Assignment 9 – If-Match  
COS318 – FA2017

Due Date: November 16th, 2017  
Turn in all files using Moodle

One thousand years ago, superstition and the sword ruled. It was a time of darkness; it was a world of fear. It was the age of Gargoyles. (https://www.youtube.com/watch?v=ygrEVnrg3Ic) In assignment nine, you’ll be ensuring that updates to your gargoyles don’t overwrite each other, since perhaps more than one person would be writing to your server at the same time. Maybe David Xanatos is using your controller…he never was too fond of the gargoyles.

This assignment will have one WebApi project with a GargoyleController and an html page with javascript that will make requests to the controller. The javascript must keep track of a current ETag with GET requests so it can use PATCH with If-Match.

1. **(10 Points) GargoyleModel**
   1. Create a class that represents a gargoyle, GargoyleModel.
   2. All gargoyles have four string properties; Name, Color, Size, and Gender. These properties are all required and should have a length of at least 1. Gargoyles also have an “Updated” property that is of type DateTime which has a value of when the gargoyle was last updated.
2. **(20 Points) GargoyleDatabase and IGargoyleDatabase**
   1. Create a GargoyleDatabase that maintains a list of gargoyles currently in the system. It should implement the interface IGargoyleDatabase.
   2. It will need methods that allow the creation and lookup of GargoyleModels.
   3. It should be initialized with at least two values when the server starts.
3. **(30 Points) GargoyleController**
   1. GargoyleController must support four endpoints. GET (all gargoyles), GET (a specific gargoyle by name), POST, and PATCH
   2. GET (a specific gargoyle) must set an ETag header representing the gargoyle in some way.
   3. POST must not allow two gargoyles with the same name to be in the system at the same time. If a second gargoyle is attempted to be created and it already exists in the database, return the appropriate error status code.
   4. PATCH requests must verify that the If-Match header of the request either is a wild card “\*”, or matches the ETag value of the gargoyle to be edited. Return appropriate status codes if the If-Match header value is not a value that allows an update.
   5. You must validate that the ModelState is valid on all POST and PATCH requests.
4. **(20 Points) Html and Javascript**
   1. Create an html page that can make requests to the server. It should have buttons for GET, PATCH, and POST. It should also have input fields for the four text properties of a gargoyle.
   2. The html page should display the current ETag (such as after a GET request for a specific gargoyle).
   3. The html page must show error messages and status codes when requests fail (such as not having the correct If-Match header values)
5. **(20 Points)** Code style, formatting, completeness, and quality.

The Rules

1. The controller is not allowed to validate the ModelState. This must be done in a filter or middleware.
2. All rules are cumulative, so all past rules also apply to this assignment.

Stretch Levels

If you already have a lot of experience with optimistic concurrency control, or if you just turn to stone during the day, try to complete these stretch levels for extra credit. If you try for the stretch levels, make sure to type it in the comments on Moodle so I don’t miss it.

**Hudson Level**

Add some CSS to your page to make it look nicer. Background colors, font colors, or anything that looks good.

**Lexington Level**

Add another button to your html page that sends a PATCH request with “\*” as your If-Match header value, forcing the update to be accepted.

**Goliath Level**

Update your filter that validates ModelState to also return an error message of which validation rule or rules failed.