## Diagrams

#### Component Diagram

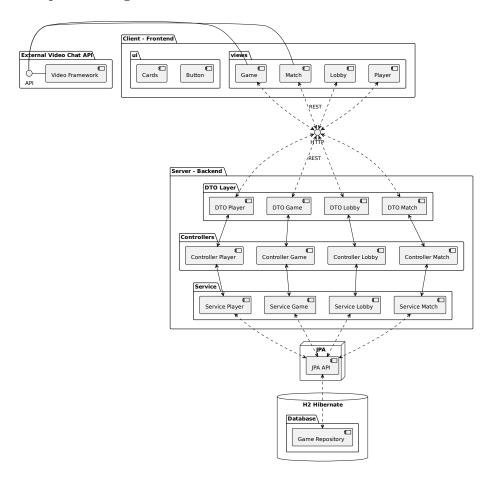


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces
Endpoints
/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/games	POST	playerIDs: String[]	Body			initiate a new game
/games/{ga	an <b>(èFII</b> }	-	Query	•••	•••	retrieve all infor- mation of
/games/{ga	an <b>RUD</b> }	matchesPla	y <b>B</b> bdy		•••	a game change state of a running game

# /matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID: String	Body		matchID: String, num- berOfRoun int	initiate a new match ads:
/matches{r	mæGæTID}	-	Query			retrieve all infor- mation of a match
/matches/{	mPateTID}	roundsPlay int,	e <b>B</b> ody			change state of a running match

### /cards endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dist	ri <b>&amp;Æ</b> T	gameID: String, num- berOf- Cards: int.	Body		list of play- erIDs + cards	get (distribute) cards to players in a game

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dra	wGET	playerID: String	Body		card	get (draw) one card to one player
/cards/{pla	ay <b>۠FI</b> ]}	gameID: String	Query			get a players current cards collection
/cards/{co	lle <b>ðúðaED</b> E	cards: Card	Body		•••	remove a card of cards collection
/cards/{co	lle <b>Rt</b> ionID}	cards: Card	Body			add a card to cards collection

## /players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName String	e:Body	201409	Playerdupl playerNam	
/players/{g	ga <b>GETD</b> }	gameID: String	Query	200404	list of playersno such game or no players found	retrieve a list of players in a game
/players/{p	ol <b>GFI</b> D}	userID: long	Query	200404	playerplaye not found	er retrieve a player by ID
/players/{p	olayeiTD}	currentScor int	reBody	204404	player not found	change players score during game

### /users endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users	POST	userName: String, password: String	Body			register a new user
/players/{p	olaĢ <b>E</b> TD}	userID: long	Query	200404	playerplaye not found	r retrieve a player by ID
/users/{use	ег <b>ДЖ</b> Т	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{use	er <b>Kæ</b> fle}	userName: String	Query	200404	useruser not found	retrieve a user by their username
/users/{use	er <b>B</b> U}T	newGameS int	core:			username

### other endpoints

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/login/	POST	userName: String, password: String	Body		useruser not found	login with username and password
/logout/	POST	?	Body	?	?	terminate user session by logging out
/scoreboard	l/ <b>&amp;</b> ETTheID}	gameID: String	Query	200404	list of scoresno such game or no players found	retrieve a list of scores

### Detailed Interface Specification

#### Game

Interface Name	Fieldname	Type	Description
GamePostDTO	playersIDs	String[]	IDs of players that participate in that game
GameGetDTO	players	PlayersGetDTO[]	List of players that participate in that game

#### Match

Interface Name	Fieldname	Type	Description
MatchPostDTO	gameID	String	IDs of the game this match belongs
MatchGetDTO	noOfRounds	$\operatorname{int}$	Number of rounds (i.e. cards per player) in this match
	${\bf noOfTricksPerPlayerint}$		Number of tricks per player in this match

### $\mathbf{Cards}$

Interface Name	Fieldname	Type	Description
CardsGetDTO	playerID	String	String of cards holding player
	cards	Cards[]	List of cards

# Player

Interface Name	Fieldname	Type	Description
PlayerPostDTO	playersName	String	Name of the player (must be unique)
PlayerGetDTO	playerID	String	Players unique identifier

Interface Name	Fieldname	Type	Description
	gameID	String	Unique identifier of game, a player is (or was?) participating
	players Name	String	Name of the
	score	int	player Players score in a
	50010	1110	running game

User

Login

Logout

ScoreBoard (?)