
  "playName" : "Mjölk är livet",
  "dateCreated" : "2025-05-14",
}
```

```
}
```

```
"description" : "En märklig pjäs"
```

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**PUT** <http://localhost:8080/api/v1/admin/updatePlay>

<http://localhost:8080/api/v1/admin/updatePlay>

## AUTHORIZATION Bearer Token

Token <token>

## Body raw (json)

json

```
{
  "playName" : "Snusdrömmar",
  "dateCreated" : "2000-01-01",
  "description" : "Edited play"
}
```

**DELETE** <http://localhost:8080/api/v1/admin/deletePlay?playName=SnusDrömmar>

<http://localhost:8080/api/v1/admin/deletePlay?playName=SnusDrömmar>

## AUTHORIZATION Bearer Token

Token <token>

## PARAMS

playName SnusDrömmar

**GET** <http://localhost:8080/api/v1/admin/allScenesInPlay?playName=SnusDrömmar>

<http://localhost:8080/api/v1/admin/allScenesInPlay?playName=SnusDrömmar>

## AUTHORIZATION Bearer Token

---

Token <token>

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---

playName SnusDrömmar

---

## PUT http://localhost:8080/api/v1/admin/editScene

http://localhost:8080/api/v1/admin/editScene

## AUTHORIZATION Bearer Token

---

Token <token>

Body raw (json)

---

json

```
{
  "sceneId" : "1",
  "actNumber" : "1",
  "sceneNumber" : "2",
  "sceneName" : "Edited Test scene 1"
}
```

## DELETE http://localhost:8080/api/v1/admin/deleteScene?playId=1

http://localhost:8080/api/v1/admin/deleteScene?sceneId=1

## AUTHORIZATION Bearer Token

---

Token <token>


PARAMS

---

sceneId

1

---

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---

<http://localhost:8080/api/v1/admin/addPersonageToScene>

## AUTHORIZATION Bearer Token

---

Token <token>

Body raw (json)

---

json

```
{
  "personageId" : "3",
  "sceneId" : "1"
}
```

---

## PUT <http://localhost:8080/api/v1/admin/removePersonageFromScene>

<http://localhost:8080/api/v1/admin/removePersonageFromScene>

## AUTHORIZATION Bearer Token

---

Token <token>

Body raw (json)

---

json

```
{
  "personageId" : "1",
  "sceneId" : "1"
}
```

---

## GET <http://localhost:8080/api/v1/admin/getAllPersonageInDb>

http://localhost:8080/api/v1/admin/getAllPersonageInDb

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Token	<token>
-------	---------

---

**GET** http://localhost:8080/api/v1/admin/getAllPersonageInPlay?  
playName=SnusDrömmar

http://localhost:8080/api/v1/admin/getAllPersonageInPlay?playName=SnusDrömmar

**AUTHORIZATION** Bearer Token

---

Token	<token>
-------	---------

**PARAMS**

---

playName	SnusDrömmar
----------	-------------

---

**GET** http://localhost:8080/api/v1/admin/suggestMicrophoneSchedule?  
playName=SnusDrömmar

http://localhost:8080/api/v1/admin/suggestMicrophoneSchedule?playName=SnusDrömmar

**AUTHORIZATION** Bearer Token

---

Token	<token>
-------	---------

**PARAMS**

---

playName	SnusDrömmar
----------	-------------

---

**GET** http://localhost:8080/api/v1/admin/getusersandroles

http://localhost:8080/api/v1/admin/getusersandroles

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---

## POST http://localhost:8080/api/v1/admin/setuserrole

http://localhost:8080/api/v1/admin/setuserrole

### AUTHORIZATION Bearer Token

---

Token <token>

### Body raw (json)

---

json

```
{
  "userId" : "1",
  "userRole" : "ACTOR"
}
```

## DELETE http://localhost:8080/api/v1/admin/deletePersonage?personageId=1

http://localhost:8080/api/v1/admin/deletePersonage?personageId=1

### AUTHORIZATION Bearer Token

---

Token <token>

### PARAMS

---

personageId 1

## PUT http://localhost:8080/api/v1/admin/editPersonage

http://localhost:8080/api/v1/admin/editPersonage



## AUTHORIZATION Bearer Token

---

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---

### Body raw (json)

---

json

```
{  
  "personageId" : "1",  
  "personageName" : "SnöMonster",  
  "actorId" : "2"  
}
```

---

## GET http://localhost:8080/api/v1/admin/getActorsConnectedToUsers

http://localhost:8080/api/v1/admin/getActorsConnectedToUsers

## AUTHORIZATION Bearer Token

---

Token <token>

---

## GET http://localhost:8080/api/v1/admin/getCustomMicrophoneList? playName=SnusDrömmar

http://localhost:8080/api/v1/admin/getCustomMicrophoneList?playName=SnusDrömmar

## AUTHORIZATION Bearer Token

---

Token <token>

## PARAMS

---

playName SnusDrömmar

---

## PUT http://localhost:8080/api/v1/admin/addMicrophone

http://localhost:8080/api/v1/admin/addMicrophone

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---

Token <token>

Body raw (json)

---

```
json
{
  "scene_characterId": "1",
  "microphoneId": "1"
}
```

---

**PUT** http://localhost:8080/api/v1/admin/removeMicrophone?scene\_characterId=1

http://localhost:8080/api/v1/admin/removeMicrophone?scene\_characterId=1

**AUTHORIZATION** Bearer Token

---

Token <token>

**PARAMS**

---

scene\_characterId 1

---

**PUT** http://localhost:8080/api/v1/admin/addSuggestedMicrophones

http://localhost:8080/api/v1/admin/addSuggestedMicrophones

**AUTHORIZATION** Bearer Token

---

Token <token>

Body raw (json)

---

```
{
  "microphoneList": [
    {
      "id": 1,
      "scenePersonageId": 1,
      "microphoneId": 1,
      "sceneId": 1,
      "actNumber": 1,
      "sceneName": "Test scene 1",
      "personageName": "JulTomte",
      "userId": 1,
      "userName": "user1"
    },
    {
      "id": 2,
      "scenePersonageId": 2,
      "microphoneId": 1,
      "sceneId": 2,
      "actNumber": 1,
      "sceneName": "Test scene 2",
      "personageName": "JulTomte",
      "userId": 1,
      "userName": "user1"
    },
    {
      "id": 3,
      "scenePersonageId": 3,
      "microphoneId": 2,
      "sceneId": 2,
      "actNumber": 1,
      "sceneName": "Test scene 2",
      "personageName": "SnusMonster",
      "userId": 3,
      "userName": "user2"
    },
    {
      "id": 4,
      "scenePersonageId": 4,
      "microphoneId": 1,
      "sceneId": 3,
      "actNumber": 1,
      "sceneName": "Test scene 3",
      "personageName": "JulTomte",
      "userId": 1,
      "userName": "user1"
    },
    {
      "id": 5,
      "scenePersonageId": 5,
      "microphoneId": 1,
      "sceneId": 4
```

```
    "sceneId": 4,  
    "actNumber": 2,  
    "sceneName": "Test scene 4",  
    "personageName": "JulTomte",
```

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```
    }  
  ]  
}
```

---

## ActorController

---

**GET** http://localhost:8080/api/v1/actor/actorScenes?playName=SnusDrömmar

http://localhost:8080/api/v1/actor/actorScenes?playName=SnusDrömmar

**AUTHORIZATION** Bearer Token

---

Token <token>

**PARAMS**

---

playName SnusDrömmar

---

**GET** http://localhost:8080/api/v1/actor/getUsers

http://localhost:8080/api/v1/actor/getUsers

**AUTHORIZATION** Bearer Token

---

Token <token>

---

**GET** http://localhost:8080/api/v1/actor/otherActorScenes

http://localhost:8080/api/v1/actor/otherActorScenes

**AUTHORIZATION** Bearer Token

---

Token

<token>

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json

```
{
  "userId": "1",
  "playName": "SnusDrömmar"
}
```

**PUT** http://localhost:8080/api/v1/actor/comment

http://localhost:8080/api/v1/actor/comment

**AUTHORIZATION** Bearer Token

Token

<token>

**Body** raw (json)

json

```
{
  "id": "3",
  "comment" : "test mm"
}
```