# ASDAN 商业竞赛项目 API 设计

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# 2017年10月20日

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- 1. Client API Endpoints: 为特定用户提供相关信息。
- 2. Admin API Endpoints: 为管理员提供相关信息。
- 3. Administrative Endpoints: 登录和交易时使用。
- 4. Utility Endpoints: 询问系统相关信息。

### 1 Client API Endpoints

为特定用户提供相关信息。

#### 1.1 Get Property

输入 ID,获得与这一 ID 相关的用户的全部信息。用户有默认头像。如果比赛还没有开始,则 rank 为 0。

TO-DO: 用户自己设置头像。TO-DO: 三个用户同时登录。

#### Request

```
GET /api/client/property/id={id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

#### Returns

```
HTTP 200 OK

{
    "name": "team1",
    "image": "/9j/4QAYRXhpZg ...."
    "members": ["member11", "member12"],
    "wealth": 100,
    "rank": 1
}
```

#### Error

```
HTTP 404 NOT FOUND
```

#### 1.2 Get Information

输入 ID, 获得与这一 ID 相关的用户的信息。包括机器的使用情况和材料的价格。

#### Request

```
GET /api/client/info/id={id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
HTTP 200 OK
   "name": "team1",
   "wealth": 100,
   "machine":
   [
      {
         "id": "machine1_id",
         "type": "type1",
         "left": "3"
      },
         "id": "machine2_id",
         "type": "type2",
         "left": "2"
      }
   ],
   "material":
   [
      {
         "price": "10",
         "number": "20",
      },
         "price": "20",
          "number": "0",
      },
          "price": "80",
```

```
"number": "150",
}
]
```

HTTP 404 NOT FOUND

### 1.3 Update Information

向服务器发送更改过的信息。

```
PUT /api/client/info/id={id}
Host: localhost:8080
Auth:
Content-type: application/json
Accept: application/json
   "name": "team1",
   "wealth": 100,
   "machine":
         "id": "machine1_id",
         "left": "3"
      },
         "id": "machine2_id",
         "left": "2"
      }
   ],
   "material":
         "price": "10",
         "number": "20",
      },
         "price": "20",
          "number": "0",
```

```
},
    {
        "price": "80",
        "number": "150",
     }
    ]
}
```

```
HTTP 200 OK

{
    "name": "team1",
    "wealth": 100,
    "machine": ["machine1_id", "machine2_id", "machine3_id"],
    "material": ["10", "20", "0"}
}
```

#### Error

```
HTTP 404 NOT FOUND
{
    "error": "Unable to update. User with id xxx not found."
}
```

### 1.4 Get History

获取与某一用户相关的历史信息。在发订单的时候客户端手动更新 History。

#### Request

```
GET /api/client/history/id={id}

Host: localhost:8080

Auth:
Content-type: application/json

Accept: application/json
```

```
HTTP 200 OK

[
{
    "time": "hh:MM:ss",
```

```
"target": "team1",
    "action": "sell",
    "content": {"material1": 1},
    "price": "10",
    "status": "success",
},
{
    "time": "hh:MM:ss",
    "target": "team1",
    "action": "buy",
    "content": {"material1": 1},
    "price": "10",
    "status": "fail",
}
```

HTTP 404 NOT FOUND

### 2 Admin API Endpoints

### 2.1 Get All Competitions

列出全部比赛。

#### Request

```
GET /api/admin/competition/getall

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
{
    "id": "competiton2_id",
    "name": "competition2",
    "status": "end"
}
```

HTTP 204 NO CONTENT

### 2.2 Create Competition

新建一场比赛。注意,底层也要生成机器的 id。注意每场比赛的基本配置(比赛名称,参赛人数)只能创建一次,不能修改。

```
POST /api/admin/competition/new
Host: localhost:8080
Auth:
Content-type: application/json
Accept: application/json
{
   "name": "competition_name",
   "round": "2",
   "startWealth": "1000",
   "roundParameter":
         "machineStartPrice": [300, 350, 400],
         "machineNum": [1, 1, 1],
         "materialProduceCost": [10, 20, 30],
         "time": 900,
      },
         "machineStartPrice": [300, 350, 400],
         "machineNum": [1, 1, 1],
         "materialProduceCost": [10, 20, 30],
         "time": 900,
      }
   ]
```

HTTP 201 CREATED

#### Error

```
HTTP 404 NOT FOUND
{
    "error":"Unable to delete. Competition with id xxx not found."
}
```

### 2.3 Delete Competition By ID

通过 ID 删除比赛。

#### Request

```
DELETE /api/admin/competiton/id={competition_id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

#### Returns

#### Error

```
{
   "error":"Unable to delete. Competition with id xxx not found."
}
```

### 2.4 Update Competition Status

更新比赛状态。

#### Request

```
POST /api/admin/competition/status/id={id}

Host: localhost:8080
Auth:
Content-type: application/json
Accept: application/json

{
    "status": "processing"
}
```

#### Returns

HTTP 200 OK

#### Error

```
HTTP 404 NOT FOUND
{
    "error":"Unable to update. Competition with id xxx not found"
}
```

### 2.5 Get Competition Property

从服务器按 id 获取某一比赛的各种属性。如果该比赛的属性尚未被设置,则该项为空。属性包括名称、比赛轮数(如果比赛已开始,则不能删除已开始或结束的轮)、比赛各项参数(不能修改已开始或结束的轮的参数)、机器的 id 等等。

#### Request

```
GET /api/admin/competition/property/id={id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
HTTP 200 OK
{
    "id": "competition_id",
    "name": "competition_name",
```

```
"status": "not started",
"teamNum": 1,
"participantNum": 2,
"team":
[
   {
      "name": "team1",
      "participant": ["member1", "member2", "member2"],
       "password": "password",
   }
]
"round": "1",
"startWealth": "1000",
"roundParameter":
[
   {
       "machineStartPrice": [300, 350, 400],
       "machineNum": [1, 1, 1],
      "materialProduceCost": [10, 20, 30],
       "time": 900,
   }
]
```

```
HTTP 404 NOT FOUND
{
    "error": "Competition with id xxx not found."
}
```

### 2.6 Update Competition Property

更新比赛的各种属性。属性包括名称、比赛轮数(如果比赛已开始,则不能更改)、比赛各项 参数(不能修改已开始或结束的轮的参数)。

```
PUT /api/admin/competition/property/id={id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
"round": "2",
"startWealth": "1000",
"round_parameter":
[
  {
      "machineStartPrice": [300, 350, 400],
      "machineNum": [1, 1, 1],
      "materialProduceCost": [10, 20, 30],
      "time": 900,
  },
   {
      "machineStartPrice": [300, 350, 400],
      "machineNum": [1, 1, 1],
      "materialProduceCost": [10, 20, 30],
      "time": 900,
   }
```

```
HTTP 201 CREATED
```

#### Error

```
HTTP 404 NOT FOUND

{
    "error": "Competition with id xxx not found."
}

HTTP 400 INVALID REQUEST

{
    "error": "Cannot update competition id xxx with given changes."
}
```

#### 2.7 Get Competition Information

获取当前比赛信息,包括队伍的数量、资产、交易记录、机器的使用情况等。

```
GET /api/admin/competition/info/id={id}
Host: localhost:8080
Auth:
```

Content-type: application/json
Accept: application/json

```
HTTP 200 OK
  "id": "competition_id",
  "name": "competition_name",
   "status": "not started",
   "round": "2",
   "present_round": "0",
   "team_info":
   [
      {
         "id": "id1",
         "wealth": "100",
         "material": ["30", "40", "50"],
         "machine":
         [
               "id": "machine1_id",
                "type": "type1",
               "left": "3"
             },
             {
                "id": "machine2_id",
               "type": "type2",
               "left": "2"
         ]
      },
         "id": "id2",
         "wealth": "100",
         "material": ["30", "40", "50"],
         "machine":
         [
               "id": "machine1_id",
               "type": "type1",
                "left": "3"
             },
                "id": "machine2_id",
```

```
"type": "type2",
             "left": "2"
          }
      ]
  }
],
"trade_history":
  {
      "time": "hh:MM:ss",
      "sell": "team_id1",
      "buy": "team_id2",
      "content": {"material1": 1},
      "price": "10"
  },
      "time": "hh:MM:ss",
      "sell": "team_id1",
      "buy": "team_id2",
      "content": {"material2": 1},
      "price": "20"
  }
]
```

```
HTTP 404 NOT FOUND
{
    "error": "Competition with id 1 not found."
}
```

### 2.8 Update Competition Information

向服务器发送对比赛的更新信息。增加机器、分配财产之类的。

```
PUT /api/admin/competition/info/id={id}

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
"round": "2",
"present_round": "0",
"team_info":
[
  {
     "id": "id1",
     "wealth": "100",
      "machine":
         {
          "id": "machine1_id",
           "left": "3"
         },
           "id": "machine2_id",
          "left": "2"
     ]
  },
     "id": "id2",
      "wealth": "100",
      "machine":
          "id": "machine1_id",
          "left": "3"
         },
           "id": "machine2_id",
           "left": "2"
         }
    ]
  }
]
```

```
HTTP 200 OK
{
    "id": "competition_id",
    "name": "competition_name",
    "status": "not started",
```

```
"round": "2",
"present_round": "0",
"team_info":
  {
      "id": "id1",
     "wealth": "100",
      "material": ["30", "40", "50"],
      "machine":
         {
            "id": "machine1_id",
            "type": "type1",
          "left": "3"
         },
            "id": "machine2_id",
            "type": "type2",
           "left": "2"
         }
      ]
  },
     "id": "id2",
      "wealth": "100",
      "material": ["30", "40", "50"],
      "machine":
           "id": "machine1_id",
            "type": "type1",
           "left": "3"
         },
            "id": "machine2_id",
           "type": "type2",
            "left": "2"
         }
     ]
  }
],
"trade_history":
   "time": "hh:MM:ss",
```

```
"sell": "team_id1",
    "buy": "team_id2",
    "content": {"material1": 1},
    "price": "10"
},
{
    "time": "hh:MM:ss",
    "sell": "team_id1",
    "buy": "team_id2",
    "content": {"material2": 1},
    "price": "20"
}
]
```

}

```
HTTP 404 NOT FOUND

{
    "error": "Competition with id xxx not found."
}

HTTP 400 INVALID REQUEST

{
    "error": "Cannot update competition id xxx with given information."
```

# 3 Administrative Endpoints

登录和交易时使用。

### 3.1 Login Admin

管理员登录。

```
POST /api/admin/login

Host: localhost:8080

Auth:

Content-type: application/json

Accept: application/json
```

```
{
   "username": "admin",
   "password": "admin",
}
```

```
HTTP 200 OK
{
    "username": "admin",
    "token": "1283091828021803120",
}
```

#### Error

```
HTTP 401 NOTAUTHORIZED
{
    "error": "Admin with username admin doesn\'t exist or password is wrong."
}
```

### 3.2 Login Client

管理员登录。

#### Request

```
POST /api/client/login

Host: localhost:8080

Auth:
Content-type: application/json

Accept: application/json

{
    "username": "client",
    "password": "client",
}
```

```
HTTP 200 OK
{
    "username": "client",
    "token": "1283091828021803120",
}
```

```
HTTP 401 NOTAUTHORIZED
{
    "error": "Client with username admin doesn\'t exist or password is wrong."
}
```

# 4 Utility Endpoints

询问系统相关信息。