Hi-Lo Game

WASA: Web and Software Architecture

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Let's play a game

Hi-Lo Game

- I think a secret number between 1 and 100
- · You try to guess it in max 10 trials
- Each trial, I will tell you if your guess is too high, or too low

Hi-Lo Game Service Requirements

- 1. start a new game
- accept a guess (up to 10 guesses), and return hi, lo, or correct
- 3. reset a game, generating a new secret number
- obtain the list of each guess in a game, with related results
- obtain the list of all games, with final result (win/lose) and number of guesses

Which resources would you design?

Design the service

- · design a /games resource that is a collection of games
- each game can be designed as a resource itself:
 /games/{id}
- we can use the collection for the requirements 1 and
- we can use the single game resource for the requirements 2, 3, and 4

Let's create the OpenAPI

document

Swagger Editor

We use the Swagger Editor to create, validate and test the OpenAPI Document https: //editor.swagger.io



Let's design the two endpoints ("paths")

```
openapi: 3.0.0
info:
 title: Hi-lo Game
 description:
   This API allows playing hi-lo game
   and requesting the state of a game or the history
   of all the games
 version: 0.0.1
paths:
 /qames:
 # ...
 /games/{id}:
 # ...
```

Let's specify the methods for the /games/ path

```
paths:
 /aames:
     summary: start a new game
        Start a new game generating the secret number
        and return the created game id
        "200":
          description: new game created
            application/json:
              schema:
                type: integer
```

The schema object defines a primitive (integer, string, ...), array, or object data type, depending on its type field

Swagger description - post

