API

Overview

The API works as a way to remotely call specific functions from the system that are designed to work with it, it receives 3 values
c: The class name you are calling
m: The name of the method you are calling within the class c
data: The parameters passed to the method, in JSON format

For example, to retrieve the data from a patient, you need to call a function called get_user_data from a class named patient and you send also the id of this patient, you send the following
c: patient
m: get_user_data
data: {"id":"13332"}

The api looks for a class called "patient", creates an object, and verifies if the object has a method called "api_get_user_data" (We use that name convention to know that all the methods prefixed with "api_" are accessible via the api). Once the method name is validated, it's called with the parameter data and the result (must be an array) is passed to the API to be converted to Json and served to the client.

Classes and methods Available

Here you have a list of the classes and methods available so far, the parameters they expect to receive and the result in case of success.
the format is:
class name:method name
The following is the list of the parameters on the request, and the parameters given on the response

user:register

Request
email: string
password: string
first_name: string
last_name: string
birth_date: date

Response
id: integer
email: string
first_name: string
last_name: string
birth_date: date
status: int

user:login

Request
email: string
password: string

Response
id: integer
email: string
first_name: string
last_name: string
birth_date: date
status: int

game:create

Request
user_id: integer
screen_dpi: integer
screen_width: integer
screen_height: integer
sleep_time: integer
stress_level: integer

Response
@ game_session_id: integer

game:save_game_data

Request
game_session_id: int
timestamp: timestamp
fix: bool
gaze_x: double
gaze_y: double
left_x: double
left_y: double
left_pupil_size: double
left_pupil_x: double
left_pupil_y: double
right_x: double
right_y: double
right_pupil_size: double
right_pupil_x: double
right_pupil_y: double
reference_point_x: double
reference_point_y: double
data_type: int

Response
NULL