**OPERACIONES**

**ACCOUNT RESOURCE:**

POST JWTToken ***authenticate*** (lLoginDTO loginDTO) ***/authenticate***

POST void registerAccount (NormalUserDTO account*)* ***/register***

GET AdminUserDTO getAccount() **/account**

**PARTIDO RESOURCE: /games**

GET List<GameDTO> findAll()

GET GameDTO findOne (Long idGame)  ***/{idGame}***

*GET List<GameDTO> findAllFiltros(String creador, String edad,String dificultad, String sport)* ***/{filtro}***

*GET List<GameDTO> findAllLocation(Long idLocation)* ***/locations/{idLocation}***

*GET List<GameDTO> findAllSportLocation(Long idSport,Long idLocation)* ***/sportsLocation/{idSport}/{idLocation}***

PUT GameDTO update(Long idGame, String result) /***{idGame}***

POST GameDTO save(GameDTO game)

DELETE GameDTO delete(Long idGame) **/{idGame}**

**USER RESOURCE: /users**

GET List<UserDTO> findAll()

GET List<UserDTO> findAllNormalUsers() **/normal**

GET NormalUserDTO findOneUserByLogin(String login)  ***/{login}***

GET List<GameDTO> findAllPartidosOrganizados(String login) ***/{login}/organizados***

GET List<GameDTO> findAllPartidosRecomendados(String login) ***/{login}***  ***/recomendados***

GET List<GameDTO> findAllPartidosProximos(String login) ***/{ login} /proximos***

GET List<GameDTO> findAllPartidosJugados(String login) ***/{ login}/ jugados***

PUT NormalUserDTO update (Long idUser, NormalUserDTO user) ***/{idUser}***

PUT NormalUserDTO updatePassword (String login, String password) ***/{login}/{password}***

PUT NormalUserDTO updateNotifications(String login, Long idGame, Boolean bool) **notifications*/{login}/{idGame}/{bool}***

GET List<ActividadesDTO> findAllActividades (String login) **/activities*/{login}***

PUT Boolean getNotification(String login, Long idGame) **notifications*/{login}/{idGame}***

DELETE void delete (Long idUser) **/{idUser}**

POST void loadImage(Multipartfile file, ModelMap modelMap) **/uploadFile**

GET Resource getImage(String login ) **/imágenes/{login}**

**PLAYER RESOURCE: /players**

GET List<PlayerDTO> findAll()

GET findAllByGame(Long idGame) ***/{idGame}***

*GET PlayerDTO findPlayerInAGame (Long idGame, String login****) /{idGame}/{login}***

*GET PlayerDTO findOne (Long idPlayer****) {findPlayer/{idPlayer}***

POST PlayerDTO save (PlayerDTO player)

DELETE void delete (Long idPlayer) (idPartido) ***/{idPartido}***

PUT PlayerDTO updateValorationGame(Long idPlayer, Long valorationGame)  ***/{idPartido}/{valorationGame}***

PUT PlayerDTO updateTeam (Long idPlayer, String equipo)  ***/{idPartido}/team/{equipo}***

**PLAYER VALORATION RESOURCE: /playersValoration**

GET List<PlayerValorationDTO> findAll()

POST PlayerValorationDTO save (PlayerValorationDTO player)

**LOCATION RESOURCE:** ***/locations***

GET List<LocationDTO> findAll()

GET List<LocationDTO> findAllSport (Long idSport) ***/filter/{idSport}***

GET List<LocationDTO> findOne (Long idLocation) ***/{idLocation}***

DELETE void delete (Long idLocation) ***/{idLocation}***

PUT LocationDTO update (Long idLocation, LocationDTO location) ***/{idLocation}***

POST LocationDTO save (LocationDTO location)

**TEAM RESOURCE: */teams***

POST TeamDTO save(TeamDTO team )

GET List<TeamDTO> findAll ()

**SPORT RESOURCE:** ***/sports***

GET List<SportDTO> findAll ()

GETSportDTO findOne(Long idSport) ***/{IdSport}***

PUT SportDTO update (Long idSport, SportDTO sport) **/{idSport}**

POST SportDTO save (SportDTO sport)

DELETE void delete (Long idSport) ***/{idSport}***

POST void loadImage(Multipartfile file, ModelMap modelMap) **/uploadFile**

GET Resource getImage(String login ) **/imágenes/{login}**

**COMMENT RESOURCE /comments**

POST GameMessageDTO save (GameMessageDTO commentGame) ***/game***

POST UserMessageDTO save (UserMessageDTO commentGame) ***/user***

*GET List<UserMessageDTO> findAllUserFromUser (String UserFrom. String UserTo)* ***/user/{UserFrom}/{UserTo}***

*GET List<UserMessageDTO> findAllUserMessage (String login)* ***/user/{login}***

*GET List<GameMessageDTO> findAllByGame (Long idGame)* ***/game/{idGame}***

*GET Long findAllMessagesNotViewed (Long idGame)* ***/user/countMessages/{login}***

*PUT List<UserMessageDTO> updateState (String UserFrom, String UserTo)* ***/user/{UserFrom}/{UserTo}***

**SOCIAL RESOURCE: /social**

GET SocialFriendShipDTO findARelation (String loginFrom, String loginTo) **/{loginFrom}/{loginTo}**

GET List<SocialFriendShipDTO> findRelations (String login, Boolean type) **/follow/{login}/{type}**

POST SocialBlockDTO save (SocialBlockDTO socialFriend) **/block**

POST SocialBlockDTO save (SocialBlockDTO socialFriend) **/friendship**

PUT SocialFriendShipDTO update (String loginFrom, STring loginTo, Boolean notification) **/{loginFrom}/{loginTo}/{notification}**

DELETE deleteRelationShip (String loginFrom, String loginTo, Boolean typeRelation) **/friendShip/{loginFrom}/{loginTo}/{typeRelation}**