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//
//  PlayGameDataRESTWebAPIModelAccessStrategy.swift
//  f30
//
//  Created by David on 05/02/2018.
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//

import SFCore
import SFModel
import SFSocial
import SFSerialization
import SFNet
import f30Core
import f30Model

/// A strategy for accessing the PlayGameData model data using a REST Web API
public class PlayGameDataRESTWebAPIModelAccessStrategy:
    RESTWebAPIModelAccessStrategyBase {

    // MARK: - Initializers

    private override init() {
        super.init()
    }

    public override init(connectionString: String,
                          storageDateFormatter: DateFormatter) {
        super.init(connectionString: connectionString,
                    storageDateFormatter: storageDateFormatter,
                    tableName: "PlayGameData")
    }

    // MARK: - Private Methods

    fileprivate func runQuery(byPlayGameID playGameID: String, into collection:
        ProtocolModelItemCollection, oncomplete completionHandler:@escaping
        ([String:Any]?, Error?) -> Void) {

        #if DEBUG

            if (ApplicationFlags.flag(key: "LoadPlayGameDataDummyDataYN")) {

                self.selectDummy(byPlayGameID: playGameID, into: collection,
                                oncomplete: completionHandler)

                return

            }

        #endif

        // Create the dataWrapper
        let dataWrapper: DataJSONWrapper = DataJSONWrapper()

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//dataWrapper.setParameterValue(key: "\
(PlayGameDataDataParameterKeys.LoadRelationalTablesYN)", value: "\
(loadRelationalTablesYN)")

// Create processResponse completion handler
let processResponseCompletionHandler: ([[String:Any]?, URLResponse?,
Error?) -> Void) =
{
    (data, response, error) -> Void in // [weak self]

    // Call the completion handler
    completionHandler(data, error)
}

// Create processResponse
let processResponse: ((NSMutableData?, URLResponse?, Error?) ->
Void) = self.getProcessResponse(oncomplete:
processResponseCompletionHandler)

// Create restApiHelper
let restApiHelper: RESTApiHelper = RESTApiHelper(processResponse:
processResponse, mode: RESTApiHelperMode.CompletionHandler)

// Get the Url
var urlString: String =
    NSLocalizedString("PlayGameDataSelectByPlayGameIDUrl", tableName:
    "RESTWebAPIConfig", comment: "")
urlString = String(format: urlString, playGameID)

// Call the REST Api
restApiHelper.call(urlString: urlString, httpMethod: .POST, data:
dataWrapper)
}

// MARK: - Override Methods

// MARK: - Dummy Data Methods

fileprivate func selectDummy(byPlayGameID playGameID: String, into collection:
ProtocolModelItemCollection, oncomplete completionHandler:@escaping
([String:Any]?, Error?) -> Void) {

    let responseString = NSLocalizedString("byPlayGameID", tableName:
    "PlayGameDataDummyRESTWebAPIResponse", comment: "")

    // Convert the response to JSON dictionary
    let data: [String:Any]? = JSONHelper.stringToJSON(jsonString:
    responseString) as? [String:Any]

    // Process the data
    let returnData: [String:Any]? =
    self.processRESTWebAPIResponse(responseData: data!)

    // Call the completion handler

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        completionHandler(returnData, nil)
    }
}

// MARK: - Extension ProtocolPlayGameDataModelAccessStrategy

extension PlayGameDataRESTWebAPIModelAccessStrategy:
    ProtocolPlayGameDataModelAccessStrategy {

    // MARK: - Public Methods

    public func select(byPlayGameID playGameID: String, collection:
        ProtocolModelItemCollection, oncomplete completionHandler:@escaping
        ([String:Any]?, ProtocolModelItemCollection?, Error?) -> Void) {

        // Create completion handler
        let runQueryCompletionHandler: ([String:Any]?, Error?) -> Void =
            self.getRunQueryCompletionHandler(collection: collection, oncomplete:
                completionHandler)

        // Run the query
        self.runQuery(byPlayGameID: playGameID, into: collection, oncomplete:
            runQueryCompletionHandler)
    }
}

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