Twitter HashTag API

Twitter HashTag API is a dedicated API running searches against the real-time of recent Tweet. There are a number of important things to know before using the **Twitter HashTag API**. The main purpose of this API is to provide the tweets of certain hashtag and its associated information. The main reason for developing this API is to provide the tweets of all time for hashtag (#tag) as twitter API doesn't provide the tweet older than 6-9days. We cannot get tweet older than a week. So, this API provides the tweet of all time.

Resource URL

localhost/twitter/public/tweetapi?hash=hashtag&num=number of tweet

for example:

localhost/twitter/public/tweetapi?hash=%23mobilenepal&num=5

Above, example will give the recent five tweet of the hashtag #mobilenepal.

Parameters

hash(required)	URL-Encoded hashtag should be given which are added by Twitter Hash Tag admin.
num (optional)	Number should be given to this parameter. It is optional if num is not given by default ten tweets are given. This parameter gives the number of tweets required. If the requested number is greater than available tweets than all tweets are given

Resource Output Format:

The output format of the API will be in json.

For example:

Output of the above request will be like:

```
"","TweetID":"229890800841027584","UserID_NO":"309007570","UserID_":"MobileNe
 JSON
                              pal","UserName":"MobileNep","Tweets":"Training on AndEngine for Android 2D games development:
                             http:\/\t.co\/hRKGbG0J #mobilenepal","DateTime":"Mon, 30 Jul 2012 10:46:52
                              +0000", "image": "http:\/\a0.twimg.com/profile_images\/1378501038\/favicon_normal.png"}, "HashTag": "#mobilenepal", "T
                              weetID": "229101067844067328", "UserID_NO": "21175438", "UserID": "samrakchan", "UserName": "Samrakchan": "Samrakcha
                             Ghimire", "Tweets": "@Reittes explaining about uses permission WAKE_LOCK, it prevents from locking screen #andengine
                             #gamedevelopment #mobilenepal", "DateTime": "Sat, 28 Jul 2012 06:28:45
                              +0000","image":"http:\/\a0.twimg.com\/profile_images\/1488405264\/2011-06-
                             28_10.36_normal.jpg"},{"HashTag":"#mobilenepal","TweetID":"229093012431593472","UserID_NO":"50059618","UserI
                              D": "bhoowan", "UserName": "bhu wan \u00ae", "Tweets": "RT @samrakchan: @Reitties explaining Atlas size, memory
                             location, texture region at #mobilenepal #andengine", "DateTime": "Sat, 28 Jul 2012 05:56:45
                              +0000","image":"http://\a0.twimg.com/profile_images\/2428097068\/tu4gurouc35qp5xcugpn_normal.jpeg"},{"HashTag":"
                              #mobilenepal","TweetID":"229092579713630210","UserID_NO":"21175438","UserID":"samrakchan","UserName":"Samra
                             kchan Ghimire", "Tweets": "@Reitties explaining Atlas size, memory location, texture region at #mobilenepal
                             #andengine", "DateTime": "Sat, 28 Jul 2012 05:55:01
                              +0000","image":"http:\/\/a0.twimg.com\/profile_images\/1488405264\/2011-06-
                             28_10.36_normal.jpg"},{"HashTag":"#mobilenepal","TweetID":"229091572417974272","UserID_NO":"21175438","UserI
                              D":"samrakchan","UserName":"Samrakchan Ghimire","Tweets":"@Reitties says: normally one engine has only one scene
                              #Andengine #mobilenepal", "DateTime": "Sat, 28 Jul 2012 05:51:01
                              +0000","image":"http:\/\/a0.twimg.com/profile_images\/1488405264\/2011-06-
                             28_10.36_normal.jpg"}],"url":"hashtag.php?hash=%23mobilenepal"}
JSON
                              Array
                               'data'
decode
                                 array
to
                                       'HashTag' => string '#mobilenepal' (length=12)
array
                                       'TweetID' => string '229890800841027584' (length=18)
                                       'UserID_NO' => string '309007570' (length=9)
                                       'UserID' => string 'MobileNepal' (length=11)
                                       'UserName' => string 'MobileNep' (length=9)
                                       'Tweets' => string 'Training on AndEngine for Android 2D games development: http://t.co/hRKGbG0J #mobilenepal'
                                       'DateTime' => string 'Mon, 30 Jul 2012 10:46:52 +0000' (length=31)
                                       'image' => string 'http://a0.twimg.com/profile_images/1378501038/favicon_normal.png' (length=64)
                                    array
                                      'HashTag' => string '#mobilenepal' (length=12)
                                       'TweetID' => string '229101067844067328' (length=18)
                                       'UserID_NO' => string '21175438' (length=8)
                                       'UserID' => string 'samrakchan' (length=10)
                                      'UserName' => string 'Samrakchan Ghimire' (length=18)
                                      'Tweets' => string '@Reittes explaining about uses permission WAKE_LOCK, it prevents from locking screen
                              #andengine #gamedevelopment #mobilenepal' (length=125)
                                       'DateTime' => string 'Sat, 28 Jul 2012 06:28:45 +0000' (length=31)
                                       'image' => string 'http://a0.twimg.com/profile_images/1488405264/2011-06-28_10.36_normal.jpg' (length=73)
                                    arrav
                                      'HashTag' => string '#mobilenepal' (length=12)
```

```
'TweetID' => string '229093012431593472' (length=18)
      'UserID_NO' => string '50059618' (length=8)
      'UserID' => string 'bhoowan' (length=7)
      'UserName' => string 'bhu wan ®' (length=10)
      'Tweets' => string 'RT @samrakchan: @Reitties explaining Atlas size, memory location, texture region at #mobilenepal
#andengine' (length=107)
      'DateTime' => string 'Sat, 28 Jul 2012 05:56:45 +0000' (length=31)
      'image' => string 'http://a0.twimg.com/profile_images/2428097068/tu4gurouc35qp5xcugpn_normal.jpeg' (length=78)
   3 =
    array
      'HashTag' => string '#mobilenepal' (length=12)
      'TweetID' => string '229092579713630210' (length=18)
      'UserID_NO' => string '21175438' (length=8)
      'UserID' => string 'samrakchan' (length=10)
      'UserName' => string 'Samrakchan Ghimire' (length=18)
      'Tweets' => string '@Reitties explaining Atlas size, memory location, texture region at #mobilenepal #andengine'
(length=91)
      'DateTime' => string 'Sat, 28 Jul 2012 05:55:01 +0000' (length=31)
      'image' => string 'http://a0.twimg.com/profile_images/1488405264/2011-06-28_10.36_normal.jpg' (length=73)
   4 =
    array
     'HashTag' => string '#mobilenepal' (length=12)
      'TweetID' => string '229091572417974272' (length=18)
      'UserID_NO' => string '21175438' (length=8)
      'UserID' => string 'samrakchan' (length=10)
      'UserName' => string 'Samrakchan Ghimire' (length=18)
      'Tweets' => string '@Reitties says: normally one engine has only one scene #Andengine #mobilenepal' (length=78)
      'DateTime' => string 'Sat, 28 Jul 2012 05:51:01 +0000' (length=31)
      'image' => string 'http://a0.twimg.com/profile_images/1488405264/2011-06-28_10.36_normal.jpg' (length=73)
 'url' => string 'hashtag.php?hash=%23mobilenepal' (length=31)
```