

Games Database API

Genres

Path: [/genre/all](#)

Method: GET

Returns: all the genres with **HttpStatus 200**. Example:

```
[
  {
    "id": 1,
    "name": "Horror"
  },
]
```

Path: [/genre/insert](#)

Method: POST

Parameters:

- name - the name of the genre

Returns:

The inserted genre with **HttpStatus 201** - if the genre is inserted successfully

```
{
  "id": 1,
  "name": "Horror"
}
```

Null with **HttpStatus 400** - if the genre already exist

Null with **HttpStatus 404** - if the genre is not inserted successfully

Path: [/genre/update](#)

Method: PUT

Parameters:

- id - the id of the genre that will be updated
- name - the name of the genre

Returns:

1. The updated genre with **HttpStatus 200** - if the genre is updated successfully

```
{
  "id": 1,
  "name": "Horror"
}
```

2. Null with **HttpStatus 404** - if the genre does not exist

3. Null with **HttpStatus 400** - if the genre is not updated successfully
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Path: [/genre/delete](#)

Method: DELETE

Parameters:

- id - the id of the genre that will be deleted

Returns:

1. **True** with **HttpStatus 200** - *if the genre is deleted successfully*
2. **False** with **HttpStatus 404** - *if the genre does not exist*