## **API Documentation**

Function	URL	Input	Output
Create Player	[POST] http://localhost:8080/a pi/v1/gameController/c reateuser/player/:playe rld/password/:passwor d	Path Variables playerId = hima12334 Password = 1234	<pre>If valid creation : {     "success": {         "password": "1234",         "history": [             "User hima12334 Created"         ],         "games": [],         "balance": 5000.0,         "userName": "hima12334"         },         "error": null }  If invalide creation : {         "success": null,         "error": {             "message": "User Already Sign Up"         } }</pre>
Get the balance of the specific User	[POST] http://localhost:8080/a pi/v1/gameController/b alance/:playerId	Path Variables playerId = hima12334	If Get Current Balance with valid player ID  Return Double value  {     "amount": 5000.0,     "error": null }

			If Get Current Balance with Invalid player ID  404 request will be generate
Bet amount	[POST] http://localhost:8080/a pi/v1/gameController/b et	[TYPE - JSON]  {   "amount":2,   "userId":"himaruksilva@gmail.com",   "mode":"PLAY_MONEY" }	If user bet from valid Player Id  {     "success": {         "accountBalance": 5058.0,         "round": {             "startingBalance": 5058.0,             "bet": 2.0,             "roundHistories": [                  {

Get the user history by player id	[GET] http://localhost:8080/a pi/v1/gameController/hi story/player/:playerId	Path Variables playerId = hima12334	If user get History from valid Player Id  "history": [
Get the user history by player id and the round number	[GET] http://localhost:8080/a pi/v1/gameController/hi story/player/:playerId/r ound/:round	Path Variables  playerId = hima12334 round = 1	If user get History from valid Player Id and valid round  {     "history": [         {             "startingBalance": 5000.0,             "endingBalance": 5000.0,             "roundHistories": [               {                  "type": "BASIC",                  "winAmount": 0.0               }               ]