

Games Database API

Genres

Path: </genre/all>

Method: GET

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

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

Path: </genre>

Method: GET

Returns:

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

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

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

Path: </genre/insert>

Method: POST

Parameters:

- name - the name of the genre

Returns:

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

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

2. Null with **HttpStatus 400** - if the genre already exist
 3. 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*
-

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*