API AREA

Preface

This Project is made by Benjamin Piriac, Mark-Antoinne Wittling, Matieu Dèru, Stànislass Hérron, Jean Bougnarel and Mikael Gerard, for Epitech.

Introduction

The AREA is a simple dashboard with services. Each services have action or reaction. Some of them will need OAuth2. It is build with docker. The purpose of the project is to creating AREA:

- Action: A predefined event triggering a reaction (like a new post from someone on reddit)
- REAction : Predefined event supposed to be trigger by a action (like post a new image on imgur)

The project is compose of:

- Client: call the api and display informations, run on port 8081
- **API / Server:** manage database and call externe api and send information to the client, running on port 8080
 - Mobile client : available on localhost:8081/client.apk
 - Mong data base: A data base by mongodb, available on the port 27017

API Routes

The following commands explain there ows use

Connect - POST

/connectUser

```
Body:
    username: username of the user
    password: password of the user

Connect a user, return success or fail.
return exemple:
{
    success: True
    message: "User connected"
    token: "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9...t2ot3Urfre4egTFGEE"
}
Status Success: 201
Status Error: 401
```

Create user - POST

```
/createUser
Body:
       username: username of the user
       password : password of the user
Connect a user, return success or fail.
return exemple:
 success: True
message: "User created"
 token : "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9...t2ot3Urfre4egTFGEE"
}
Status Success:
                      201
Status Error:
                      401
All next request need a specific header:
       access_token: Token recieve on the connection
Create area - POST
/CreateArea
Body:
       action: Action for the area
       reaction: Reaction for the area
       All parameter needed by the action and the reaction, exemple:
               city: City for the weather
               channel_id: Channel to post a message
               message: message to post
```

Create a AREA. return exemple: success: True message: "Area created successfully" Status Success : 201 Status Error: 401

Get area- GET

/GetArea

```
Get all AREA of the user.
return exemple:
   {
       _id: "5e25e05471f19f0107f86672",
       area_id: "405ope7bk5mpo3hi",
       user id: "405ope1mk5mpevm0",
       action: "weather_time",
       action params: {
            city: "Nantes",
            time: "10:10"
       reaction: "discord send message",
       reaction_params: {
            channel_id: "12435",
           message: "the weather is {weather}"
   }
Status Success:
                      201
Status Error:
                      401
Update area - POST
/UpdateArea
Body:
       area_id: Id of the Area
       action: Action for the area
       reaction: Reaction for the area
       All parameter needed by the action and the reaction, exemple :
              city: City for the weather
              channel_id: Channel to post a message
              message: message to post
Update a AREA.
return exemple:
{
 success: True
message: "Area updated"
Status Success:
                      201
Status Error:
                      401
```

Delete area - Delete

/CreateArea

```
Body:
    area_id : Id of the area

Delete a AREA.
return exemple:
{
    success : True
    message : "Area deleted"
}
Status Success : 201
Status Error : 401
```

Add token - POST

/auth/addToken

```
Param:
       app: Name of the application the user is connected
Body:
       service: The name of the service
       access_token: Token returned by the auth2
       refresh_token: Token returned by the auth2
       expires_in: Expiration returned by the auth2
Save token from authentication in differents services.
return exemple:
{
 success: True
message: "Token saved"
Status Success :
                       201
Status Error :
                       401
```

Get services - GET

/auth/getServices

Status Error :

```
Get the services the user is connected to.

return exemple:
{
    Discord: True,
    Reddit: True,
    Imgur: False,
    Steam: True
}

Status Success: 201
```

401