

# Class: UserHero

## UserHero(DB)

User and Hero relationship class

## Constructor

`new UserHero(DB)`

### Parameters:

Name	Type	Description
DB	class	insert our db connection class

Source: [src/models/userHero.model.js, line 12](#)

## Methods

`(async) bestDCHero() → {array}`

Get the best DC heroes from db

Source: [src/models/userHero.model.js, line 191](#)

### Returns:

if the function is successful it will return an array of elements from the DB, if not it will be returned indicating that there has been a failure

Type  
array

`(async) bestMarverHero() → {array}`

Get the best marvel heroes from db

Source: [src/models/userHero.model.js, line 170](#)

## Home

### Classes

AdminController  
AdminService  
ApiHeroController  
ApiHeroService  
AuthController  
AuthService  
BaseService  
DBConexion  
Hero  
HeroController  
HeroService  
Server  
Team  
TeamController  
TeamService  
User  
UserController  
UserHero  
UserHeroController  
UserHeroService  
UserService

### Global

\_config  
conexion  
config  
container  
cors  
DB  
express  
generateToken  
isAdmin  
swaggerUi

### Returns:

if the function is successful it will return an array of elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(*async*) bestOtherHero() → {array}

Get the best other heroes from db

Source: [src/models/userHero.model.js, line 181](#)

### Returns:

if the function is successful it will return an array of elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(*async*) commentHero(body) → {*\**}

comment a hero

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 103](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type  
*\**

(*async*) deleteCHero(body) → {*\**}

delete comment from a hero

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 114](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type

\*

(async) favoriteUH(body) → {\*}

upgrade to favorite

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 71](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type

\*

(async) followUH(body) → {\*}

upgrade to follow

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 49](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type  
\*

(async) `get(id) → {array}`

get all the heroes related to the user

### Parameters:

Name	Type	Description
id	number	id of the user

Source: [src/models/userHero.model.js, line 125](#)

### Returns:

if the function is successful it will return one or more elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(async) `getCommentHero(idUser, idHero) → {array}`

Get the comment of a user hero

### Parameters:

Name	Type	Description
idUser	number	id of the user
idHero	number	id of the Hero

Source: [src/models/userHero.model.js, line 148](#)

### Returns:

if the function is successful it will return one elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

`(async) getFav(id) → {array}`

get all favorite heroes from a user

#### Parameters:

Name	Type	Description
id	number	id of the user

Source: [src/models/userHero.model.js, line 136](#)

#### Returns:

if the function is successful it will return one or more elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

`(async) getHeroComments() → {array}`

Get all hero comments

Source: [src/models/userHero.model.js, line 225](#)

#### Returns:

if the function is successful it will return an array of elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

`(async) getHeroRateScore() → {number}`

Get the hero rating score

Source: [src/models/userHero.model.js, line 236](#)

#### Returns:

if the function is successful it will return the hero rate from the DB, if not will be returned indicating that there has been a failure

Type  
number

```
(async) getHeroUsu(idUser, idHero) →  
{array}
```

Get a hero and a user relationship

#### Parameters:

Name	Type	Description
idUser	number	id of the user
idHero	number	id of the Hero

Source: [src/models/userHero.model.js, line 214](#)

#### Returns:

if the function is successful it will return one element from the DB, if not will be returned indicating that there has been a failure

Type  
array

```
(async) getVoteHero(idUser, idHero) →  
{array}
```

Get the vote of a user hero

#### Parameters:

Name	Type	Description
idUser	number	id of the user
idHero	number	id of the Hero

Source: [src/models/userHero.model.js, line 160](#)

#### Returns:

if the function is successful it will return one elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(*async*) InsertUH(*body*) → {*\**}

Insert a user with a hero in the db

#### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 39](#)

#### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type  
\*

(*async*) match(*body*) → {array}

Get the link of a user with a hero

#### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 28](#)

#### Returns:

if the function is successful it will return one or more elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(*async*) mostFollowHeros() → {array}

Get the most followed heroes

Source: [src/models/userHero.model.js, line 202](#)

### Returns:

if the function is successful it will return an array of elements from the DB, if not will be returned indicating that there has been a failure

Type  
array

(**async**) **unfavorite(body)** → {**\***}

upgrade to Unfavorite

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 81](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type  
\*

(**async**) **unfollowUH(body)** → {**\***}

upgrade to Unfollow

### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 60](#)

### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite



Type  
\*

(`async`) `voteHero(body)` → `{*}`

vote a hero

#### Parameters:

Name	Type	Description
body	object	body of the element that brings the path

Source: [src/models/userHero.model.js, line 92](#)

#### Returns:

if the function has been successful, a resolve will be returned indicating that it could be created, otherwise will be returned indicating the opposite

Type  
\*