



Endpoints Presentation

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1. Endpoint

LuckyDrawCashBack()

- **lucky draw cashback function** rewards a random user with a cashback equal to the price of their cheapest purchase.
- **How It Works**
 - 1- **Check** if there are buyers (buyersUsers list).
 - 2- **Pick Random User** using Random.
 - 3- **Find Cheapest Item** in their purchase history.
 - 4- **Add Cashback** to their balance.
 - 5- **Return the Updated User.**

2. Endpoint

`addDiscount(String
userid, String productid,
double discount)`

- `addDiscount` **function** that adds a discount on specific product by admin.

- **How It Works**

- 1- Admin Access Only:** Checks if the user is an admin.
- 2- Product Check:** Finds the product id in the catalog.
- 3- Apply Discount:** Updates the product's price.
- 4- Returns Status:** Gives clear feedback if the operation fails or succeeds.

3. Endpoint

`generateGiftCard`
(String userid, int value)

- `generateGiftCard` **function** allows a user to create a gift card if they have sufficient balance.

- **How It Works**

- 1- Check User Exists:** Finds the user by ID.
- 2- Verify Balance:** Ensures the user has enough funds.
- 3- Generate Code:** Creates a unique gift card code using the value and random characters.
- 4- Save Code:** Adds the gift card to the user's and system's lists.
- 5- Status Feedback:** Returns a clear code for success or failure.

4. Endpoint

redeemGiftCard

(String userid, String code)

- **redeemGiftCard function** allows a user to redeem a gift card.
- **How It Works**
 - 1- Check User Exists:** Finds the user in the system using their userid.
 - 2- Validate Gift Card:** Verifies if the gift card code exists in the list of generated cards.
 - 3- Redeem Gift Card:**
 - Extracts the value from the code (e.g., from 100CE).
 - Adds the value to the user's balance.
 - Removes the card from both the system and user's gift card lists.
 - 4- Status Feedback:** Returns a clear code for success or failure.

5. Endpoint

inviteRewards

(String newuserid, String
hostuserid)

- **inviteRewards function** rewards both the inviter (host) and the invited user when a valid invitation is processed.

- **How It Works**

1- Check Host Exists: Finds the inviter (hostuserid) in the system.

2- Check New User Exists: Validates that the invited user (newuserid) is in the system.

3- Apply Rewards: Both the host and the new user receive **25** balance in their balances.

4- Status Feedback: Returns a clear code for success or failure.

Thank you

