# Sport

## getSport()

Returns all sports.

Return:

* List von Sportarten
  + ID
  + Name
  + Faktor

Access: /sport/getSport

## getSportForID(int sportID)

Returns sport for ID.

Return:

* Sportart
* ID
* Name
* Faktor

Access: /sport/getSportForID

## addSport(String name, float factor)

Adds sport to DB.

Return:

* ID

Access: /sport/addSport

## changeSport(int sportID, String name, float factor)

Changes Sportart in DB.

Return:

* Nothing

Access: /sport/changeSport

# Challenge Sport

## getSportForChallenge(int challengeID)

Returns all sports in challenge.

Return:

* List of sports
  + ID Sport
  + Name
  + Factor

Access: /challengeSp/getSportForChallenge

## addSportForChallenge(int sportID, int challengeID, float factor)

Adds Sport to Challenge with factor.

Return:

* ID

Access: /challengeSp/addSportForChallenge

## changeSportForChallenge(int challengeSportID, float factor)

Changes factor in DB.

Return:

* Nothing

Access: /challengeSp/changeSportForChallenge

# Challenge

## getAllChallenges()

Returns all challenges ever.

Return:

* List of challenges
  + ID
  + Name
  + Description
  + startDate
  + endDate
  + Picture
  + Target Distance

Access: /challenge/getAllChallenges

## getCurrentChallenges()

Returns all challenges currently running.

Return:

* List of challenges
  + ID
  + Name
  + Description
  + startDate
  + endDate
  + Picture
  + Target Distance

Access: /challenge/getCurrentChallenges

## getPastChallenges()

Returns all past challenges.

Return:

* List of challenges
  + ID
  + Name
  + Description
  + startDate
  + endDate
  + Picture
  + Target Distance

Access: /challenge/getPastChallenges

## addChallenge(String name, String desc, Date start, Date end, pic Picture, float target)

Adds challenge to DB.

Return:

* ID

Access: /challenge/addChallenge

## changeChallenge(String name, String desc, Date start, Date end, pic Picture, float target)

Changes challenge in DB.

Return:

* Nothing

Access: /challenge/changeChallenge

## getDistanceForUser(int challengeID, int userID)

Returns distance in challenge by given user.

Return:

* Distance

Access: /challenge/getDistanceForUser

## getDistanceForTeam(int challengeID, int teamID)

Returns distance in challenge by team.

Return:

* Distance

Access: /challenge/getDistanceForTeam

## getDistanceForChallenge(int challengeID)

Returns distance in challenge.

Return:

* Distance

Access: /challenge/getDistanceForChallenge

## getChallengesForUser(int userID)

Returns challenges for specific user.

Return:

* List of challenges
  + ID
  + Name
  + Description
  + startDate
  + endDate
  + Picture
  + Target Distance

Access: /challenge/getChallengesForUser

# Bonus

## getBonusForChallenge(int challengeID)

Returns all bonuses for one challenge.

Return:

* List of bonuses
  + Bonus ID
  + Sport Challenge ID
  + Name
  + Description
  + startDate
  + endDate
  + Factor

Access: /bonus/getBonusForChallenge

## addBonusForChallenge(int sportChallengeID, String name, String desc, Date start, Date end, float factor)

Adds bonus for challenge to DB.

Return:

* ID

Access: /bonus/addBonusForChallenge

## changeBonusForChallenge(int bonusID, int sportChallengeID, String name, String desc, Date start, Date end, float factor)

Changes bonus in DB.

Return:

* Nothing

Access: /bonus/changeBonusForChallenge

# Team

## getUserTeamForChallenge(int challengeID, int userID)

Returns Team for user.

Return:

* ID
* Name
* Picture
* List of Members

Access: /team/getUserTeamForChallenge

## getUserTeams(int userID)

Returns Teams for user.

Return:

* List of Teams for User
  + Team ID
  + Challenge ID
  + Name
  + Picture
  + List of Members

Access: /team/getUserTeams

## addTeam(int challengeID, String name, Pic picture)

Adds Team for challenge to DB.

Return:

* ID

Access: /team/addTeam

## changeTeam(int challengeID, String name, Pic picture)

Changes team in DB.

Return:

* Nothing

Access: /team/changeTeam

## addTeamMember(int teamID, int userID)

Adds member to team.

Return:

* Nothing

Access: /team/addMember

## removeTeamMember(int teamID, int userID)

Removes member from team.

Return:

* Nothing

Access: /team/removeMember

# User

## getUser(int userID)

Returns all userdata for given user.

Return:

* Name
* Picture
* Motto

Access: /user/getUser

## addUser(String name, String motto, Picture pic)

Adds user to DB.

Return:

* ID

Access: /user/addUser

## removeUser(int userID)

Removes user from DB.

Return:

* Nothing

Access: /user/removeUser

# Activity

## getActivities(int userID)

Returns all activities for a user.

Return:

* List of Activities
  + ID
  + SportChallenge ID
  + Distance

Access: /activity/getActivities

## addActivity(int userID, int sportChallengeID, float distance)

Adds activity for user.

Return:

* ID

Access: /activity/addActivity

## changeActivity(int activityID, int userID, int sportChallengeID, float distance)

Changes activity for user.

Return:

* Nothing

Access: /activity/changeActivity

## removeActivity(int activityID)

Removes activity from DB.

Return:

* Nothing

Access: /activity/removeActivity