Matt Mace
Service Layer

MMA Pro

Service Endpoints Required for MVP

The application MMA Pro will use multiple endpoints. The user will have the opportunity to create an account for their application which. By doing so it will allow them to favorite certain aspects of the application. Again it is not a requirement to have an account. The creation of this account will save users information such as email address and a password. After this information is collected from the user it will be saved with a unique Id number. Other information will be called on when a page is reached, of course being the information which is stored on the server.

Once the account is created users can favorite things such as recipes, and workouts. The users can then pull this information up later, to view what they have favorited in the past. The following interactions will happen from the user interface and the database.

- Request Sent.
- The server endpoint receives it.
- Query database, does server calculations
- Server sends info
- Client endpoint receives.

Purpose of each Endpoint Based on the Goals

Here are some flows for the account creation and getting info from the different features.

1. User places information into the fields and sends it off.
2. Requests are sent to the server endpoint with the name that the request is looking for.

3. The end point will query the database looking for the information, if not found it will input the database. But if it is found it will respond appropriately.
4. A response is sent back to the user's device.
5. From here the user's endpoint will handle the information how it needs to provide information it received or send the user on to the next point.

For the favorites it will do relatively the same things.

1. User will click the favorite button.
2. Requests are sent to the server's endpoint, which will handle accordingly for what its function is.
3. Depending if this is a new favorite it would place the id of the in the users favorites. Or if previous favorite it would remove it.
4. A response is sent back to the device.
5. When it hits the devices the favorite button will change depending on the selection.

For the calling of pages.

1. Users will click a navigation item.
2. Requests are sent to the server's endpoint.
3. It will select the database table depending on the navigation link clicked.
4. The response will be sent back to the clients endpoint.
5. The information will be populated on the device relevant to what was sent.

Example Requests and Responses, Including Erroneous Requests

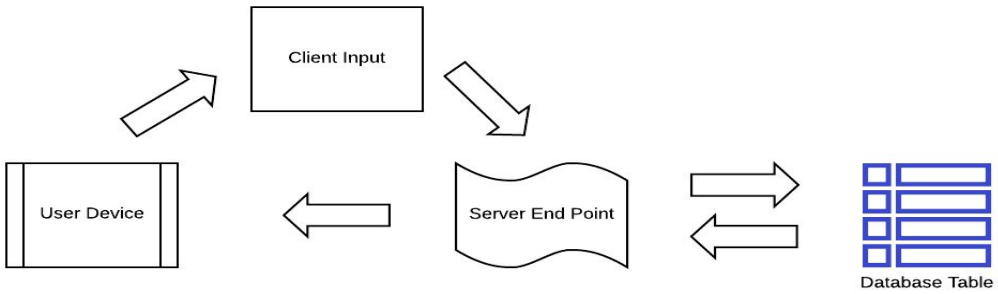
HTTP Verbage for the facilitation of the service layers.

Type	Verbage		Description
User Account	GET	/account/{id}	GET users info
User Account	PUT	/account/{id}	PUT creates
User Account	POST	/user	POST update.
Recipe Info	GET	/recipe/{id}	GET Recipe Info
Exercise Info	GET	/exercise/{id}	GET Exercise Info
Workouts Info	GET	/workouts/exercise/{id}	Get Workouts info

Responses from making HTTP requests.

Status Codes	Response
200	Success
400	Invalid Input
404	Bad Request
500	Internal Server Error

Diagrams How communication Will go from your User Interface Pages to Service Endpoints



Users would click their device which would react to their input and send information requests to the servers endpoint. The server endpoint would query through the database and return back to the endpoint which would be sent back to the user's device .