DATA PLAN

UG Group 44

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Server Routes

Individual user:

Method	Purpose	Request/response
POST/individual_user/new	Create a new individual_user	Send a individual_user object to be added to the database
POST/individual_user/user_update	Update an exist individual_user	Send a individual_user object to be updated to The database.
POST/check_in/user_check_in	Create a new check_in.	Send a check_in object to added to the database.
GET/check_in/user_id	Retrieve all check_in by target user.	Respond with all check_in object with target user_id in database
GET/venue/search? venue_hot_spot	Retrieve a list of hotspot nearest to the location provided	Respond with all venue object with venue_hot_spot = true
GET/check_in/venue_id/venue_hot_spot	Retrieve all check_in venue_id if it is an hotspot	Respond all check_in object with venue_id that venue_hot_spot = true

GET/check_in/history	Retrieve all previous check in for the user	Respond with an array of check in objects

(venue) manager:

method	Purpose	Request/response
POST/venue/new	Create a new venue	Send a venue object to be added to the database
GET/check_in/venue_id	Retrieve all check_in by target venue	Respond with all check_in object with target venue_id in database
POST/venue/venue_update	Update an exist venue	Send a venue object to be updated to the database
GET/venue/check_in/history	View all previous check in for the venue	Respond with an array of check in objects

Health official:

method	Purpose	Request/response
POST/Health_Official/Official_update	Updates exist official	Send official object to be updated to the database.
POST/venue/create_hotspot	Change venue to hotspot	Update a venue object venue_hot_spot to true or false

GET/check_in/user_check_in && venue_id	Retrieve all check_in by target venue or user	Respond with all check_in object with target venue/user id in database
GET/venue/search? venue_hot_spot	Retrieve all hotspot	Respond with all venue object with venue_hot_spot = true
POST/venue/venue_update	Update an exist venue	Send a venue object to be updated to the database
POST/Health_Official/sign_up	Sign up for other Health Officials	Send official object to be added to the database.

Individual user object example:

Individual_user: {

   User_id: id[10],

   Password: string [30],

   last_name: string [50],

   first_name: string [50],

```
    phone_number: int,

    email_address: string[50]

}
```

venue object example:

```
venue: {

    venue_id: id [10],

    password: string [30],

    venue_name: string [100],

    venue_location: string [100],

    venue_hot_spot: Boolean

    contact_number: int
```

```
}
```

Log in object example:

```
Login:{

    venue_id: id [10],

    user_id: id [10],

    passward: int

}
```

Check in object example:

```
check_in: {
```

```
    venue_id:id [10],

    user_id: id [10],

    legitime: DATETIME

}
```

Official object example:

```
Official: {

    Official_id: string [10],

    Password: string[30]

}
```

Client/server Interactions

Page	Interaction
Main	Server send the hotspot location to client
Log in	Clients send the id and password to the server; server send back the user information
Sign up	Clients send information to the server, create new individual object.
User page	Server send the check in history to the client
Check in	Clients send a check in to server to build new check_in object
Account page	Server send user information to the client / client send updated information to server.

Manage	The client requests a check in of user/venue. The client and their changes by uploading them to the server
All	Each page is served up statically by the server