

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.

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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.vocabduel.user_administration.export.model.User user, long gameId) Finishes a game, i.e. determines its final score and stores it.
java.util.List<de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame>		getPersonalFinishedGames (de.htwberlin.kba.gr7.vocabduel.user_administration.export.model.User user) Collects and returns the games finished by a given user, personalized in respect of this player's view (e.g.
de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.ScoreRecord		getRecordOfUser (de.htwberlin.kba.gr7.vocabduel.user_administration.export.model.User user)

Method Detail

getPersonalFinishedGames

java.util.List<de.htwberlin.kba.gr7.vocabduel.game_administration.export.model.PersonalFinishedGame> getPersonalFinishedGames(de.htwberlin.kba.gr7.vocabduel.user_administration.export.model.User 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.model.User 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.export.model.User user,
                                                                    long gameId)
                                                                    throws de.htwberlin.kba.gr7.vocabduel.game_administration.export.exceptions.UnfinishedGameException,
                                                                    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.