

# Interface Design Description - offer-contract

5 februari 2020

<b>1 Interface Design Description Overview</b>	<b>1</b>
<b>2 Interfaces</b>	<b>2</b>
2.1 Request structure . . . . .	2
2.2 Response structure . . . . .	2

## 1 Interface Design Description Overview

The offer-contract service is used to allow systems to offer a contract to buy some piece of data from other systems. When a system makes an offer to the offer-contract service the contract system will publish the offer through the event handler using the event REQUEST\_RECEIVED to allow for the systems which might hold the data to easily get the offer. Offer-contract uses HTTP/SECURE/JSON.

Table 1 Pointers to SD documents.

Service description	Path
offer-contract	Service_Description__SD___offer_contract.pdf

Document title	Document type
Interface Design Description - offer-contract	
Date	Version
5 februari 2020	1.2
Author	Status
Carl Borngrund	Proposed
Contact	Page
carl.borngrund@ltu.se	2(2)

## 2 Interfaces

### 2.1 Request structure

The service of offer-contract is a REST API endpoint which is accessed by a POST request. The structure of the JSON object can be seen below:

```

1 {
2   "offer-amount": Integer,
3   "ident-hash": String,
4   "data-hash": String,
5   "request-address": String,
6   "request-port": Integer
7 }
```

The offer-amount is the amount of currency which the system is willing to pay for the data. The ident-hash is the hash which allows the buyer of data to identify itself to the contract system and the seller of the data. The data-hash is the hash which identifies the data which the system wants to buy. Lastly the request-address and request-port is the buyers address and port to allow for the contract system to relay the acception or rejection of the offer.

### 2.2 Response structure

The offer-contract service will response with a HTTP response of:

- 200 OK if the offer was published
- 400 Bad request if the request structure is incomplete/incorrect
- 401 Unauthorized if the standard arrowhead authorization protocol is not followed