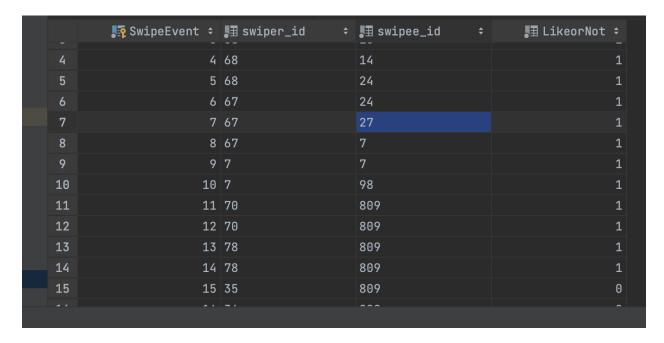


Return the result for latency calculation



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 .