

## Server Document

(۱) فرمت results به صورت json می باشد و تمامی کلماتی که در "" قرار دارند به عنوان key هستند. در صورتی که value آنها فقط یک کلمه باشد از نوشتن آن خودداری شده، در غیر این صورت فرمت value نوشته شده است.

(۲) در صورتی که client بخواهد تاریخی را به سرور بفرستد باید سال، ماه و روز را جداگانه بفرستد ( year,month,day ). سرور تاریخ را به صورت یک رشته با این فرمت ( "year-month-day" ) به client می فرستد.

Page name	Address	Info that client sends	Info that server sends back	description
Register	Ip/register	All the fields in register page	Results { "successful" , "user_info":{"username" , "password" , "name"}} }	If successful="False"- → if error="exist" : username exist -----

Login	lp/login	username and password	Results { <b>"successful"</b> , <b>"user_info"</b> :{"username" , "password" , "name"}} }	If successful="False" - → if error="incorrect" : the username or password is incorrect
Profile	lp/view_profile	username	Results { <b>"projects"</b> : [ {"projectID" , "projectName" } , [list of user tasks in this project -> <b>"tasks"</b> : [ { "taskName" , "taskID" } ] ] }	The length of list of "projects" can be more than 1 (there is more than 1 project for this user) ----- The value of "projects" is a list including all user's projects and her/his tasks in that project. ----- The length of list of "tasks" can be more than 1 (there is more than 1 task for this user in this project)
Project all info	lp/project_all	projectID	Results { <b>"successful"</b> , <b>"projectInfo"</b> : { "projectID" , "projectName" , "managerName" , "managerUser" , "project_info" , "progress" , "pDeadline" } , <b>"project_users"</b> : [ { "username" , "name" , "password" } ] , <b>"project_tasks"</b> : [ { "taskID" , "taskName" , "task_info" , "username" , "projectID" , "deadline" , "status" } ] }	The length of list of "project_users" can be more than 1 ----- The length of list of "project_tasks" can be more than 1
Task info	lp/taskInfo	taskID	Results { <b>"successful"</b> , <b>"taskInfo"</b> : { "taskID" , "taskName" , "task_info" , "username" , "projectID" , "deadline" , "status" } }	Status="1" : doing ----- Status="2" : done by user -----

				Status="3" : accepted by manager
<b>Add member</b>	Ip/addMember	username,projectId	Results {"successful"}	If successful="False" - → if error='1' : username is already added to this project ----- If error='2' : username doesn't exist.
<b>addTask</b>	Ip/addTask	username,projectId,taskName,task_info,deadline	Results{"successful"}	If successful='False'- → if error='1' : username doesn't exist. ----- If error='2' : username isn't added to this project
<b>addProject</b>	Ip/addProject	username,projectName,project_info,pDeadline	Results{"successful"}	
<b>Delete a project</b>	Ip/deleteProject	projectId	Results{"Successful"}	
<b>Edit project</b>	Ip/editProject	projectId,projectName,project_info,pDeadline	Results{"successful"}	
<b>Edit Task</b>	Ip/editTask	taskId,username,taskName,task_info,deadline,projectId	Results{"Successful"}	If "successful"="false"- →if "error"='1' : this username is not a member of this project
<b>Delete member</b>	Ip/deleteMember	projectId,username	Results{"successful"}	
<b>Delete task</b>	Ip/deleteTask	taskId	Results {"successful"}	
<b>Change status</b>	Ip/changeStatus	projectId,taskId,status	Results{"successful"}	
<b>Change password</b>	Ip/changePassword	Username,password	Results{"successful"}	
<b>Delete account</b>	Ip/deleteAccount	Username	Results{"successful"}	
<b>Add reg_id to server database</b>	Ip/gcmDatabase	username,reg_id	Results{"successful"}	

Sign out	Ip/signOut	username, reg_id	Results{"successful"}	
Project users	Ip/project_users	projectID	Results{"successful" , "project_users" : : [ { "username", "name" } } }	

## بخش notification



Notification	data	Description
Send notif to manager when a user done his/her task	{"message" , "msg_type" : '1', "task_info" : { "taskID" , "projectID" , "managerUser" , "username" , "deadline" , "status" } , }	"msg_type"='1' -> it means by clicking on this notification, task_info page must be shown ----- "Task_info" contains all info about task