--服务器地址

服务器：180.97.83.236:1612

其中Sign验证码生成方式

1. 严格按照参数位置拼接字符串
2. “参数1=值&参数2=值。。。。。。。”
3. 字符串附上密钥 :“参数1=值&参数2=值。。。。。。。&APISecret=CYZZAPIJIEKOUKEY”
4. 对字符串进行URL编码
5. 将编码后的字符串转换为大写
6. 进行MD5加密
7. 加密后的字符串转换为大写

//由于历史原因 java和.net等各平台urlencode结果可能不一样 所有确保特殊字符转码统一

//.Net加密代码 供参考

HttpUtility.UrlEncode(content)

.Replace("+", "%20")

.Replace("!", "%21")

.Replace("\*", "%2A")

.Replace("(", "%28")

.Replace(")", "%29")

.ToUpper()

*假如要请求的链接是**http://180.97.83.236:2009/*API\_A*/Text?****CODE=QWERASFDFS&TimeStamp=1478680201***

*链接参数位置无所谓谁前谁后 但是初始字符串键值严格按照接口顺序拼接*

*取得初始字符串* ***CODE=QWERASFDFS&TimeStamp=1478680201***

*附上秘钥****CODE=QWERASFDFS&TimeStamp=1478680201&ApiSecret=W6Y2V4RA28YQWDHJEG788SYDAKLN5MB***

*转换成大写* ***CODE=QWERASFDFS&TIMESTAMP=1478680201&APISECRET=W6Y2V4RA28YQWDHJEG788SYDAKLN5MB***

*URL编码*

***CODE%3dQWERASFDFS%26TIMESTAMP%3d1478680201%26APISECRET%3dW6Y2V4RA28YQWDHJEG788SYDAKLN5MB***

*转换大写*

***CODE%3DQWERASFDFS%26TTIMESTAMP%3D1478680201%26APISECRET%3DW6Y2V4RA28YQWDHJEG788SYDAKLN5MB***

*再进行MD5* ***640de6543382cebd61be95d1=0057e347***

*在转换成大写* ***640DE6543382CEBD61BE95D10057E347***

*重新组装链接*

http://180.97.83.236:2009/API\_A/Text?**?CODE=QWERASFDFS&TimeStamp=1478680201&Sign=640DE6543382CEBD61BE95D10057E347**

--接口：

<http://180.97.83.236:2009/API_A/>

//登录

public ActionResult Student\_Login(String UserName, String Psw, string timeStamp, String Sign)

UserName 手机号

Psw 密码

timeStamp 时间戳（毫秒）

----------------------------注册-----------------------------

//注册

/// <summary>

/// 用户注册

/// </summary>

/// <param name="UserName">用户名</param>

/// <param name="Sex">性别</param>

/// <param name="SchoolID">学校</param>

/// <param name="GradeID">年级</param>

/// <param name="ClassID">班级</param>

/// <param name="PhoneNO">手机号</param>

/// <param name="CodeSend">验证码</param>

/// <param name="Pwd">密码</param>

/// <param name="PwdAgain">再次输入密码</param>

/// <param name="StuNO">学号</param>

/// <param name="HeadImage">头像</param>

/// <param name="Birthday">生日</param>

/// <param name="Sign"></param>

/// <returns></returns>

public ActionResult Student\_Register(String UserName, Int32? Sex, Int32? SchoolID, Int32? GradeID, Int32? ClassID, String PhoneNO, String CodeSend, String Pwd, string PwdAgain, String StuNO, String HeadImage, DateTime Birthday, string timeStamp, String Sign)

//获取注册验证码

public ActionResult BE\_SMS\_PhoneVerification\_CodeSend\_Register(String PhoneNum,String timeStamp, String Sign)

//注册选择学校

public ActionResult Student\_Register\_GetShool()

{"result":1,"msg":"\_001\_操作成功","data":[{"Selected":false,"Text":"","Value":""},{"Selected":false,"Text":"","Value":""},{"Selected":false,"Text":"分校2","Value":"1006"}]}

Text====学校名字

Value====学校ID

// 注册选择年级

public ActionResult Student\_Register\_GetGrade()

返回数据：同学校===

Text=====年级名字

Value======年级id

// 注册选择班级

public ActionResult Student\_Register\_GetClass(Int32? GradeID)

GradeID 选中的年级id

返回数据：同学校===

Text=====班级名字

Value======班级id

//注册上传头像（上传的控件id）

public ActionResult FilePost\_HeadImage(String Token, String FileElementName, String timeStamp, String Sign)

//注册上传头像（Souce Base64数据）

public ActionResult CutImageSave(string source)

——----———————————用户个人主页——————————————

//用户个人信息 （Token是由登录的时候后台返回的）

public ActionResult StudentMyHomePage\_StudentInfo(string Token, string timeStamp, String Sign)

返回数据： 如果result是1则显示data里面的数据否则data为空

return Content(new M\_Result()

{

result = 1,

data = new

{

StudentName ,//名字

HeadImage //头像

GradeName //年级

ClassName //班级

SchoolName//学校

}

}.Ex\_ToJson());

//当前年级每类徽章的完成情况（eg:基础：20%,兴趣30%，）

public ActionResult StudentNowBadge\_CompletionInfo(string Token, string timeStamp, String Sign)

返回数据：

MustBadge：必修章的完成百分比

InterestBadge：兴趣章的完成百分比

OriginalBadge：原创章的完成百分比

{"result":1,"msg":"","data":{"MustBadge":33.33,"InterestBadge":0,"OriginalBadge":0}}

//获取未读消息数量

public ActionResult StudentMsgCount(string Token, string timeStamp, String Sign)

返回数据:

ToexamineCount:审核通知未读消息数量

GetCommon：评论未读数

followCount：关注的好友动态未读数

BE\_UserSchoolNotice:系统通知

{"result":1,"msg":"\_001\_操作成功","data":{"ToexamineCount":0,"GetCommon":0,"followCount":0,"BE\_UserSchoolNotice":0}}

//查看我的动态

public ActionResult Student\_Current\_Dynamic(string Token, Int32 PageIndex = 1, Int32 PageSize = 10, string timeStamp="", String Sign="")

返回数据：

{

"result": 1,

"msg": "",

"data": [

{

"DynamicID": ,//动态iD

"CreateDateTime": ,//动态发布时间

"MessageInfo":"恭喜完成该任务","AnswerID"://答题id,"UserAnswer"://用户答案,"UserScore"://得分,"BadgeTaskInfo":""//任务详情,"BadgeName":""//徽章民名字,"BageIcon":""//徽章图标,

"Fabulous":"[//点赞用户

“fabulousCou6nt”：//点赞总数，

“FabulousInfo”：//点赞用户信息

[{

"ID": ,

"StuName": ,

"HeadImage": ,

"StuName":

},

{

"ID": ,

"StuName": ,

"HeadImage": ,

"StuName":

}

]"],

"CommentInfo":"[//所有评论信息

{

"CommentInfo": ,//评论内容

"CreateDateTime": ,//时间

"CommentID": ,//评论iD

"StudentID": //评论用户ID，"HeadImage": //评论用户头像

},

{

"CommentInfo": ,

"CreateDateTime": ,

"CommentID": ,

"StudentID": ，"HeadImage":

}

]"}]}

//查看未读评论

public ActionResult Student\_Current\_Common(string Token, Int32 PageIndex = 1, Int32 PageSize = 10, string timeStamp = "", String Sign = "")

//查看好友动态

public ActionResult Student\_Friend\_Dynamic(string Token, Int32 PageIndex = 1, Int32 PageSize = 10, string timeStamp = "", String Sign = "")

//查看学校系统消息

public ActionResult BE\_UserSchoolNotice(string Token, Int32 PageIndex = 1, Int32 PageSize = 10, string timeStamp = "", String Sign = "")

//点赞

public ActionResult Friend\_BE\_AnswerFabulous(string Token, Int32? UserDynamicID, string timeStamp, String Sign )

UserDynamicID 要点赞的动态ID

//取消点赞

public ActionResult Friend\_RemoveBE\_AnswerFabulous(string Token, Int32? UserDynamicID, string timeStamp, String Sign)

UserDynamicID 取消点赞

//评论

public ActionResult Friend\_BE\_UserComment(string Token, string CommentInfo, Int32 Score, Int32? UserDynamicID, string timeStamp, String Sign)

CommentInfo 评论内容

Score 评分

UserDynamicID 评论的动态id

//删除评论

public ActionResult Friend\_RemoveBE\_UserComment(string Token, Int32? CommentID, string timeStamp, String Sign)

//查看我的奖章

public ActionResult ShowAllBadge(string Token, Int32? BadgeLevel, string BadgeName, bool HasComplete = false, string timeStamp="", String Sign="")

BadgeLevel 徽章类型（基础，兴趣，原创）

HasComplete 是否优先显示未完成的

//查询徽章信息

public ActionResult ShowBadgeInfo(string Token, Int32? Pager\_BadgeID,string timeStamp, String Sign)

Pager\_BadgeID 徽章ID

=================================2017-3-22新增接口=============================

//查看同学或者好友某个年级的某个类型的徽章的情况（主要查看徽章名字，图标，分数，用户得分）

StudentID-----要查看的同学的ID

BadgeLevel----要查看的徽章类型

GradeID-------需要查看的年级ID

BadgeName-----查看的徽章信息

HasComplete ----是否优先显示未完成的

public ActionResult ShowStudentAllBadge\_ByGrade(string Token,Int32?StudentID, Int32? BadgeLevel, Int32? GradeID, string BadgeName, bool HasComplete = true, string timeStamp = "", String Sign = "")

//我的同学

/// <summary>

/// 显示我的同学

/// </summary>

/// <param name="Token"></param>

/// <param name="SchoolID">学校</param>

/// <param name="GradeID">年级</param>

/// <param name="ClassID">班级</param>

/// <param name="StuName">学生名字</param>

/// <param name="ShowMyClass">是否显示自己同班同学</param>

/// <returns></returns>

public ActionResult GetMyStudent(string Token, Int32? SchoolID, Int32? GradeID, Int32? ClassID, string StuName, bool ShowMyClass = true, string timeStamp = "", String Sign = "")

//我的同学---点击同学显示同学的动态

public ActionResult ShowStudentDynamic(string Token, Int32? StudentID, Int32 PageIndex = 1, Int32 PageSize = 10, string timeStamp = "", String Sign = "")

//同学/关注好友在某个年级的各类徽章的完成情况（eg:基础.20%,...）

public ActionResult StudentBadge\_CompletionInfo(string Token,Int32?StudentID,Int32?GradeID, string timeStamp, String Sign)

//查看用户其他年级的徽章详情

public ActionResult ShowAllBadge\_ByGrade(string Token, Int32? BadgeLevel,Int32?GradeID, string BadgeName, bool HasComplete = false, string timeStamp = "", String Sign = "")

//我的关注的好友

public ActionResult GetAllFriend(string Token, string FriendName = "", string timeStamp="", String Sign="")

//点击关注

public ActionResult StudentFollow(string Token, Int32? FriendID, string timeStamp, String Sign)

//取消关注

public ActionResult StudentUnFollow(string Token, Int32? FriendID, string timeStamp, String Sign)

//答题

------Page\_BadgeTask 答题的任务ID

public ActionResult Student\_Badge\_Answer(string Token, Int32 Page\_BadgeTask, string UserAnswer, string timeStamp, String Sign)

//答题上传文件/图片/视频（多个文件上传）

----BadgeTaskID 当前答题的任务ID

public ActionResult FilePost\_Badge\_UserAnswer(String Token, String FileElementName,Int32 BadgeTaskID, String timeStamp, String Sign)

//找回密码

----ApplyUpdatePwd 如果是点击的联系管理员则为True 而且验证码也可以为空

public ActionResult Student\_FindPwd(String PhoneNum, String CodeSend, String Pwd, String PwdAgain, bool ApplyUpdatePwd,String Sign)

//找回密码--发送验证码

public ActionResult BE\_SMS\_PhoneVerification\_CodeSend\_ResetPsw(String PhoneNum, String timeStamp, String Sign)

//上传头像（source是base64字符串）

public ActionResult CutImageSave(string source)

返回数据： return Content(new M\_Result() { result = 1, msg = "上传成功", data = ( "http://" + Request.Url.Authority+path + fileName) }.Ex\_ToJson());

如果result为1 则data里面是上传头像的地址 ，否则就为空

///////////////////////////////////2017-3-23///////////////////////////////////

//判断用户是不是我的好友--用户进入到别的同学的主页的时候判断关注按钮是显示关注还是取消关注用

public ActionResult StudentISMyFriend(string Token, Int32? UserID, string timeStamp, string Sign)

返回数据： Friend 是不是好友

return Content(new M\_Result(1, "",Friend==null?false:true).Ex\_ToJson());

////////////////////////////////////2017-3-24////////////////////////////////

//修改完善用户信息前获取到用户的的信息

public ActionResult API\_Update\_UserInfo(string Token, string timeStamp, String Sign)

返回数据：

return Content(new M\_Result()

{

result = 1,

data = new

{

StuName = Student.StuName,//用户名字

StuNo = Student.StuNo,//学号

Birthday=Student.Birthday,//生日

HeadImage=Student.HeadImage,//头像

Hobby=Student.Hobby,//爱好

PhoneNO= Student.PhoneNO,//手机号

}

}.Ex\_ToJson());

//修改完善用户信息的方法-----手机号不能为空

public ActionResult API\_Update\_UserInfo\_Method(string Token, string UserName, string StuNo,string PhoneNO, DateTime Birthday, string HeadImage, string Hobby, string timeStamp, String Sign)

返回json数据如果{result=1,msg=,data}

///////////////////////////////////2017-3-27///////////////////////////////////

//获取用户的过去的年级

public ActionResult GetBeforeGradeByUser(string Token)

//获取用户可以查看的学校（我的同学里的其他同学）

public ActionResult GetStudentBy\_School(string Token)

\*\*\*\*\*\*这里的年级和班级可以直接用注册的时候使用的接口

//////////////////////////////////////2017-4-6////////////////////////////////////////////

//根据同学或者朋友的ID得到他的过往的年级

public ActionResult GetBeforeGradeByStudent(Int32?StudentID)

/////////////////////////////////2017-04-11////////////////////////////////////

//申请重置密码

public ActionResult Student\_ApplyResetPsw(String PhoneNum)

//////////////////////////////////2017-4-13////////////////////////////////

//用户上传自创徽章的徽章图片

public ActionResult LayUI\_FilePost\_BadgeImage(String FileElementName = "file")

//////////////////////////////////2017-4-21////////////////////////////////

//、、、、、、、、、、、、、、扫码上传图片

//生成二维码图片

//BadgeTaskID 任务id

////CodeType 1:用户上传头像 2.答题3.上传徽章

public ActionResult API\_QRCode\_ImageCreate(Int32?BadgeTaskID,Int32?CodeType)

//根据任务id得到任务答题类型

public ActionResult API\_GetTaskType(Int32? TaskID)

//扫码图片上传

BadgeTaskID ：任务id

CodeType 1:用户上传头像 2.答题3.上传徽章

Guidinfo:这里是生成二维码返回的CodeInfo\_Guide 用于获取图片上传的结果

public ActionResult FilePost\_QRCODE(String FileElementName, Int32? BadgeTaskID, Int32? CodeType, string guidinfo)

//获取上传的图片信息

GuidInfo ：是生成二维码的返回值CodeInfo\_Guide

public ActionResult API\_GetQRCode\_FileUpload(string GuidInfo)

////////////////////////////////////////////////////////////////////////////

//////////////////////////微信接口/////////////////////////////

/////////////////////////////////////////////////////////////////////////////

\*\*\*\*\*返回参数result=-7则进行登录授权。如果为-8则用户未绑定

\*\*\*\*当接口返回为result为-7是调用接口

--backurl 是当授权完成后返回的地址

public ActionResult AuthorzeUrl(Int32?SchoolID,string Backurl)

\*\*\*\*当接口返回为-8时表示当前微信没有和系统中的用户进行绑定则需要进入绑定

//绑定账号

public ActionResult WX\_StuBind\_Method(string Token,Int32? SchoolID, string PhoneNum)

--这里的token不是用户登录的时候的Token是用户授权时获取到的用户id

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*修改用户个人信息\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. 获取用户信息

public ActionResult GetUserInfo(string Token)

1. 修改用户信息

/// <summary>

/// 修改用户信息

/// </summary>

/// <param name="UserName">用户名</param>

/// <param name="StuNo">学号</param>

/// <param name="PhoneNO">手机号</param>

/// <param name="Birthday">生日</param>

/// <param name="HeadImage">头像</param>

/// <param name="Hobby">爱好</param>

/// <returns></returns>

public ActionResult API\_Update\_UserInfo\_Method(string Token,string UserName, string StuNo, string PhoneNO, DateTime? Birthday, string HeadImage, string Hobby, String StuPsw, Int32? Sex, Int32? SchoolID, Int32? GradeID, Int32? ClassID)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*登录\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

public ActionResult UserLogin(string UserName, string Psw)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*注册\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. 注册填写手机号时判断手机号是否可用

public ActionResult Student\_Register\_PhoneIsUse(String PhoneNO)

1. 注册方法

/// <summary>

/// 注册

/// </summary>

/// <param name="UserName">用户名</param>

/// <param name="Sex">性别（0男1女）</param>

/// <param name="SchoolID">学校</param>

/// <param name="GradeID">年级</param>

/// <param name="ClassID">班级</param>

/// <param name="PhoneNO">手机号</param>

/// <param name="CodeSend">验证码</param>

/// <param name="Pwd">密码</param>

/// <param name="StuNO">学号</param>

/// <param name="HeadImage">头像</param>

/// <param name="Birthday">生日</param>

/// <returns></returns>

public ActionResult Register(string Token,,String UserName, Int32? Sex, Int32? SchoolID, Int32? GradeID, Int32? ClassID, String PhoneNO, String CodeSend, String Pwd, String StuNO, String HeadImage, DateTime? Birthday)

//Token 授权时获得的微信Token

1. 注册选择学校

/// <summary>

/// 注册时选择学校

/// </summary>

/// <returns></returns>

public ActionResult Student\_Register\_GetShool()

4.年级

/// <summary>

/// 注册获取学校的年级

/// </summary>

/// <returns></returns>

public ActionResult Student\_Register\_GetGrade(Int32? SchoolID = 0)

1. 班级

/// <summary>

/// 注册获取班级信息

/// </summary>

/// <param name="GradeID"></param>

/// <returns></returns>

public ActionResult Student\_Register\_GetClass(Int32? GradeID)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*获取验证\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. 注册获取验证码

public ActionResult BE\_SMS\_PhoneVerification\_CodeSend\_Register(String PhoneNum）

1. 修改密码获取验证码

public ActionResult BE\_SMS\_PhoneVerification\_CodeSend\_ResetPsw(String PhoneNum）

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*找回密码\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. 修改密码

/// <summary>

/// 找回密码

/// </summary>

/// <param name="PhoneNum">手机号</param>

/// <param name="CodeSend">验证码</param>

/// <param name="Pwd">密码</param>

/// <param name="PwdAgain">再次输入密码</param>

/// <param name="ApplyUpdatePwd">是否是不需要手机验证码修改密码</param>

/// <returns></returns>

public ActionResult Student\_FindPwd(String PhoneNum, String CodeSend, String Pwd, String PwdAgain, bool ApplyUpdatePwd)

1. 申请重置密码

/// <summary>

/// 申请重置密码

/// </summary>

/// <param name="PhoneNum"></param>

/// <returns></returns>

public ActionResult Student\_ApplyResetPsw(String PhoneNum)

### ==================用户信息=======================

1. 获取用户个人信息

public ActionResult StudentMyHomePage\_StudentInfo(string Token)

1. 获取用户当前年级的徽章完成情况

/// <summary>

/// 获取用户当前年级的徽章完成情况

/// </summary>

/// <param name="Token"></param>

/// <returns></returns>

public ActionResult StudentNowBadge\_CompletionInfo(string Token)

1. 获取用户未读消息条数

/// <summary>

/// 获取用户未读消息数量

/// </summary>

/// <param name="Token"></param>

/// <returns></returns>

public ActionResult StudentMsgCount(string Token)

1. 我的动态（我的审核通知）

/// <summary>

/// 我的动态信息

/// </summary>

/// <param name="PageIndex"></param>

/// <param name="PageSize"></param>

/// <returns></returns>

public ActionResult Student\_Current\_Dynamic(string Token,Int32 PageIndex = 1, Int32 PageSize = 10)

1. 未读评论信息

/// <summary>

/// 未读评论信息

/// </summary>

/// <param name="PageIndex"></param>

/// <param name="PageSize"></param>

/// <returns></returns>

public ActionResult Student\_Current\_Common(string Token,Int32 PageIndex = 1, Int32 PageSize = 10)

1. 系统通知（学校通知）

/// <summary>

/// 学校通告

/// </summary>

/// <param name="Token"></param>

/// <param name="PageIndex"></param>

/// <param name="PageSize"></param>

/// <returns></returns>

public ActionResult BE\_UserSchoolNotice( string Token,Int32 PageIndex = 1, Int32 PageSize = 10)

1. 用户当前年级的某类徽章的详情

/// <summary>

/// 显示当前用户某个类型的徽章的全部内容

/// </summary>

/// <param name="BadgeLevel">徽章类型如果传入0则查询所有的</param>

/// <param name="BadgeName">查询名字</param>

/// <param name="PageIndex"></param>

/// <param name="PageSize"></param>

/// <param name="HasComplete"></param>

/// <returns></returns>

public ActionResult ShowAllBadge(string Token,Int32? BadgeLevel, string BadgeName,Int32 PageIndex = 1, Int32 PageSize = 10, bool HasComplete = false)

1. 创建原创徽章

/// <summary>

/// 用户创建自创徽章

/// </summary>

/// <param name="Token"></param>

/// <param name="badgeinfo"></param>

/// <param name="badgetask"></param>

/// <returns></returns>

public ActionResult API\_Student\_CreateBadge\_BadgeTask(string Token, string badgeinfo, string badgetask)

1. 自创徽章图片

/// <summary>

/// 用户创建自创徽章获取图片

/// </summary>

/// <param name="Token"></param>

/// <returns></returns>

public ActionResult API\_Student\_CreateBadgeGetImage(string Token)

1. 用户答题

/// <summary>

/// 用户答题

/// </summary>

/// <param name="Page\_BadgeTask"></param>

/// <param name="UserAnswer"></param>

/// <returns></returns>

public ActionResult Student\_Badge\_Answer(string Token, Int32? Page\_BadgeTask, string UserAnswer)

1. 用户答题上传文件

public ActionResult FilePost\_Badge\_UserAnswer(string Token,,String FileElementName, Int32? BadgeTaskID)

1. 领取徽章

public ActionResult Student\_Badge\_ReceiveInfo(string Token,,Int32?Paper\_BadgeID)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*同学/好友\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. 查询同学

/// <summary>

/// 显示我的同学

/// </summary>

/// <param name="Token"></param>

/// <param name="SchoolID">学校</param>

/// <param name="GradeID">年级</param>

/// <param name="**ClassID**">班级</param>

/// <param name="StuName">学生名字</param>

/// <param name="ShowMyClass">是否显示自己同班同学</param>

/// <returns></returns>

public ActionResult GetMyStudent(string Token, Int32? SchoolID, Int32? GradeID, Int32? ClassID, string StuName, bool ShowMyClass = true)

1. 可以查看的学校（年级，班级和注册是一样的方法）

/// <summary>

/// 查询可以查看的学校

/// </summary>

/// <returns></returns>

public ActionResult GetStudentBy\_School(string Token)

3.判断同学是不是我的好友

/// <summary>

/// 判断同学是不是我的好友

/// </summary>

/// <param name="Token"></param>

/// <param name="UserID"></param>

/// <param name="timeStamp"></param>

/// <param name="Sign"></param>

/// <returns></returns>

public ActionResult StudentISMyFriend(string Token,Int32? Studentid)

1. 好友信息

/// <summary>

/// 获取我的好友信息

/// </summary>

/// <param name="Token"></param>

/// <param name="FriendName"></param>

/// <returns></returns>

public ActionResult GetAllFriend(string Token,string FriendName = "")

1. 关注

/// <summary>

/// 关注

/// </summary>

/// <returns></returns>

public ActionResult StudentFollow(string Token,Int32? FriendID)

1. 取消关注

/// <summary>

/// 取消关注

/// </summary>

/// <param name="Token"></param>

/// <param name="FriendID"></param>

/// <returns></returns>

public ActionResult StudentUnFollow( string Token,Int32? FriendID)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*动态(好友/同学公用方法)\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

1. /// <summary>
2. /// 获取好友/同学个人信息
3. /// </summary>
4. /// <param name="Token"></param>
5. /// <returns></returns>
6. public ActionResult GetMyStudentOrFriendInfo(string Token,Int32?StudentID)
7. 全部好友动态

/// <summary>

/// 好友动态(全部好友)

/// </summary>

/// <param name="Token"></param>

/// <param name="PageIndex"></param>

/// <param name="PageSize"></param>

/// <returns></returns>

public ActionResult Student\_Friend\_Dynamic(string Token, Int32 PageIndex = 1, Int32 PageSize = 10)

1. 某个同学/好友的动态

/// <summary>

/// 显示指定的同学/好友的动态

/// </summary>

/// <param name="Token"></param>

/// <param name="StudentID"></param>

/// <returns></returns>

public ActionResult ShowStudentDynamic(string Token, int32? StudentID, Int32 PageIndex = 1, Int32 PageSize = 10)

1. 对同学/好友动态点赞

/// <summary>

/// 用户点赞

/// </summary>

/// <param name="UserDynamicID">动态id</param>

/// <returns></returns>

public ActionResult Friend\_BE\_AnswerFabulous(string Token, Int32? UserDynamicID)

1. 取消点赞

/// <summary>

/// 取消点赞

/// </summary>

/// <param name="Token"></param>

/// <param name="UserDynamicID"></param>

/// <returns></returns>

public ActionResult Friend\_RemoveBE\_AnswerFabulous(string Token, Int32? UserDynamicID)

1. 对同学/好友动态评论

/// <summary>

/// 给好友评论

/// </summary>

/// <param name="CommentInfo"></param>

/// <param name="Score"></param>

/// <param name="UserDynamicID"></param>

/// <returns></returns>

public ActionResult Friend\_BE\_UserComment(string Token,string CommentInfo, Int32? Score, Int32? UserDynamicID)

1. 删除评论

/// <summary>

/// 删除给好友的评论

/// </summary>

/// <param name="Token"></param>

/// <param name="CommentInfo"></param>

/// <param name="Score"></param>

/// <param name="UserDynamicID"></param>

/// <returns></returns>

public ActionResult Friend\_RemoveBE\_UserComment( string Token, Int32? CommentID)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*徽章（当前用户/好友/同学公用方法）\*\*\*\*\*\*\*\*\*\*\*\*\*

1.（好友,同学）的某个年级的徽章信息

/// <summary>

/// 查看当前用户/（好友,同学）的某个年级的徽章信息

/// </summary>

/// <param name="Token"></param>

/// <param name="BadgeLevel"></param>

/// <param name="BadgeName"></param>

/// <param name="HasComplete"></param>

/// <param name="timeStamp"></param>

/// <param name="Sign"></param>

/// <returns></returns>

public ActionResult ShowAllBadge\_ByGrade

(string Token,Int32? BadgeLevel, Int32? GradeID, string BadgeName, bool HasComplete = false, Int32? FriendID = 0,Int32 PageIndex = 1, Int32 PageSize = 10)

2.当前用户/（好友,同学）的 单个徽章详情

/// <summary>

///当前用户/（好友,同学）的 单个徽章详情

/// </summary>

/// <param name="Token"></param>

/// <param name="Pager\_BadgeID"></param>

/// <returns></returns>

public ActionResult ShowBadgeInfo(string Token,Int32? Pager\_BadgeID, int StudentID, bool isFriend = false)

3.获取当前用户/（好友,同学）的过往年级

/// <summary>

/// 获取当前用户/（好友,同学）的过往年级

/// </summary>

/// <returns></returns>

public ActionResult GetBeforeGradeByUser(string Token,Int32? StudentID, bool isFriend = false)

4.获取同学/关注好友的某个年级的各类型徽章的完成情况

/// <summary>

/// 获取同学/关注好友的某个年级的各类型徽章的完成情况

/// </summary>

/// <param name="Token"></param>

/// <param name="StudentID"></param>

/// <param name="GradeID"></param>

/// <param name="timeStamp"></param>

/// <param name="Sign"></param>

/// <returns></returns>

public ActionResult StudentBadge\_CompletionInfo(string Token,Int32? StudentID, Int32? GradeID)

=====================================补充添加接口==========================

1. 根据动态id获取动态评论信息（分页）

public ActionResult BE\_GetCommentByDynamics(string Token,Int32? Dynamics, Int32 PageIndex = 1, Int32 PageSize = 10)

1. 注册/绑定账号前判断微信用户是否已经授权登录了

public ActionResult GetWinxinOpenID(string Token)

/// <summary>

/// 徽章答题类型（文本，图片，）

/// </summary>

public enum Badge\_AnswerType

{

文本=1,

图片=2,

文件=3,

视频=4,

音频=5,

}

//徽章类型

public enum Badge\_LeveL

{

必修章=1,

兴趣章=2,

原创章=3,

}

用户答题状态

public enum UserAnswerState

{

未答题=1,

正在审核=2,

审核打分完成=3,

审核不通过=4,

再次答题=5,//用于给多一次答题机会每操作一次则多一次机会

}

 public ActionResult WX\_Student\_Recommend(string Token) 推荐关注的