这些都是我从代码里直接截取出来的，iOS端所有数据都是以json形式接收，发送则是以parameter形式发送。对数据的处理大部分是在服务器端进行，手机端有一些简单的排序。

这里列出了34个restful api的交互，但是其中有很多写法上是完全一样的，也有很多是非常简单的发送一个string返回一个string的简单逻辑。代码是以swift 2.1， xcode 7.1编写。

struct EventData {

let id:String

let address\_city:String

let address:String

let address\_state:String

let autoAccept:Bool

let cloudinary:String

let image:String

let createdAt:String

let hostID:String

let location\_lat:Float

let location\_lng:Float

let location\_latApprox:Float

let location\_lngApprox:Float

let maxParty:Int

let acceptedGuests:Int

let totalGuests:Int

let placeType:Int

let price:Int

let spotsLeft:Int

let status:Int

let summary:String

let time\_deadline:String

let time\_endAt:String

let time\_startAt:String

let time\_zone:Int

let theme:String

let interaction:String

let note:String

let question:String

let updatedAt:String

let hostFirstName:String

let hostLastName:String

let hostPic:String

let reviewable:Int

let orderStatus:String

let hostOverallRating:Float

let guestList:NSArray

let hostReviewsCount:Int

}

edit event 允许用户在post event之后还可以修改

func editEvent(mealId:String, autoAccept:String, title:String, summary:String, pricePerGuest:String, maxParty:String, startAt:String, endAt:String, deadline:String, placeType:String, cloudinaryPublicId:String, interaction:String, note:String, questionForGuest:String, address:String, userId:String) -> String

检查地址是否合法，通过服务器调用google maps api查

func checkAddress(address:String) -> String

建立新event

func createEvent(userId:String, autoAccept:String, title:String, summary:String, pricePerGuest:String, maxParty:String, startAt:String, deadline:String, placeType:String, cloudinaryPublicId:String, address:String, endAt:String, interaction:String, note:String, questionForGuest:String) -> String

查之前host event的历史

func hostingList(dataArray:NSArray) -> [EventData]

查之前参加 event的历史

func attendingList(dataArray:NSArray) -> [EventData]

查所有可以参加的event列表

func explore\_All(input:NSArray) -> [EventData]

判断是否可以登陆

func loginVerify(userEmail:String, password:String) -> String

一对一聊天

struct Inbox {

let id:String

let toUserId:String

let userId:String

let content:String

let createdAt:String

let readBy:String

let fromFirstName:String

let fromLastName:String

let fromPicture:String

let toFirstName:String

let toLastName:String

let toPicture:String

}

发信息

func sendMessages(userId:String, content:String, toUserId:String) -> String

收所有信息

func getInbox(dataArray:NSArray) -> [Inbox]

发送那条notification已读

func readNotification(notificationId:String) -> String

struct Notification {

var id:String

var type:Int

var subType:Int

var createdAt:String

var hidden:Int

var mealId:String

var fromUserId:String

var toUserId:String

var content:String

}

获取所有notification

func getNotification(dataArray:NSArray) -> [Notification]

struct Order {

let id:String

let createdAt:String

let userId:String

let hostId:String

let mealEndAt:String

let mealId:String

let messageToHost:String

let respondTime:String

let status:String

let numberOfGuests:Int

//payment total

let donationPerGuest:Int

let total:Int

let userFirstName:String

let userLastName:String

let userPic:String

let hostFirstName:String

let hostLastName:String

let hostPic:String

let guestReviewsCount:Int

let guestTotalOverallRating:Int

let hostReviewsCount:Int

let hostOverallRating:Float

let hostCleanlinessRating:Float

let guestRate:Float

let guestEmail:String

let reviewableToGuest:Int

}

cancel order 用户不再参加一个event

func cancelOrder(userId:String, mealId:String) -> String

改变用户参加event的状态

func changeOrder(orderId:String, status:String) -> String

用户参加一个event

func attendEvent(userId:String, mealId:String, numberOfGuest:String) -> String

得到用户参加的所有event的order情况

func getOrder(dataArray:NSArray) -> [Order]

改变用户头像

func changePhoto(userId:String, cloudinary:String) -> Bool

从cdn获取照片

func getFriendPhoto(urlString: String) -> UIImage

func getMapImage(urlString: String) -> UIImage

用邮箱注册新账号

func emailRegister(firstName:String, lastName:String, email:String, password:String) -> String

用facebook token注册新账号

func facebookRegister(accessToken:String) -> String

struct Review {

let hostId:String

let mealId:String

let content:String

let createdAt:String

let overallRating:Int

let privateFeedback:String

let userId:String

let userToHost:Int

let guestFirstName:String

let guestLastName:String

let guestPic:String

let hostFirstName:String

let hostLastName:String

let hostPic:String

let communicationRating:Int

}

写新的review

func newReview(mealId:String, userId:String, guestId:String, content:String, userToHost:String, overallRating:String, communicationRating:String, privateFeedback:String, improvement:String) -> String

获取不同类型的review

func getReview(dataArray:NSArray) -> [Review]

func meToGuest(dataArray:NSArray) -> [Review]

func guestToMe(dataArray:NSArray) -> [Review]

func HostToMe(dataArray:NSArray) -> [Review]

func meToHost(dataArray:NSArray) -> [Review]

struct UserData {

let firstName:String

let lastName:String

var gender:String

var photo:String

var id:String

var memberSince:String

var description:String

var school:String

var work:String

var language:String

var guestRate:Float

var hostRate:Float

var verifyPhone:Int

var verifyEmail:Int

var verifyEdu:Int

var verifyFB:Int

var phone:String

var email:String

var reviewsCount:Int

var birthday:String

}

获取用户的信息

func profile(userId:String) -> UserData

将当前手机device token存进数据库

func addiOSToken(userId:String, deviceToken:String) -> String

修改用户信息

func editProfile(userId:String, gender:String, birthday:String, description:String, school:String, work:String, language:String) -> String

忘记密码，给用户邮箱发邮件重置密码

func forgotPassword(email:String) -> String

检测忘记密码时输入的邮箱是否存在

func emailCheck(email:String) -> Bool

检测是否能登录

func loginCheck(userEmail:String, password:String) -> String

验证手机号

func phoneVerifyOne(phone:String, userId:String) -> String

func phoneVerifyTwo(code:String, userId:String) -> String