

Creating Services for the Web - Exam Paper Duration: 60 minutes | Marks: 15

Question:

A game studio needs to make a game "Game_xxx" with the database design below. Please create services (Restful API). Using knowledge of CSW subject to create service.

No	Endpoint	Method	Description
1	http://localhost:8080/item	Post	Insert Item to item_t table. Return { "Status": "True", "ErrorCode": "200" }
2	http://localhost:8080/player	Post	Insert Item to player_t table Return { "Status": "True", "ErrorCode": "200" }
3	http://localhost:8080/playerbuyi tem	Post	Insert Item to player_item_t table Return { "Status": "True", "ErrorCode": "200" }
4	http://localhost:8080/playerinfo	Get	Return list object as below format [{ "PlayerId": "1", "PlayerName": "Nguyen", "PlayerNational" :"Viet nam", "ItemName": "Hero 1", "Price" :"5.00", "ItemTypeName": "Attach" }]

Database information:

Database Name: game_xxx

```
CREATE TABLE item_type_t (
   item_type_id INT AUTO_INCREMENT NOT NULL,
   item_type_name VARCHAR(50),
   PRIMARY KEY (item_type_id)
);
```

```
CREATE TABLE item_t (
   item id VARCHAR(10) NOT NULL,
   item name VARCHAR(120),
   item type id INT,
  price DECIMAL(21, 6),
   PRIMARY KEY (item_id),
   CONSTRAINT FK ItemTable ItemTypeTable FOREIGN KEY (item type id)
REFERENCES item_type_t (item_type_id)
CREATE TABLE player t (
   player id INT AUTO INCREMENT NOT NULL,
   player name VARCHAR(120),
   player national VARCHAR(50),
  PRIMARY KEY (player id)
);
CREATE TABLE player_item_t (
   item id VARCHAR(10) NOT NULL,
   player_id INT NOT NULL,
   PRIMARY KEY (item_id, player_id),
   CONSTRAINT FK PlayerItem ItemTable FOREIGN KEY (item id) REFERENCES
item_t (item_id),
   CONSTRAINT FK_PlayerItem_PlayerTable FOREIGN KEY (player_id)
REFERENCES player_t (player_id)
);
INSERT INTO item type t (item type name) VALUES ('Attach'), ('Defense');
```

Marking Schema:

Question	Mark
Create entities: ItemType, Item, Player	4
Create API No 1	3
Create API No 2	3
Create API No 3	3
Create API No 4	2
Total	15