

REST-DOKU

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Quelle: <http://icon-icons.com/icons2/861/PNG/512/Soccer_icon-icons.com_67819.png>

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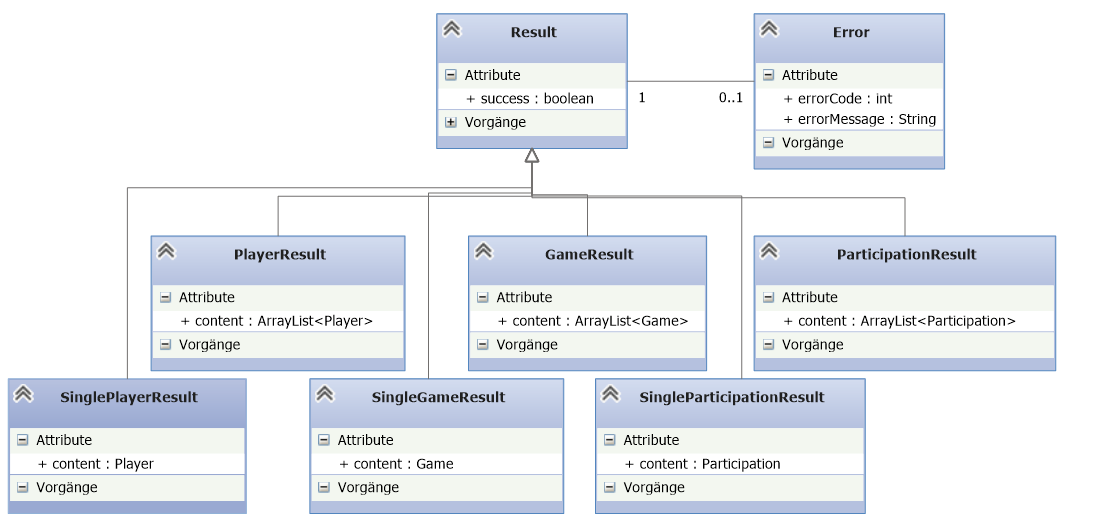
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General

Data Model



|  |  |
| --- | --- |
| **Class** | **Description** |
| Error | Represents an error. Error Code is always 0, because there are no pre – defined errors in this API. |
| Result | Information to the result of a web service call. If it fails and success equals false, the error object shows the reason for the fail. If success equals true, there should be content in the response. The only reason for a succeeded call with an empty content object is that there wasn’t a single record matching the requests filter option. |

Es wird nur JSON supported.

Methods

1. GameResource
2. getAllGames

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/game |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | { "type": "gameResult",  "success": true,  "content": [  {  "date": "2017-03-16",  "id": 1,  "remark": "Schneefall",  "scoreTeamA": 56,  "scoreTeamB": 0  },  {  "date": "2017-03-15 ",  "id": 2,  "remark": "Peter verletzt",  "scoreTeamA": 0,  "scoreTeamB": 0  },  {  "date": "2017-03-14 ",  "id": 3,  "remark": "",  "scoreTeamA": 0,  "scoreTeamB": 0  }  ]  } |
| **401** | {"type": "gameResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. updateGame

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| PUT | url/game |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "date": "2017-03-16 ",  "id": 1,  "remark": "Schneefall",  "scoreTeamA": 56,  "scoreTeamB": 0  }, |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {"success": true} |
| **202** | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Updaten erfolgreich war, oder nicht.

1. getGamesByDate

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/game/byDate/{date} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| date | Path | Date for game | 2017-03-16 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "gameResult",  "success": true,  "content": [ {  "date": "2017-03-16",  "id": 1,  "remark": "Schneefall",  "scoreTeamA": 56,  "scoreTeamB": 0  }]  } |
| **202** | {  "type": "gameResult",  "error": {  "errorCode": 0,  "errorMessage": "Unparseable date: \"fds\""  },  "success": false  } |
| **401** | {"type": "gameResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. getGamesByPlayerId (and between 2 Dates)

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/game/byPlayerId/{id} |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Param** | | **Type** | | **Description** | | **Example Value** |
| id | | Path | | Mandatory; Id for Player | | 1 |
| dateFrom | | Query | | Optional; Start Date | | 2017-03-15 |
| dateTo | | Query | | Optional; End Date | | 2017-03-18 |
| loginKey | Query | | Authentication Key | | 098f6bcd4621d373cade4e832627b4f6 | |

If no Date is specified, it will be ignored

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {  "type": "gameResult",  "success": true,  "content": [ {  "date": "2017-03-16T00:00:00+01:00",  "id": 1,  "scoreTeamA": 56,  "scoreTeamB": 0  }]  } |
| **401** | {"type": "gameResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. insertGame

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| POST | url/game |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "date": "2017-03-16",  "scoreTeamA": 56,  "scoreTeamB": 0,  "remark": 20  } |

Java.util.Date in Game was changed to Java.sql.Date, otherwise this wouldn’t be possible

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {  "type": "singleGameResult",  "success": true,  "content": {  "date": "2017-03-16",  "id": 7,  "remark": "Schnee",  "scoreTeamA": 56,  "scoreTeamB": 0  }  } |
| **401** | {"type": "gameResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. deleteGame

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| DELETE | url/game/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of Game that has to be deleted | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {success: true} |
| 202 | {success: false} |
| **401** | {success: false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Löschen erfolgreich war, oder nicht.

1. PlayerResource
2. getAllPlayers

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/player |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "playerResult",  "success": true,  "content": [  {  "admin": true,  "id": 1,  "name": "Admin\uD83E\uDD18",  "positions": [  "ATTACK",  "GOAL",  "MIDFIELD"  ],  "statistics": {  "avgGoalDifference": 0,  "numDefeats": 0,  "numDraws": 1,  "numGamesPlayed": 1,  "numGoalsGot": 0,  "numGoalsShot": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "numPosAttack": 0,  "numPosDefense": 0,  "numPosGoal": 1,  "numPosMidfield": 0,  "numWins": 0  },  "username": "admin"  },  {  "admin": true,  "id": 2,  "name": "\u2584\uFE3B\u0337\u033F\u253B\u033F\u2550\u2501\u4E00 Moser",  "positions": [  "ATTACK",  "MIDFIELD"  ],  "statistics": {  "avgGoalDifference": -0.5,  "numDefeats": 1,  "numDraws": 1,  "numGamesPlayed": 2,  "numGoalsGot": 0,  "numGoalsShot": 0,  "numGoalsShotHead": 1,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "numPosAttack": 0,  "numPosDefense": 0,  "numPosGoal": 0,  "numPosMidfield": 2,  "numWins": 0  },  "username": "moe"  }]  } |
| **401** | {"type": "playerResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. updatePlayer

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| PUT | url/player |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "admin": false,  "id": 1,  "name": "Martinii",  "username": "martin"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {"success": true} |
| **202** | {"success": false} |
| **401** | {"type": "singlePlayerResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Updaten erfolgreich war, oder nicht.

1. setPositions

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| PUT | url/player/positions/{playerid} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| playerid | Query | Id of player to set positions | 5 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "GOAL": false,  "MIDFIELD": true,  "ATTACK": false,  "DEFENSE": true  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {"success": true} |
| **202** | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Updaten erfolgreich war, oder nicht.

1. getPlayerByUsername

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/player/{username} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| username | Path | Username of the player you want to get | admin |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "singlePlayerResult",  "success": true,  "content": {  "admin": true,  "id": 1,  "name": "Admin\uD83E\uDD18",  "positions": [  "ATTACK",  "GOAL",  "MIDFIELD"  ],  "statistics": {  "avgGoalDifference": 0,  "numDefeats": 0,  "numDraws": 1,  "numGamesPlayed": 1,  "numGoalsGot": 0,  "numGoalsShot": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "numPosAttack": 0,  "numPosDefense": 0,  "numPosGoal": 1,  "numPosMidfield": 0,  "numWins": 0  },  "username": "admin"  }  } |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. insertPlayer

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| POST | url/game |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "admin": false,  "name": "jerome",  "username": "guina"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {  "type": "singlePlayerResult",  "success": true,  "content": {  "admin": false,  "goalDifference": 0,  "id": 11,  "name": "jerome",  "numDefeats": 0,  "numDraws": 0,  "numWins": 0,  "username": "guina"  }  } |
| 202 | {  "type": "singlePlayerResult",  "error": {  "errorCode": 0,  "errorMessage": "com.mysql.jdbc.exceptions.jdbc4.MySQLIntegrityConstraintViolationException: Duplicate entry 'guina' for key 'USERNAME'"  },  "success": false,  "content": {  "admin": false,  "goalDifference": 0,  "id": 11,  "name": "jerome",  "numDefeats": 0,  "numDraws": 0,  "numWins": 0,  "username": "guina"  }  } |
| **401** | {"type": "singlePlayerResult", "success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

The second case (MySQLIntegrityConstraintViolationException) happens when the username is not available anymore because it’s already used by another player. In this case the existing player is returned.

1. deletePlayer

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| DELETE | url/player/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of Player that has to be deleted | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {success: true} |
| 202 | {success: false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Löschen erfolgreich war, oder nicht.

1. login

|  |  |
| --- | --- |
| **Method** | **URL** |
| POST | url/player/security/login |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "username": "admin",  "password\_enc": "21232f297a57a5a743894a0e4a801fc3"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | a6444a246547facadfbc56ed7a940b7f |
| 202 |  |
| **500** | {"error":"Something went wrong. Please try again later."} |

If LoginCredentials are valid, return a loginKey which is used for every further method call.

If they are invalid, nothing (NO\_CONTENT) is returned.

1. setPassword

|  |  |
| --- | --- |
| **Method** | **URL** |
| PUT | url/player/security/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the player you want to insert the password to | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "password\_enc": "21232f297a57a5a743894a0e4a801fc3"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {"success": true} |
| 202 | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Updaten erfolgreich war, oder nicht.

1. setGeoLocation

|  |  |
| --- | --- |
| **Method** | **URL** |
| POST | url/player/geoloc/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the player you want to set the geolocation | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "latitude": 46.601166,  "longitude": 13.843841  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {"success": true} |
| 202 | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. getGeoLocation

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/player/geoloc/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the player you want to set the geolocation | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {  "type": "locationResult",  "success": true,  "content": {  "latitude": 46.617955,  "longitude": 13.848626  }  } |
| 202 | {"type": "locationResult", "success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. getPlayersNearby

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/player/geoloc/nearby/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the player you want to set the geolocation | 1 |
| radius | Query | Radius (in km) which is considered “nearby” | 2.5 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {  "type": "playerIDResult",  "success": true,  "content": [  1,  2,  3,  4  ]  } |
| 202 | {  "type": "playerIDResult",  "error": {  "errorCode": 0,  "errorMessage": "radius not set"  },  "success": false  } |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. ParticipationResource
2. getAllParticipations

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/participation |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "participationResult",  "success": true,  "content": [ {  "numGoalsGot": 0,  "numGoalsShotDefault": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "player": {  "admin": false,  "goalDifference": 56,  "id": 1,  "name": "Martinii",  "numDefeats": 0,  "numDraws": 0,  "numWins": 1,  "username": "martin"  },  "position": "ATTACK",  "team": "TEAM1"  }]  } |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. getParticipationById

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/participation/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the participation you want to get | 5 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "participationResult",  "success": true,  "content": [ {  "numGoalsGot": 0,  "numGoalsShotDefault": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "player": {  "admin": false,  "goalDifference": 56,  "id": 1,  "name": "Martinii",  "numDefeats": 0,  "numDraws": 0,  "numWins": 1,  "username": "martin"  },  "position": "ATTACK",  "team": "TEAM1"  }]  } |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. getParticipationById

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| GET | url/participation/byGame/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of the game you want the participations for | 5 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| **202** | {  "type": "participationResult",  "success": true,  "content": [ {  "numGoalsGot": 0,  "numGoalsShotDefault": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "player": {  "admin": false,  "goalDifference": 56,  "id": 1,  "name": "Martinii",  "numDefeats": 0,  "numDraws": 0,  "numWins": 1,  "username": "martin"  },  "position": "ATTACK",  "team": "TEAM1"  }]  } |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

1. insertParticipation

|  |  |
| --- | --- |
| **Method** | **URL** |
| POST | url/participation |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| idGame | Query | Id of the game | 1 |
| idPlayer | Query | Id of the player | 2 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "numGoalsGot": 0,  "numGoalsShotDefault": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "position": "ATTACK",  "team": "TEAM1"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {"success": true} |
| 202 | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Erstellen erfolgreich war, oder nicht. Es ist möglich, dass bei success false diverse SQL Errors mitgeschickt werden (z.B. Constraint verletzt o.Ä.)

1. updateParticipation

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| PUT | url/participation |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Param** | | **Type** | | **Description** | | **Example Value** |
| idGame | Query | | Id of the game | | 1 | |
| idPlayer | Query | | Id of the player | | 2 | |
| loginKey | Query | | Authentication Key | | 098f6bcd4621d373cade4e832627b4f6 | |

|  |  |
| --- | --- |
| **MediaType** | **Sample Request Body** |
| Application/json | {  "numGoalsGot": 0,  "numGoalsShotDefault": 0,  "numGoalsShotHead": 0,  "numGoalsShotHeadSnow": 0,  "numGoalsShotPenalty": 0,  "numNutmeg": 0,  "position": "ATTACK",  "team": "TEAM1"  } |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {"success": true} |
| 202 | {"success": false} |
| **401** | {"success": false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Löschen erfolgreich war, oder nicht.

1. deleteParticipation

Request

|  |  |
| --- | --- |
| **Method** | **URL** |
| DELETE | url/participation/{id} |

|  |  |  |  |
| --- | --- | --- | --- |
| **Param** | **Type** | **Description** | **Example Value** |
| id | Path | Id of Participation that has to be deleted | 1 |
| loginKey | Query | Authentication Key | 098f6bcd4621d373cade4e832627b4f6 |

Response

|  |  |
| --- | --- |
| **Status** | **Response** |
| 202 | {success: true} |
| 202 | {success: false} |
| **500** | {"error":"Something went wrong. Please try again later."} |

Success true oder false je nachdem ob das Löschen erfolgreich war, oder nicht.