Return the result for latency calculation

	SwipeEvent	swiper_id	swipee_id	LikeorNot
4	4	68	14	1
5	5	68	24	1
6	6	67	24	1
7	7	67	27	1
8	8	67	7	1
9	9	7	7	1
10	10	7	98	1
11	11	70	809	1
12	12	70	809	1
13	13	78	809	1
14	14	78	809	1
15	15	35	809	0

The above is the database design, the swipe event is the auto increment primary key.
LikeORNot is a boolean which appear to be a tinyInt (0 or 1)

In the get methods:
Matches use sql:

```
String matchSql = "SELECT swiper_id FROM swipe WHERE swipee_id = ?";
```

While stats use sql:

```
String dislikeCount = "select COUNT(*) FROM swipe WHERE LikeorNot = 0 AND
swipee_id = ? ";
String likeCount = "select COUNT(*) FROM swipe WHERE swipee_id = ? AND
LikeorNot = 1";
```

So the database stay as how it got posted but the get servlets would do all the hard lifting
regarding calculation .