HTTP interface to CasperExplorer server

Black text should/will appear as is; orange text should/will be substituted with values of the specified type.

get /data

Read current state of the app from server.

request body	response body
	{
	accounts: [
	string // zero or more
	1,
	keys: [
	string // zero or more
	1,
	payment: [
	string // zero or more
	1,
	session: [
	string // zero or more
]
	}

post /key

Create new key pair on the server identified by "name".

Any existing key pair saved under "name" will be overwritten.

request body	response body
{	{
name: string	status: boolean,
}	message: string, // if ! status
	<pre>publicKey: string</pre>
	}

put /key

Store new key pair uploaded from client and identified by "name".

Any existing key pair saved under "name" will be overwritten.

delete /key

Delete key pair identified by "name".

TBD: What about any corresponding account?

request body	response body
{	{
name: string	status: boolean,
}	message: string // if ! status
	}

post /account

Create account identified by public key of key pair identified by "name" and initialize its balance to "balance".

request body	response body
{	{
name: string,	status: boolean,
balance: int	message: string // if ! status
}	}

put /contract

Store new contract in the contract library.

```
request body

{
name: string,
type: string, // "payment", "session"
wasm: string // base64 encoded
}

response body

{
    status: boolean,
    message: string // if ! status
}
```

delete /contract

Delete contract identified by "name" from the contract library.

request body	response body
{	{
name: string	status: boolean,
}	message: string // if ! status
	}

post /contract

Deploy specified contracts to a node.

request body	response body
{	{
<pre>payment: string,</pre>	status: boolean,
<pre>paymentArgs: string,</pre>	message: string // if ! status
session: string,	}
sessionArgs: string	
}	

get /query

Query state of the DAG.

request body	response body
{	{
blockHash: string,	result: string
keyVariant: string, // enum	}
keyBytes: string,	
path: string	
}	