

de.htwberlin.kba.gr7.vocabduel.game_administration.export

Interface ScoreService

public interface **ScoreService**

Service for managing game scores, i.e. both registering them and accessing historic game scores.

Version:
1.0, May 2021

Author:
Sebastian Kehl, Lucas Larisch

Method Summary

All Methods Instance Methods Abstract Methods

Modifier and Type	Method and Description
de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame	finishGame (de.htwberlin.kba.gr7.v Finishes a game, i.e. determines its final s
java.util.List<de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame>	getPersonalFinishedGames (de.htwbe Collects and returns the games finished b
de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.ScoreRecord	getRecordOfUser (de.htwberlin.kba.

Method Detail

getPersonalFinishedGames

```
java.util.List<de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame> getPersonalFinishedGames(de.htwberlin.kba.gr7.vocabduel.game_administration.export.ScoreService user) throws de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.InvalidUserException, de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.UserOptimisticLockException, de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException;
```

Collects and returns the games finished by a given user, personalized in respect of this player's view (e.g. result = Two points for the given player, one point for its opponent → return an object marked as a WIN). The objects of this list contain easier interpretable data than just a plain score by including further relevant meta data.

Parameters:
user - User whose finished games are to be returned and for whom they are to be personalized.

Returns:
List of finished games including result data from the given player's point of view.

Throws:
de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.InvalidUserException - The user could not be found.
de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.UserOptimisticLockException - An OptimisticLock error in the user module occurred.
de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException - An OptimisticLock error in the game module occurred.

getRecordOfUser

```
de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.ScoreRecord getRecordOfUser(de.htwberlin.kba.gr7.vocabduel.user_administration.export.ScoreService user) throws de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.InvalidUserException, de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.UserOptimisticLockException, de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException;
```

Parameters:
user - User the record of is to be counted.

Returns:
Score record for the given player.

Throws:
de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.InvalidUserException - The user could not be found.
de.htwberlin.kba.gr7.vocabduel.user_administration.export.exceptions.UserOptimisticLockException - An OptimisticLock error in the user module occurred.
de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException - An OptimisticLock error in the game module occurred.

finishGame

```
de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame finishGame(de.htwberlin.kba.gr7.vocabduel.user_administration
    long gameId)
    throws de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.NoAccessException,
    de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException
```

Finishes a game, i.e. determines its final score and stores it. Afterwards, the finished game including its result personalized from the given player's point of view including easily interpretable meta data is returned (e.g. result = Two points for the given player, one point for its opponent → return an object marked as a WIN). This Method is in ScoreAdministration cause it results in an object with scores. All objects with scores have to be found here.

Parameters:

user - User the finished game incl. result is to be personalized for.

gameId - Id of the game the final score of is to be determined and stored.

Returns:

Finished game including result and meta-data from the given player's point of view.

Throws:

de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.UnfinishedGameException - The game does still have unfinished rounds, i.e. cannot be finished.

de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.NoAccessException - The triggering user/user the result is to be personalized for is not a player of the game instance.

de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.GameOptimisticLockException - An OptimisticLock error in the game module occurred.

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED | FIELD | CONSTR | METHOD](#) [DETAIL: FIELD | CONSTR | METHOD](#)