# Database Documentation

.save(object )

Saves an object into the database. If the object doesn’t exist in the database, it creates it as a new entry, otherwise, it updates the original entry with the new values.

Eg. Best\_User.save()

Saves the Best\_User object into the database

Variables for Objects:

Users – (username, password, fname, lname, email)

Quest – (name, private, creator\_ref, lat, long, desc, time, status)

Message – (user\_ref, quest\_ref, text, time, Post/Message)

Invite - (invitee\_ref, inviter\_ref, quest\_ref, date)

Tool – (quest\_ref, name, quantity)

Participant – (user\_ref, quest\_ref, is\_admin)

Tool\_Log - (user\_ref, quest\_ref, tool\_ref)

Message.save(user\_ref,quest\_ref,

.find()

Returns all rows as objects, of the class.

Eg<Table>.find()

.find(key, value)

Searches the table for a specific object type for a specific key and value. The key is a attribute of the specified class, and value is the data in the database.

Returns you the object with of a specified id

Eg. <Table>.get(id)

.rowid

Returns the id of the object

.destroy(object)

Removes the object from the database Table “TableName”

Eg. <Table>.destroy(object)