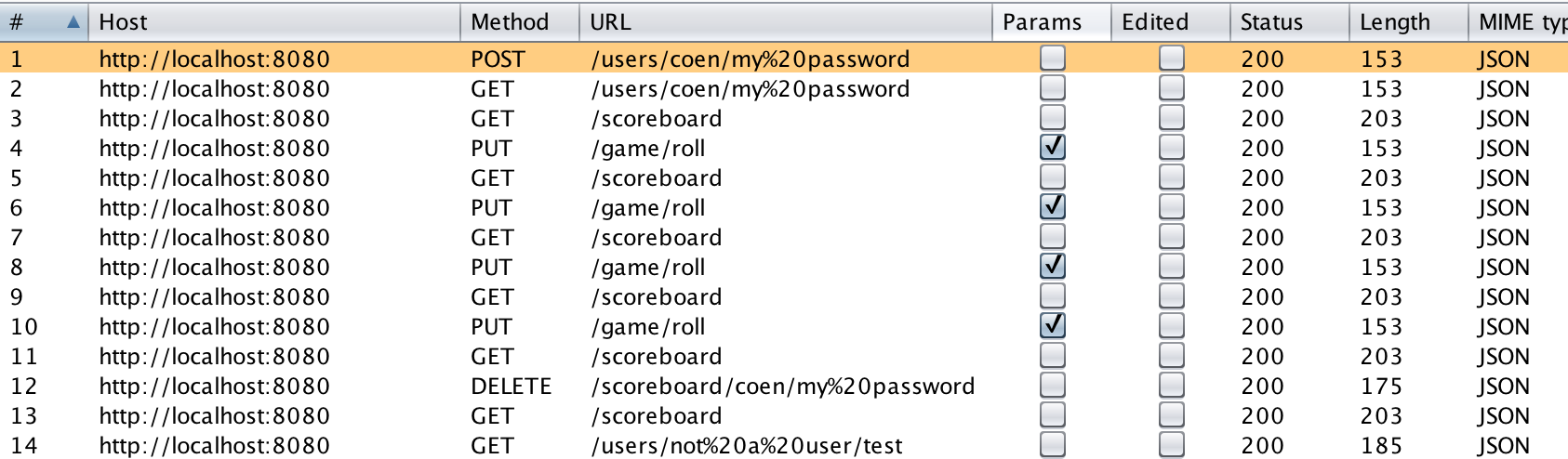
# Week 4 Rest



## GET

The GET is used within the application to login and to get the scoreboard. The login has a custom error message implemented like such:

HTTP/1.1 200

Content-Type: application/json

Date: Tue, 26 Sep 2017 10:47:28 GMT

Connection: close

Content-Length: 28

{"succes":true,"message":""}

HTTP/1.1 200

Content-Type: application/json

Date: Tue, 26 Sep 2017 10:48:54 GMT

Connection: close

Content-Length: 60

{"succes":false,"message":"Can't find username or password"}

For both a successful and unsuccessful request I am using the 200-response code. I also added a teapot endpoint which is **not** used within the client. The endpoints return the official 418-response code.

HTTP/1.1 418

Content-Type: text/plain

Date: Tue, 26 Sep 2017 11:07:55 GMT

Connection: close

Content-Length: 90

I'm a teapot.

The requested entity body is short and stout. Tip me over and pour me out.

Again, I return a list of scores to show the scoreboard:

HTTP/1.1 200

Content-Type: application/json

Date: Tue, 26 Sep 2017 10:47:55 GMT

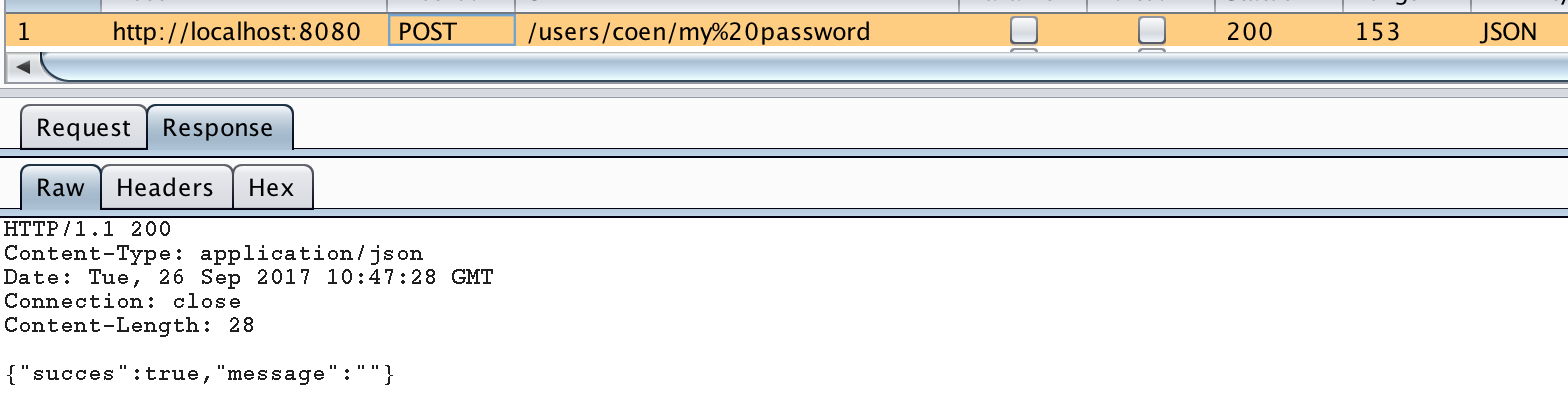
Connection: close

Content-Length: 78

{"results":[{"name":"a","wins":0,"loss":0},{"name":"coen","wins":0,"loss":0}]}

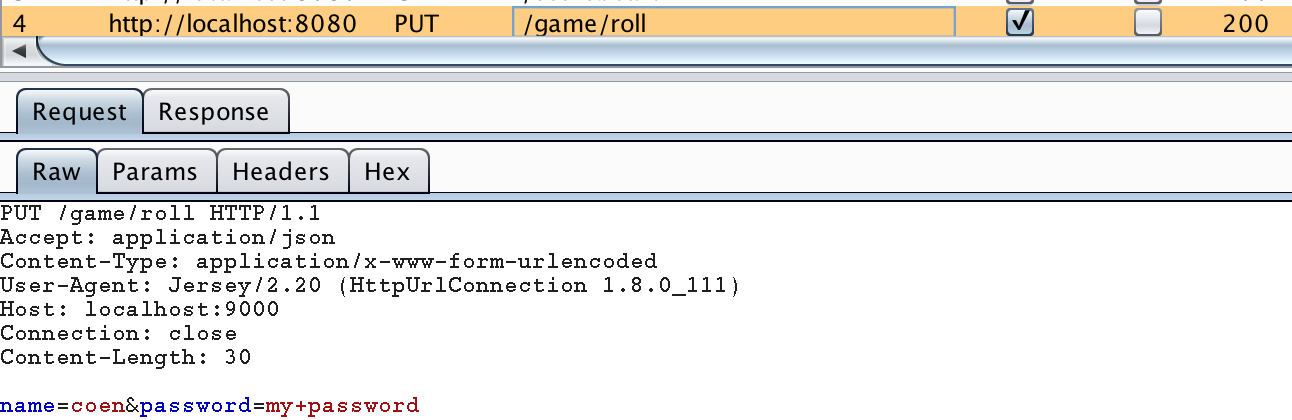
## POST

The POST is used to register a User. For this POST request, no form parameters are used. Instead of that I used the path variables, which make it look very similar to login.



## PUT

The PUT method is used to “roll the dice”. Not sure if it fits in the CRUD model, in the end it is updating a row of the scoreboard. But a GET method might be more appropriate because it is calling a procedure. For this endpoint FORM parameters are used for authentication.



## DELETE

The DELETE method is used to reset the score for that user on the scoreboard. This might not be appropriate again, because in fact the row still exists but is just back to initial value.

For this I wanted to use the FORM parameters again for authentication. But unfortunately it was not possible because it is for this application not possible to add a body to the DELETE method.

