

Web Service Name	Web Service URL	Input Parameter Name	Input Data Sample	Output JSON	In Case of Error
Insert New User Details Usage - When user logs in using Facebook for the first time.	http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygamewrite/insertnewuser	Username EmailID	Username=amer dadic EmailID=amer.dadic@yahoo.com	{ "user_id":7,"user_email_id":"gaber.setina@yahoo.com","user_name":"Gabe r Setina", "registration_time":"2014-05-12 12:48:13"} 	User Already Exists { "user_id":-101,"user_email_id":"User Email ID is already registered", "user_name":"User Email ID is already registered", "registration_time":"2014-05-12 12:48:13"} Some Exception { "user_id":-100,"user_email_id":"shrikant.havale@yahoo.com", "user_name":"Message Communications link failure", "registration_time":"2014-05-12 12:48:13"}
Get the list of games For getting list of games , Custom and Predefined will be used while populating our second HTML page	http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygameread/readgameslist	EmailID	PREDEFINED - in case u want all predefined games gaber.setina@yahoo.com - for gabers custom game	[{ "game_id":2,"game_name":"The Simpsons", "user_email_id":"PREDEFINED"},{ "game_id":3,"game_name":"Alphabets", "user_email_id":"PREDEFINED"}]	Same as above
Get the complete game Get the complete game with all images in base64 format. Accepts two parameters game name and email id for predefined games , again sent PREDEFINED as email id and game name which was clicked	http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygameread/readgame	EmailID GameName	PREDEFINED - in case u want predefined game or actual email id for custom game Name of the Game - The Simpsons	Returns very big JSON as base 64 format of all 20 images (may be) one row for example has image_id image_name with extension image_data with base64 data	Same as above

<p>Insert New Game</p> <p>Insert new game with all images in base64 format.</p> <p>Accepts two parameters GameDetails object containing game name and email id and ImageDetails object containing all the image names and image data in base 64 format</p>	http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygamewrite/insertnewgame	<p>NewGame</p> <p>GameImages</p>	<p>Two JSON objects first containing, game name, and email id of the user creating custom game</p> <p>Second one all the 6/8/10/20 images with their names for the custom games image data should be strictly sent in base64 format</p>	<p>Returns very big JSON as base 64 format of all 20 images (may be)</p> <p>one row for example has image_id image_name with extension image_data with base64 data</p>	<p>Same as above</p>
<p>Read Scores - Scores Screen</p> <p>Reads the scores from database, filtering is applied based on three parameters GameID , if scores are requested specific to one GAME, EmailID - if scores are requested specific to one email Difficulty Level - if scores are expected on difficulty level basis check third column for exact way to pass the parameters</p>	http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygameread/readgamescores	<p>EmailID</p> <p>GameID</p> <p>DifficultyLevel</p>	<p>All three parameters could be null as well if user is not logged in and still wants to see scores he still can just call URL without sending any parameters.</p> <p>Or you can do the filtering with either of parameters or none of them or in any combination you wish</p> <p>The filtering you don't want , just don't send that parameter,</p>	<p>One Example of returned value</p> <pre>[{"score_id":2,"email_id":"gaber.setina@yahoo.com","game_id":2,"played_time":"2014-05-13 02:02:45.0","difficultyLevel":"NORMAL","numberMoves":100,"numberSeconds":240}]</pre>	<p>Same as above</p>

<p>Insert Score - Saving Scores , once the game is complete</p> <p>All the paramters are must for saving the scores the game</p> <p>EmailID GameName DifficultyLevel ScoreMove ScoreTimerSeconds CustomPredefineGame</p>	<p>http://memorygamewbservice-shrikanthavale.rhcloud.com/MemoryGameWebservice/rest/memorygamewrite/insertscores</p>	<p>EmailID GameName DifficultyLevel ScoreMove ScoreTimerSeconds CustomPredefineGame</p>	<p>Score Move and ScoreTimerSeconds should be integer</p> <p>Difficulty Level should be EASY NORMAL HARD HELL</p> <p>Last variable CustomPredefineGame was added considering the fact that if PREDEFINED game and custom game has same name, then we cannot understand which game was played by user</p> <p>so in this last flag, just send PREDEFINED if it was predefined or send email id again in this if its custom</p>		<p>Same as above</p>
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