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//
//  PlayGameRESTWebAPIModelAccessStrategy.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 PlayGame model data using a REST Web API
public class PlayGameRESTWebAPIModelAccessStrategy:
    RESTWebAPIModelAccessStrategyBase {

    // MARK: - Initializers

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

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

    // MARK: - Private Methods

    fileprivate func runQuery(byID ID: String, loadRelationalTablesYN: Bool, into
        collection: ProtocolModelItemCollection, onComplete
        completionHandler:@escaping ([String:Any]?, Error?) -> Void) {

        #if DEBUG

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

                self.selectDummy(byID: ID, loadRelationalTablesYN:
                    loadRelationalTablesYN, into: collection, onComplete:
                    completionHandler)

                return

            }

        #endif

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

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dataWrapper.setParameterValue(key: "\
(PlayGameDataParameterKeys.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: ((NSData?, 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("PlayGamesSelectByIdUrl", tableName:
    "RESTWebAPIConfig", comment: "")
urlString = String(format: urlString, ID)

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

fileprivate func runQuery(byRelativeMemberID relativeMemberID: String,
loadLatestOnlyYN: Bool, loadRelationalTablesYN: Bool, into collection:
ProtocolModelItemCollection, oncomplete completionHandler:@escaping
([String:Any]?, Error?) -> Void) {

    #if DEBUG

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

            self.selectDummy(byRelativeMemberID: relativeMemberID,
loadLatestOnlyYN: loadLatestOnlyYN, loadRelationalTablesYN:
loadRelationalTablesYN, into: collection, oncomplete:
completionHandler)

            return
        }

    #endif

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

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dataWrapper.setParameterValue(key: "\
(PlayGameDataParameterKeys.LoadLatestOnlyYN)", value: "\
(loadLatestOnlyYN)")
dataWrapper.setParameterValue(key: "\
(PlayGameDataParameterKeys.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: ((NSData?, 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("PlayGamesSelectByRelativeMemberIDUrl", tableName:
    "RESTWebAPIConfig", comment: "")
urlString = String(format: urlString,
                    relativeMemberID)

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

fileprivate func getPlayGameDataModelAdministrator() ->
PlayGameDataModelAdministrator? {

    // Get modelAdministratorProvider
    let modelAdministratorProvider: ProtocolModelAdministratorProvider? =
    self.delegate?.modelAccessStrategy(getModelAdministratorProvider: self)

    guard (modelAdministratorProvider != nil) else { return nil }

    // Get PlayGameDataModelAdministrator
    let pgdma: PlayGameDataModelAdministrator? =
    modelAdministratorProvider!.getModelAdministrator(key: "PlayGameData")
    as? PlayGameDataModelAdministrator

    return pgdma
}

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// MARK: – Override Methods
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public override func getRelationalDataWrapper(fromItem item:
    ProtocolModelItem) -> DataJSONWrapper? {

    let result:                                DataJSONWrapper? = DataJSONWrapper()

    // Create playGameDataWrappers
    let playGameDataWrappers:                DataJSONWrapper = DataJSONWrapper()
    playGameDataWrappers.ID = "PlayGameData"
    result?.Items.append(playGameDataWrappers)

    // Get PlayGameData item
    let pgd:                                PlayGameData? =
        self.getPlayGameDataModelAdministrator()!.collection!.getItem(propertyKey
            : "\(PlayGameDataDataParameterKeys.PlayGameID)", value: item.id) as?
            PlayGameData

    guard (pgd != nil) else { return nil }

    playGameDataWrappers.Items.append(pgd!.copyToWrapper())

    return result
}
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public override func setRelationalItems(fromWrapper relationalDataWrapper:
    DataJSONWrapper, for item: ProtocolModelItem, originalID: String) {

    // Get playGameDataWrappers
    var playGameDataWrappers:    DataJSONWrapper? = nil

    // Go through each item
    for item in relationalDataWrapper.Items {

        if (item.ID == "PlayGameData") {

            playGameDataWrappers = item

        }

    }

    guard (playGameDataWrappers != nil) else { return }

    #if DEBUG

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

            // Go through each item
            for pgd in
                self.getPlayGameDataModelAdministrator()!.collection!.items! {

                let pgd = pgd as! PlayGameData

                pgd.playGameID = item.id

            }

        }

    #endif
}
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        pgd.status      = .unmodified
    }

    return

}

#endif

// Go through each item
for pgdw in playGameDataWrappers!.Items {

    // Get OriginalID
    let oid: String? = pgdw.getParameterValue(key:
        "OriginalID")

    guard (oid != nil) else { continue }

    // Get PlayGameData item
    let pgd: PlayGameData? =
        self.getPlayGameDataModelAdministrator()!.collection!.getItem(id:
            oid!) as? PlayGameData

    guard (pgd != nil) else { continue }

    // Update PlayGameData
    pgd!.id      = pgdw.ID
    pgd!.playGameID = item.id
    pgd?.status  = .unmodified

}

}

// MARK: – Dummy Data Methods

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

    let responseString = NSLocalizedString("byID", tableName:
        "PlayGamesDummyRESTWebAPIResponse", 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
    completionHandler(returnData, nil)

}

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fileprivate func selectDummy(byRelativeMemberID relativeMemberID: String,
    loadLatestOnlyYN: Bool, loadRelationalTablesYN: Bool, into collection:
    ProtocolModelItemCollection, oncomplete completionHandler:@escaping
    ([String:Any]?, Error?) -> Void) {

    let responseString = NSLocalizedString("byRelativeMemberID", tableName:
        "PlayGamesDummyRESTWebAPIResponse", 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
    completionHandler(returnData, nil)

}

}

// MARK: - Extension ProtocolPlayGameModelAccessStrategy

extension PlayGameRESTWebAPIModelAccessStrategy:
    ProtocolPlayGameModelAccessStrategy {

    // MARK: - Public Methods

    public func select(byID ID: String, loadRelationalTablesYN: Bool, 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(byID: ID, loadRelationalTablesYN: loadRelationalTablesYN,
            into: collection, oncomplete: runQueryCompletionHandler)

    }

    public func select(byRelativeMemberID relativeMemberID: String,
        loadLatestOnlyYN: Bool, loadRelationalTablesYN: Bool, 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)

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// Run the query
self.runQuery(byRelativeMemberID: relativeMemberID, loadLatestOnlyYN:
  loadLatestOnlyYN, loadRelationalTablesYN: loadRelationalTablesYN, into:
  collection, oncomplete: runQueryCompletionHandler)
```

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}
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}
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