1. **Search object by name**
   * Request

|  |  |  |  |
| --- | --- | --- | --- |
| **Method** | **Url** | | |
| **Post** | api/display\_object/search | | |
| Type | Params | Values | Description |
| HEADER | **Accept-Language** | string | Language which messages responded from server will be formatted.   * Default : en-US |
| BODY | **Name** | string | Name of an object that is displayed by search api. |
|  | | | |
| Use case |  | | |
| Access Role | * Museum * Admin | | |

* + Response

|  |  |
| --- | --- |
| Status | Content |
| **200** | {  name:"string",  text\_description:”string”;  image:”string”,  audio:”string”,  model:”string”,  video:”string”,  target\_id:”int”,  current\_status:”string”,  last\_status:”string”  } |
|  |  |
|  |  |
|  |  |

1. **Add new object**
   * Request

|  |  |  |  |
| --- | --- | --- | --- |
| **Method** | **Url** | | |
| **Post** | api/display\_object/add | | |
| Type | Params | Values | Description |
| HEADER | **Accept-Language** | string | Language which messages responded from server will be formatted.   * Default : en-US |
| BODY | **Name** | string | Name of an object that is displayed by search api. |
|  | **Text\_description** | string | Information of object of museum in text format. |
|  | **Audio** | string | Link to information of object of museum in audio format. |
|  | **Model** | string | Link to information of object of museum in 3D model format. |
|  | **Video** | string | Link to information of object of museum in video format. |
|  | **Target** | string | Name of target used for detect object. |
|  | **Current\_status** | string | Current tatus of object’s information. |
|  | **Last\_status** | string | Last tatus of object’s information. |
|  | | | |
| Use case |  | | |
| Access Role | * Museum | | |

* + Response

|  |  |
| --- | --- |
| Status | Content |
| **200** | Just need to return status then reload the table of object. |
|  |  |
|  |  |
|  |  |