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 |