Description	HTTP Method	Partial URI	Request Data	Response Data	Success Status Code	Location Header Needed?	Failure Status Code	Associated Use Case	Notes
Register a user	POST	/users/{userName}	password, createdAt		If new user is created: 201 Created	Yes			*Timestamps must be passed from client. Server does not have a clock or time server.*
					If user exists: 200 OK	No		Join Community	
Retrieve all users	GET	/users		array of User		No		Join Community	
Retrieve a user's record	GET	/users/{userName}		User	If user is found: 200 Ok	No	If user does not exist: 404 Not Found	Join Community	
Update a user's status and create a breadcrumb	POST	/users/{userName}/status/{statusCode}	updatedAt, Location (optional)	full URI of created location breadcrumb if Location was specified in request	If new status breadcrumb is created: 201 Created	Yes	If user does not exist: 404 Not Found	Share Status	
Retrieve a user's status history	GET	/users/{userName}/statuscrumbs		array of StatusCrumb		No	If user does not exist: 404 Not Found	Share Status	
Post a message on public wall from a user	POST	/messages/public/{userName}	content, postedAt	full URI of created location breadcrumb if Location was specified in request	If new message created: 201 Created	Yes	If user does not exist: 404 Not Found	Chat Publicly	
Retrieve all messages posted on public wall	GET	/messages/public		array of Message		No		Chat Publicly	
Retrieve all messages posted on public wall by a user	GET	/messages/public/{userName}						Chat Publicly	
Send a chat message to another user	POST	/messages/private/{sendignUserName}/{receivingUserName}	content, postedAt	full URI of created location breadcrumb if Location was specified in request	If new message is created: 201 Created	Yes	If one of the users does not exist: 404 Not Found	Chat Privatly	
Retrieve all private chat messages between two users	GET	/messages/private/{userName1}/ {userName2}		array of Message		No	If one of the users does not exist: 404 Not Found	Chat Privatly	
Retrieve all users with whom a user has privately chatted with	GET	/users/{userName}/private		array of User		No	If user does not exist: 404 Not Found	Chat Privatly	
Search Information		Defined by Team							
Search Information		Defined by Team							
Search Information		Defined by Team							
Post an announcement	POST	/messages/announcements	content, postedAt		If new message is created: 201 Created	Yes		Post Announcement	
Retrieve all announcements	GET	/messages/announcements		array of Message		No		Post Announcement	
Deactivate a user	PUT	/users/{userName}/inactive			If user is found inactivated: 200 OK	No	If user does not exist: 404 Not Found	Administer User Profile	
Activate a user	PUT	/users/{userName}/active			If user is found and reactivated: 200 OK	No	If user does not exist: 404 Not Found	Administer User Profile	
Update a user's record	PUT	/users/{userName}	any subset of keys in		If user name is updated: 201 OK	Yes	If user does not exist: 404 Not Found	Administer User Profile	
Retrieve active users	GET	/users/active		array of User		No		Administer User Profile	
Retrieve inactive users	GET	/users/inactive		array of User		No		Administer User Profile	

Description	HTTP Method	Partial URI	Request Data	Response Data	Success Status Code	Location Header Needed?	Failure Status Code	Associated Use Case	Notes
SV Team 4 API									
User request to Join the Community	POST	/			202 (Accepted); 202(SC_ACCEPTED) tells the client that the request is being acted upon	NO	400 (Bad Request); 400(SC_BAD_REQUEST) status indicates bad syntax in the client request	Join Community	
user login the community	POST	/login	username String; password String	isValidUsername: booealn; isValidPassword: boolean	200 (OK); A value of 200(SC_OK) means that everything is successful.	NO	If user does not exist: 404 Not Found	Join Community	
New User registar the community	POST	/login	username String; password String		200 (OK); A value of 200(SC_OK) means that everything is successful.	NO		Join Community	
Provide Options for logged in users	POST	/home				NO	400 (Bad Request); 400(SC_BAD_REQUEST) status indicates bad syntax in the client request	Join Community	
list the users exist in the Database, only for logged in users	POST	/users			200 (OK); A value of 200(SC_OK) means that everything is successful.	NO	400 (Bad Request); 400(SC_BAD_REQUEST) status indicates bad syntax in the client request	Join Community	
retrieve all messages posted on the public wall	GET	/chat/messages		messages[]	200 (OK); A value of 200(SC_OK) means that everything is successful.	NO	400 – Bad Request – fail to send messages	Chat Publicly	
post a message publicly in the community	POST	/chat	message[]: String		200 (OK); A value of 200(SC_OK) means that everything is successful.	NO	400 – Bad Request – fail to send messages	Chat Publicly	
logout the Soccial network	POST	/logout			200 (OK); A value of 200(SC_OK) means that everything is successful.	NO		Join Community	