Submission 2

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Contents

1 Tech Report - REST API

APIs (Application Programming Interface) are a way for two computers to communicate. This is done by one device sending a request and the other receiving the request, acting out the request, and sending back a response. This is similar to a client server model. Most APIs are RESTful which means they follow a set of rules known as Representational State Transfer. A RESTful API will organise data into URIs (Uniform Resource Identifiers) to differentiate between different sets of data. Clients make requests to the URI end point over HTTP. This architecture is stateless, meaning that all the data needed to identify the client and the session's current state is contained within the request, so the server does not need to store any data about the client's session.

A Request consists of:

- Start line ⇒ Contains the Request Method, URI and HTTP protocol
- Headers ⇒ Contains Metadata about the request, such as the format of the response, or authorisation tokens
- Body ⇒ Contains a custom data payload, usually in JSON format (optional)

Common Request Methods:

- GET ⇒ Request to retrieve data from the endpoint, no data is changed
- POST ⇒ Request to create a new object at the endpoint, e.g. adding a new record to database. Repeating a POST request will add multiple new records
- PUT ⇒ Request to create a resource, or update it if it exists, similar to POST but is idempotent, meaning that multiple PUT requests will always leave the resource in the same state
- PATCH ⇒ Request to update a resource, is more efficient at updating than PUT as only the changes need to be sent, not the whole resource
- DELETE ⇒ Request to delete a resource from the endpoint

A Response consists of:

- Status Code ⇒ Tell the client what happened to their request
- Headers ⇒ Contain information about the server
- Body ⇒ Contains data payload, usually in JSON format

Status codes starting with 2** mean that the request was successful, starting with 4** means that there was a problem with the client's request, and 5** means that that the server failed to complete the request.

Example

Here is an example of a POST Request made to a locally hosted API to add a new "Match" and the Response received, made using Node.js. In this example the server saves the data from the request into a text file that can then be requested back later with a GET request. The response given by the server confirms that a new "Match" has successfully been added.

Request

```
> POST /match/1 HTTP/1.1
> Host: localhost:8080
> Content-Type: application/json
> User-Agent: insomnia/8.6.1
> Accept: */*
> Content-Length: 27

| {
|   "matchData": "Match 1"
| }
```

Response

```
< HTTP/1.1 200 OK
< X-Powered-By: Express
< Content-Type: application/json; charset=utf-8
< Content-Length: 36
< ETag: W/"24-0DiQQ5KGE9g7Jz+mC6BTSsDAOxs"
< Date: Sun, 11 Feb 2024 13:34:29 GMT
< Connection: keep-alive
< Keep-Alive: timeout=5

| {
|   "match": "Created Match: Match 1"
| }
```

In the given Jhipster template, the REST API is defined in "team02/src/main/java/team/bham/web/rest". Java Annotations are used to define the endpoints. The *@RequestMapping(..)* annotation is added to the class to set the base path for all mappings, and the annotations *@GetMapping(..)*, *@PutMapping(..)*, *@PostMapping(..)*, e.t.c. are used for each method. The methods also have a *@PreAuthorise(..)* annotation that requires the request to include a Authorisation token in the header, this corresponds to an account on the app, and their permissions are checked to see if they are allowed to make the request. Without this header the request is refused.

Example: */api/admin/users* definition

Here is the Method: *getAllUsers* from within the class *UserResource.java* (with mapping */api/admin*). It defines the response given when a GET Request is made to */api/admin/users*.

```
1| @GetMapping("/users")
2| @PreAuthorize("hasAuthority(\"" + AuthoritiesConstants.ADMIN + "\")")
3| public ResponseEntity<List<AdminUserDTO>> getAllUsers(@org.springdoc.api.annotations.ParameterObject
↪  Pageable pageable) {
4|   log.debug("REST request to get all User for an admin");
5|   if (!onlyContainsAllowedProperties(pageable)) {
       return ResponseEntity.badRequest().build();
    }

6|   final Page<AdminUserDTO> page = userService.getAllManagedUsers(pageable);
7|   HttpHeaders headers =
↪  PaginationUtil.generatePaginationHttpHeaders(ServletUriComponentsBuilder.fromCurrentRequest(),
↪  page);
8|   return new ResponseEntity<>(page.getContent(), headers, HttpStatus.OK);
    }
```

- Lines 1-2 are the annotations for the method specifying the U.R.I. (Uniform Resource Identifier) for the request as well as the Request Method this method will handle, and that the request must have admin authority.
- Line 3 is the method signature, which states that the method will return a *ResponseEntity* containing a list of *AdminUserDTO*s (Data Transfer Object), and will take a *Pageable* parameter. This allows the client to specify parameters such as the number of users returned, or how to sort them.
- Line 4 sends a debug message to the log to indicate a request to retrieve all users is being processed.
- Line 5 checks that the Pageable parameter only contains allowed properties, if not the reqeust is refused.
- Lines 6-8 generate the response to the request and returns it to the client.

To make a request to */api/admin/users* we need to include an Authorization token in the Headers of the request. To get this token, we first need to make a POST request to */api/authenticate* with login details for a user account in the body. The server will respond with an Authorization Token that can be used in future requests to authenticate as this user.

If we give no Authentication Token, the server gives status code: 401 Unauthorised

If we give an Authentication Token for a user that doesn't have admin privledges, the server gives status code: 403 Forbidden

Here is an example of a Request to this API with the parameter: *size=1*, and the Response body given:

Request

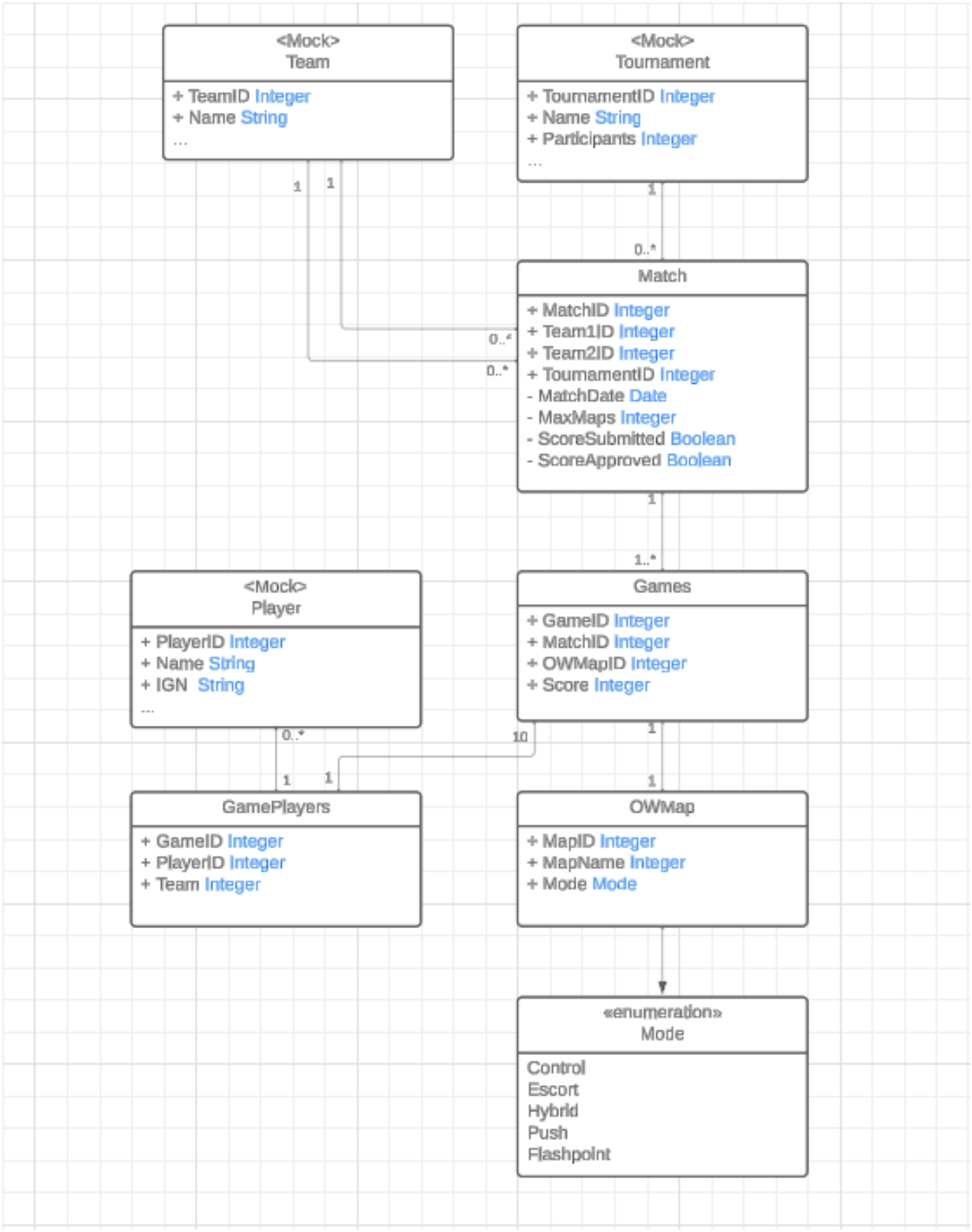
```
> GET /api/admin/users?size=1 HTTP/1.1
> Host: localhost:8080
> User-Agent: insomnia/8.6.1
> Authorization: <TOKEN>
> Accept: */*
```

Response Body


```
[{ "id": 1001,
  "login": "testuser",
  "firstName": null,
  "lastName": null,
  "email": "rxh293@student.bham.ac.uk",
  "imageUrl": null,
  "activated": true,
  "langKey": "en",
  "createdBy": "anonymousUser",
  "createdDate": "2024-02-12T13:19:54.305186Z",
  "lastModifiedBy": "admin",
  "lastModifiedDate": "2024-02-12T13:21:00.350725Z",
  "authorities": ["ROLE_USER"] } ]
```

2 Class Diagram - Match Page

2.1 Class Diagram

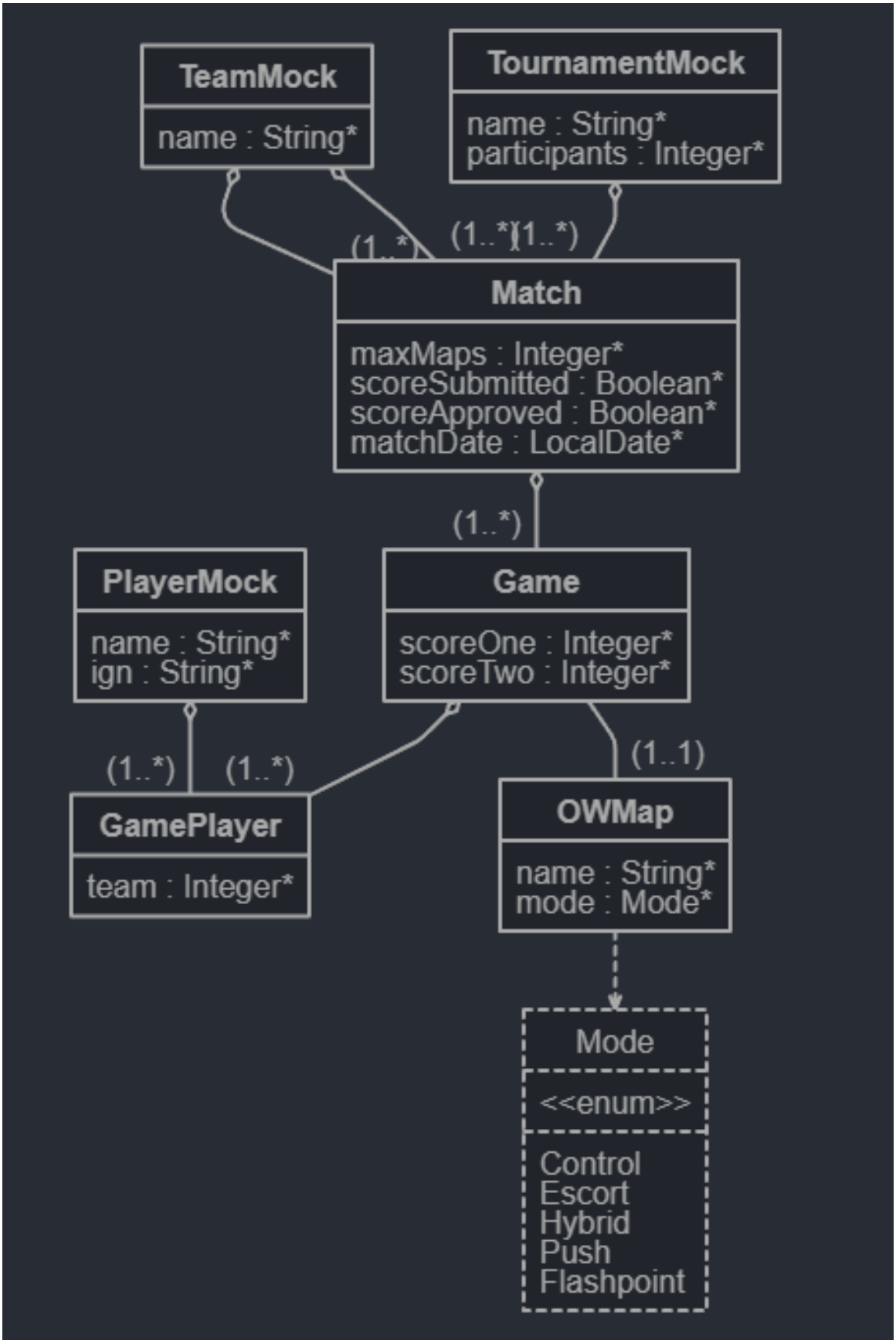


2.2 JDL

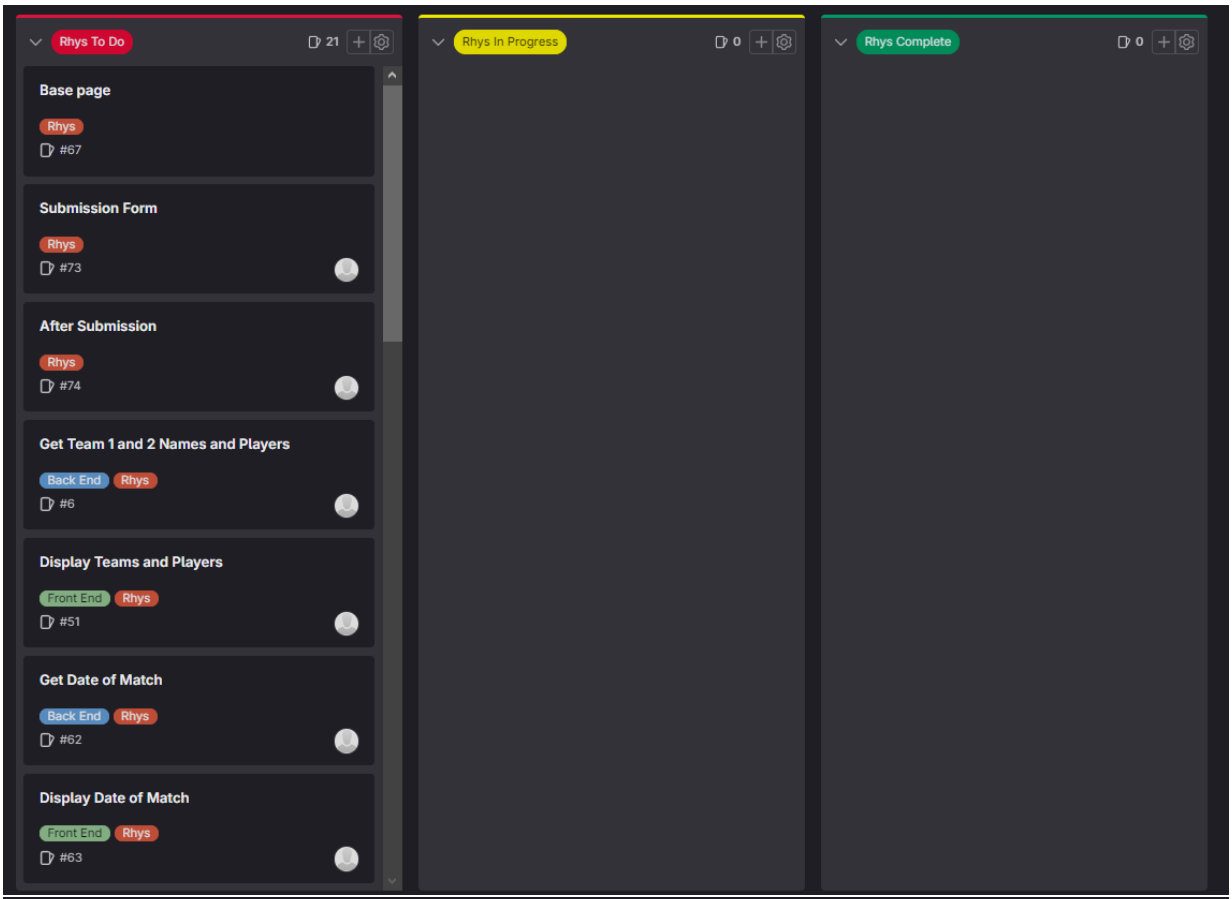
```
//Mock Entity
entity TournamentMock {
  name String required
  participants Integer required
  //...
}

//Mock Entity
entity TeamMock {
  name String required
  //...
}

entity Match {
  maxMaps Integer required
  scoreSubmitted Boolean required
  scoreApproved Boolean required
  matchDate LocalDate required
}

entity Game {
  scoreOne Integer required
  scoreTwo Integer required
}

//Mock Entity
entity PlayerMock {
  name String required
  ign String required
  //...
}

entity GamePlayer {
  team Integer required
}

enum Mode {
  Control,
  Escort,
  Hybrid,
  Push,
  Flashpoint
}

entity OWMap {
  name String
  mode Mode
}
```

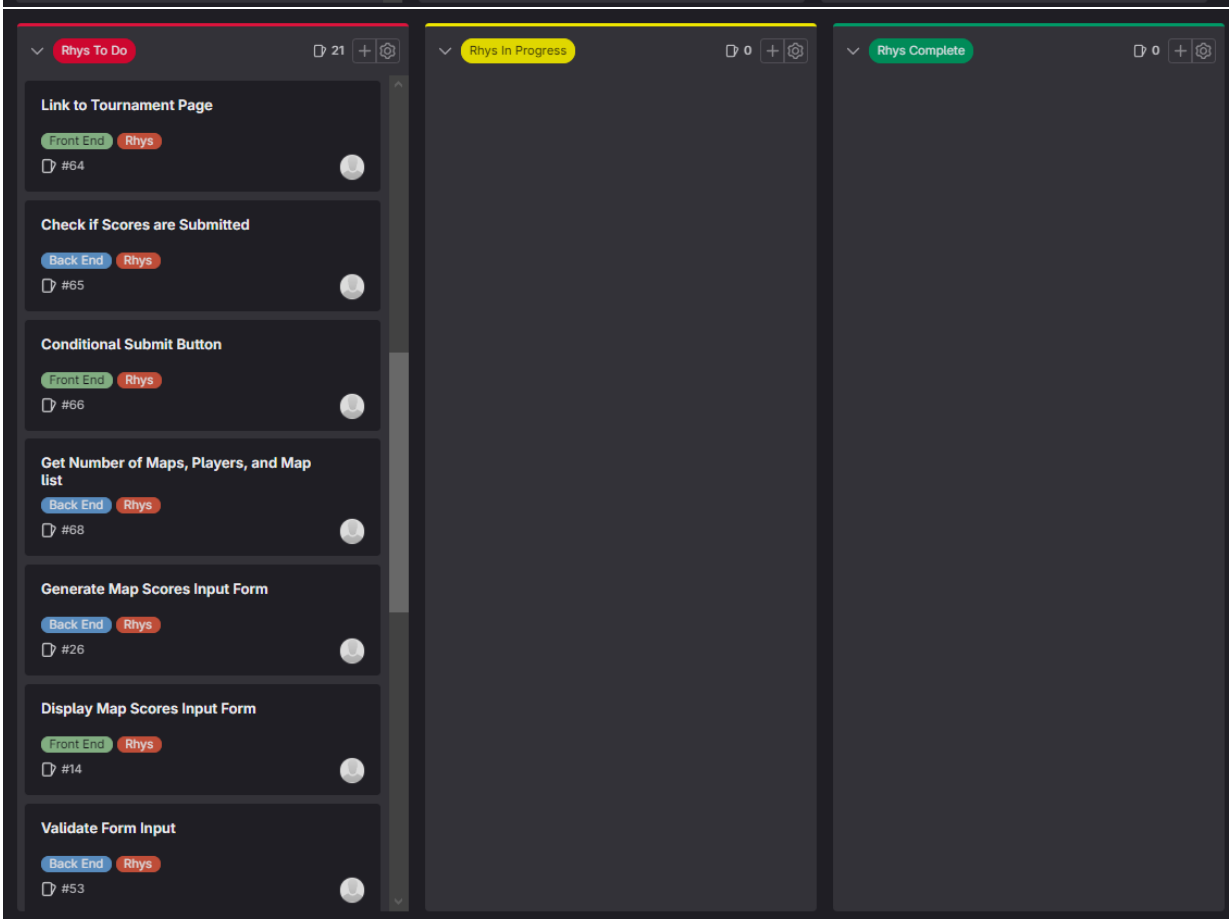
```
relationship OneToMany {
  TournamentMock{matches} to Match{tournament}
}

relationship OneToMany {
  TeamMock{matches} to Match{teamOne}
}

relationship OneToMany {
  TeamMock{matches} to Match{teamTwo}
}

relationship OneToMany {
  Match{games} to Game{match}
}

relationship OneToMany {
  Game{players} to GamePlayer{game}
}

relationship OneToMany {
  PlayerMock{games} to GamePlayer{player}
}

relationship OneToOne {
  Game{map} to OWMap{games}
}
```

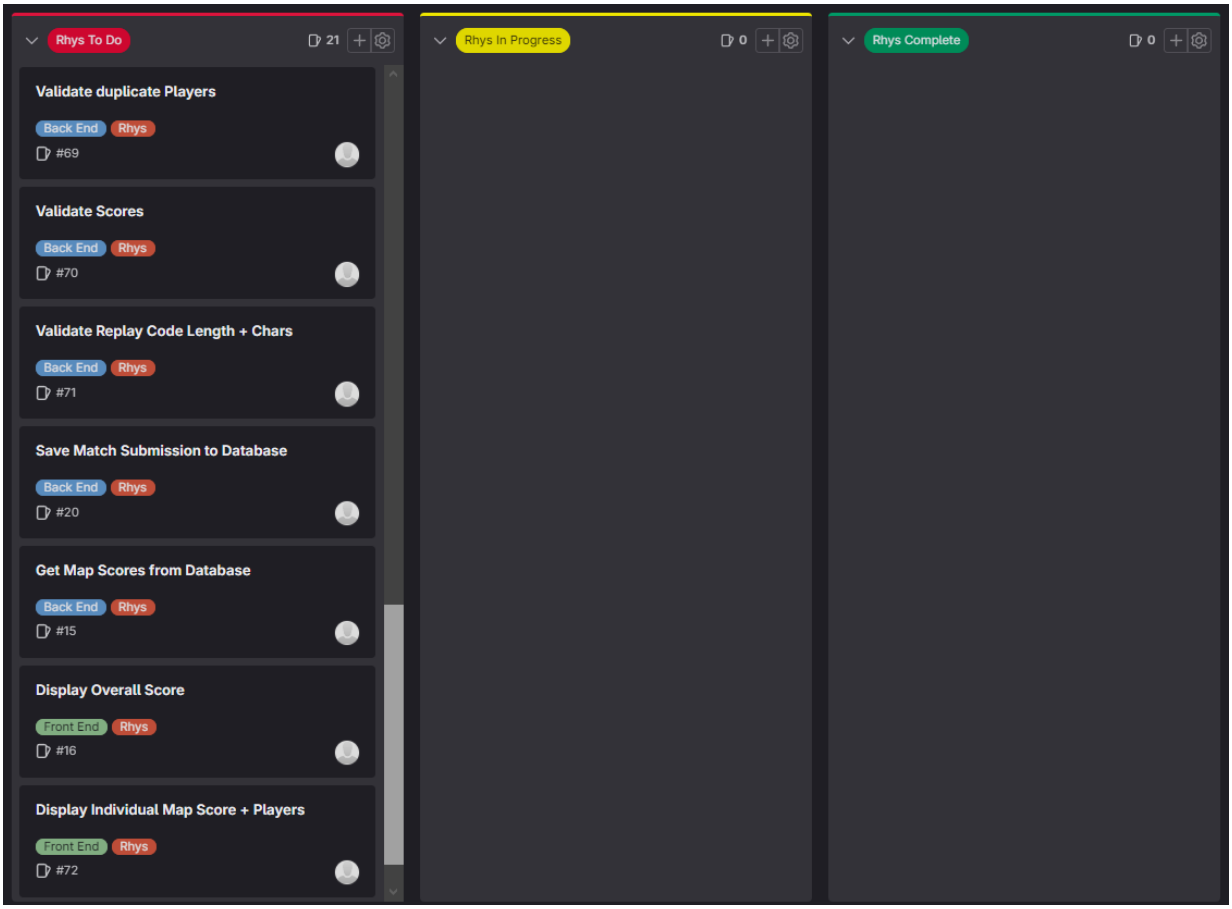
Here is the Class Diagram generated by JDL Studio



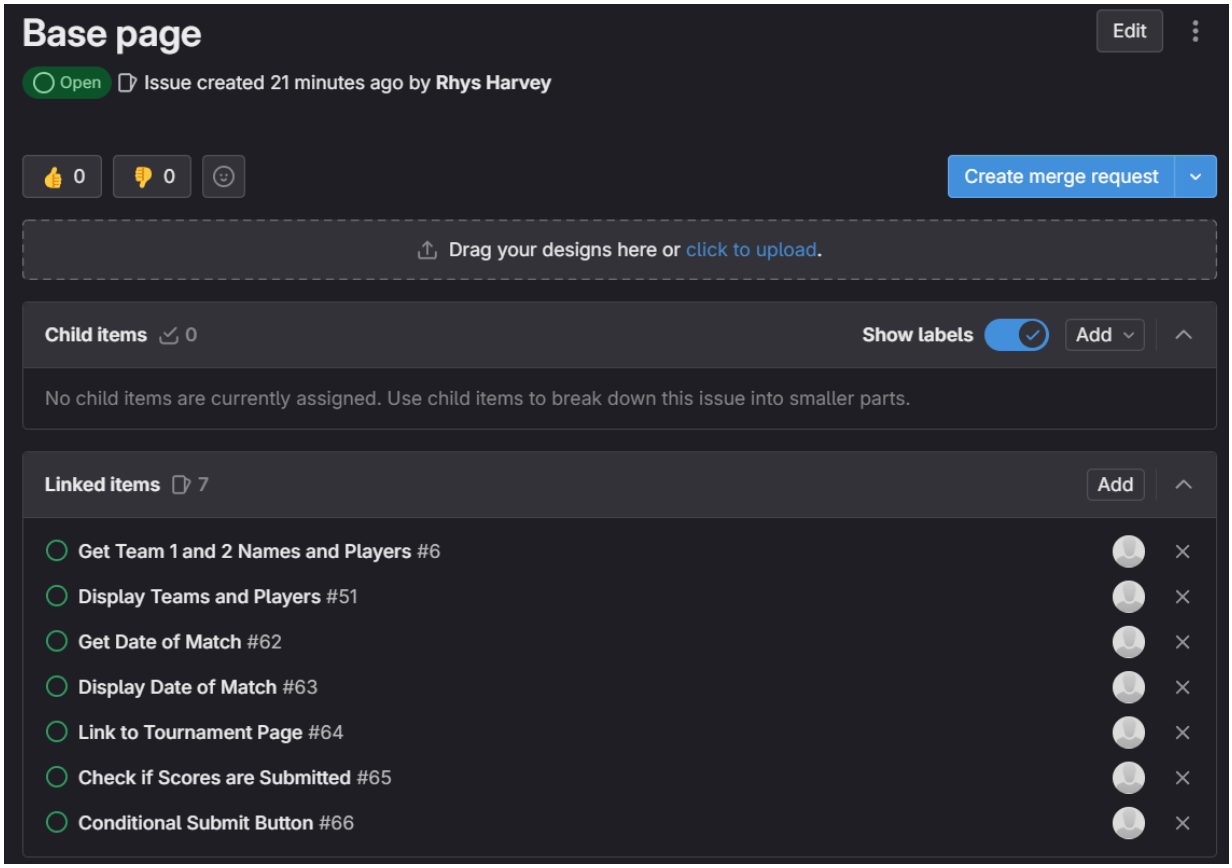
3 Kanban Feature Cards

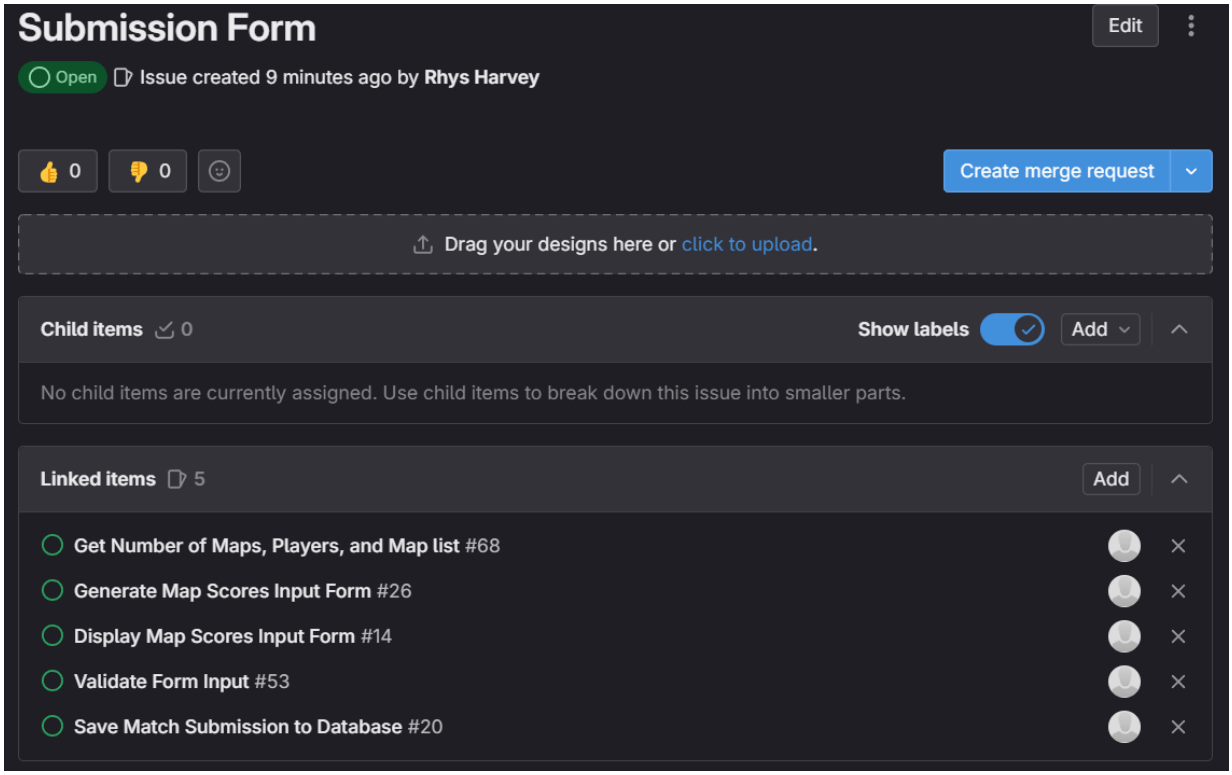


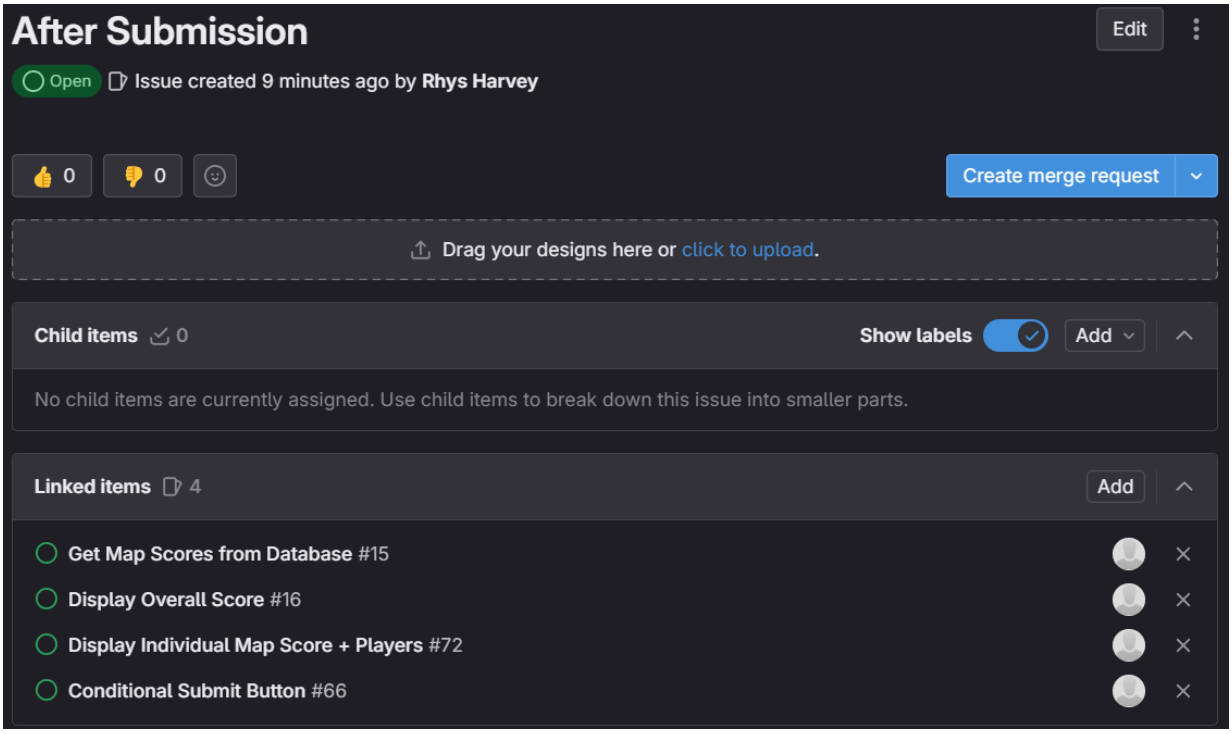


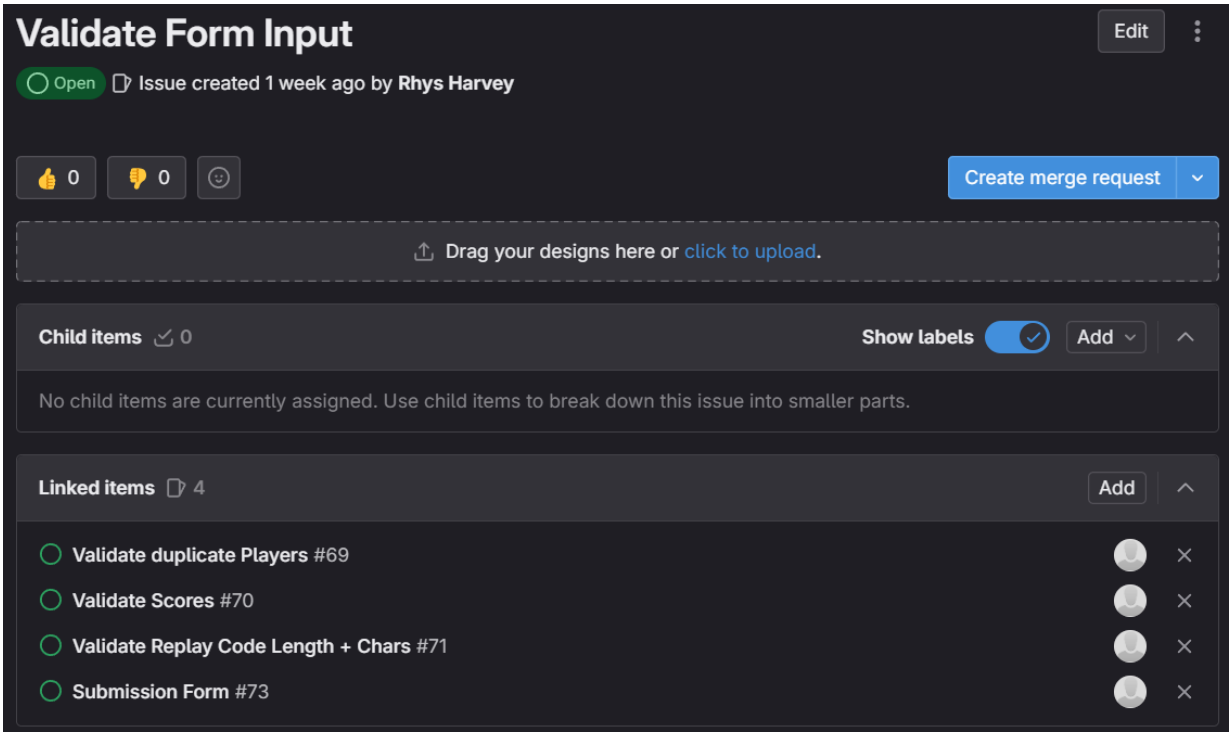

Rhys To Do
21
Validate duplicate Players
Back End
Rhys
#69
Validate Scores
Back End
Rhys
#70
Validate Replay Code Length + Chars
Back End
Rhys
#71
Save Match Submission to Database
Back End
Rhys
#20
Get Map Scores from Database
Back End
Rhys
#15
Display Overall Score
Front End
Rhys
#16
Display Individual Map Score + Players
Front End
Rhys
#72
Rhys In Progress
0
Rhys Complete
0

3.1 Linked Issues






After Submission
Edit
Open
Issue created 9 minutes ago by Rhys Harvey
0
0
Create merge request
Drag your designs here or click to upload.
Child items 0
Show labels
Add
No child items are currently assigned. Use child items to break down this issue into smaller parts.
Linked items 4
Add
Get Map Scores from Database #15
Display Overall Score #16
Display Individual Map Score + Players #72
Conditional Submit Button #66


Validate Form Input
Edit
Open
Issue created 1 week ago by Rhys Harvey
0
0
Create merge request
Drag your designs here or click to upload.
Child items 0
Show labels
Add
No child items are currently assigned. Use child items to break down this issue into smaller parts.
Linked items 4
Add
Validate duplicate Players #69
Validate Scores #70
Validate Replay Code Length + Chars #71
Submission Form #73

4 Timesheets

Team sheet Number/ID: Rhys2
Team member name: Rhys
Team representative (secrat: Haiwei
Team meeting sign off date: 08/02/24
Date from: 2/1/2024
Date until: 06/02/24

Task	Date	Start time	End time	Total Hours
Team Meeting - Ranking S1	01/02/24	11:30 AM	1:00 PM	1:30
Create Figma Template	01/02/24	2:30 PM	3:15 PM	0:45
Create Mockup for Match Page with Template	01/02/24	3:15 PM	4:15 PM	1:00
Recreate Template + Mockup With Heading	02/02/24	2:15 PM	4:30 PM	2:15
Team Meeting	05/02/24	1:30 PM	3:00 PM	1:30
Team Meeting - Prepare M1	06/02/24	12:30 PM	1:30 PM	1:00
				0:00

Total Hours **8:00**

Team sheet Number/ID: Rhys3
Team member name: Rhys
Team representative (secrat: Garence
Team meeting sign off date: 16/02/24
Date from: 2/8/2024
Date until: 12/02/24

Task	Date	Start time	End time	Total Hours
Team Meeting with Tutor - talk about S2	08/02/24	11:30 AM	12:30 PM	1:00
Researching + Experimenting with REST API	10/02/24	10:00 AM	11:40 AM	1:40
Start Creating UML Class Diagram	11/02/24	10:00 AM	11:00 AM	1:00
Draft out Research Report on REST API	02/02/24	11:00 AM	1:00 PM	2:00
Finialise Research Report on REST API	12/02/24	5:30 PM	6:15 PM	0:45
Finialise Research Report on REST API	12/02/24	9:00 PM	12:00 AM	3:00
				0:00

Total Hours **9:25**

Team sheet Number/ID: Rhys4
Team member name: Rhys
Team representative (secrat: Talha
Team meeting sign off date: 20/02/24
Date from: 2/13/2024
Date until: 18/02/24

Task	Date	Start time	End time	Total Hours
Team Meeting with Tutor - Discuss S2 / M2	13/02/24	2:00 PM	2:40 PM	0:40
Improve Kanban Cards	16/02/24	11:00 AM	11:30 AM	0:30
Team Meeting - Progress Check + plan for M2	16/02/24	12:30 PM	1:30 PM	1:00
Finalise Class Diagram and write JDL	18/02/24	11:00 AM	12:30 PM	1:30
				0:00
				0:00
				0:00

Total Hours **3:40**