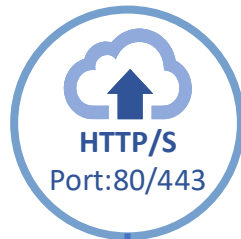
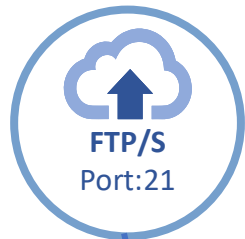


## API SPECIFICATION

### File Upload Endpoints

### File Query Endpoint



### AUTHENTICATION LAYER

### UPLOADS

### FILE VALIDATOR

### FILE CONTROLLER

### FILE ARCHIVE

### DBASE

Once the file is uploaded, the file validator process the file to make sure that it has a valid filename and a valid schema. If it fails then the file is rejected and deleted.

Query the file controller in order to check whether a file has been accepted by the file validator.

### ACCESSING THE ENDPOINTS

There are three methods to upload reports:

#### File Transport Protocol Secure

<https://uploads.mga.org.mt>

Use username and password supplied by MGA

#### HTTP Secure

<https://earp.mga.org.mt>

Use username and password supplied by MGA and follow instructions detailed in Accessing the API

#### Amazon S3 (secure)

<s3://s3.mga.org.mt>

A separate Access Key and Secret Key shall be proved by the MGA

If a file is validated successfully, it is issued a one time hash. The hash can be retrieved by issuing a File Status Check (See API Access)

### ACCESSING THE API

All users must be authenticated before using the API.

#### Authentication

Use <http://earp.mga.org.mt/auth/login>

With the following keys in the body using **x-www-form-urlencoded** with a POST method:

Key	Value
username	Supplied by MGA
password	Supplied by MGA

This will return a token on successful authentication. This token must be used in all headers using the **x-access-token** key.

#### File Upload

Use <http://earp.mga.org.mt/file/uploadfile>

With the following keys in the body using **x-www-form-urlencoded** with a POST method:

Key	Value	Type
report	path_of_file_to_upload	file

#### Check File Status

To check the file status that has been uploaded previously, use:

[http://earp.mga.org.mt/file/name\\_of\\_file](http://earp.mga.org.mt/file/name_of_file)

#### Get File Hash

To get hash of a particular file use:

[http://earp.mga.org.mt/file/hash/name\\_of\\_file](http://earp.mga.org.mt/file/hash/name_of_file)

