

Character API

Overview

API for managing characters

Version information

Version : 1.0.0

Paths

POST /character/add

Parameters

Type	Name	Schema
Body	body <i>required</i>	body

body

Name	Schema
birth_year <i>required</i>	integer
eye_color <i>required</i>	string
hair_color <i>required</i>	string
height <i>required</i>	integer
id <i>required</i>	integer
mass <i>required</i>	integer
name <i>required</i>	string
skin_color <i>required</i>	string

Responses

HTTP Code	Description	Schema
201	Character created	Response 201
400	Validation error or character already exists	No Content

Response 201

Name	Schema
birth_year <i>optional</i>	integer
eye_color <i>optional</i>	string
hair_color <i>optional</i>	string
height <i>optional</i>	integer
id <i>optional</i>	integer
mass <i>optional</i>	integer
name <i>optional</i>	string
skin_color <i>optional</i>	string

DELETE /character/delete/{character_id}

Parameters

Type	Name	Description	Schema
Path	character_id <i>required</i>	The ID of the character to delete	integer

Responses

HTTP Code	Description	Schema
200	Character deleted	Response 200
400	Character not found	No Content

Response 200

Name	Schema
info <i>optional</i>	string

GET /character/get/{character_id}

Parameters

Type	Name	Description	Schema
Path	character_id <i>required</i>	The ID of the character to retrieve	integer

Responses

HTTP Code	Description	Schema
200	Character data	Response 200
400	Character not found	No Content

Response 200

Name	Schema
birth_year <i>optional</i>	integer
eye_color <i>optional</i>	string
hair_color <i>optional</i>	string
height <i>optional</i>	integer
id <i>optional</i>	integer
mass <i>optional</i>	integer
name <i>optional</i>	string
skin_color <i>optional</i>	string

GET /character/getAll

Responses

HTTP Code	Description	Schema
200	A list of characters	< Response 200 > array

Response 200

Name	Schema
birth_year <i>optional</i>	integer
eye_color <i>optional</i>	string
height <i>optional</i>	integer
id <i>optional</i>	integer
mass <i>optional</i>	integer
name <i>optional</i>	string