SproutCore Design Template
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SproutCore Datastore Design graffle

September 11, 2009

Section Separator

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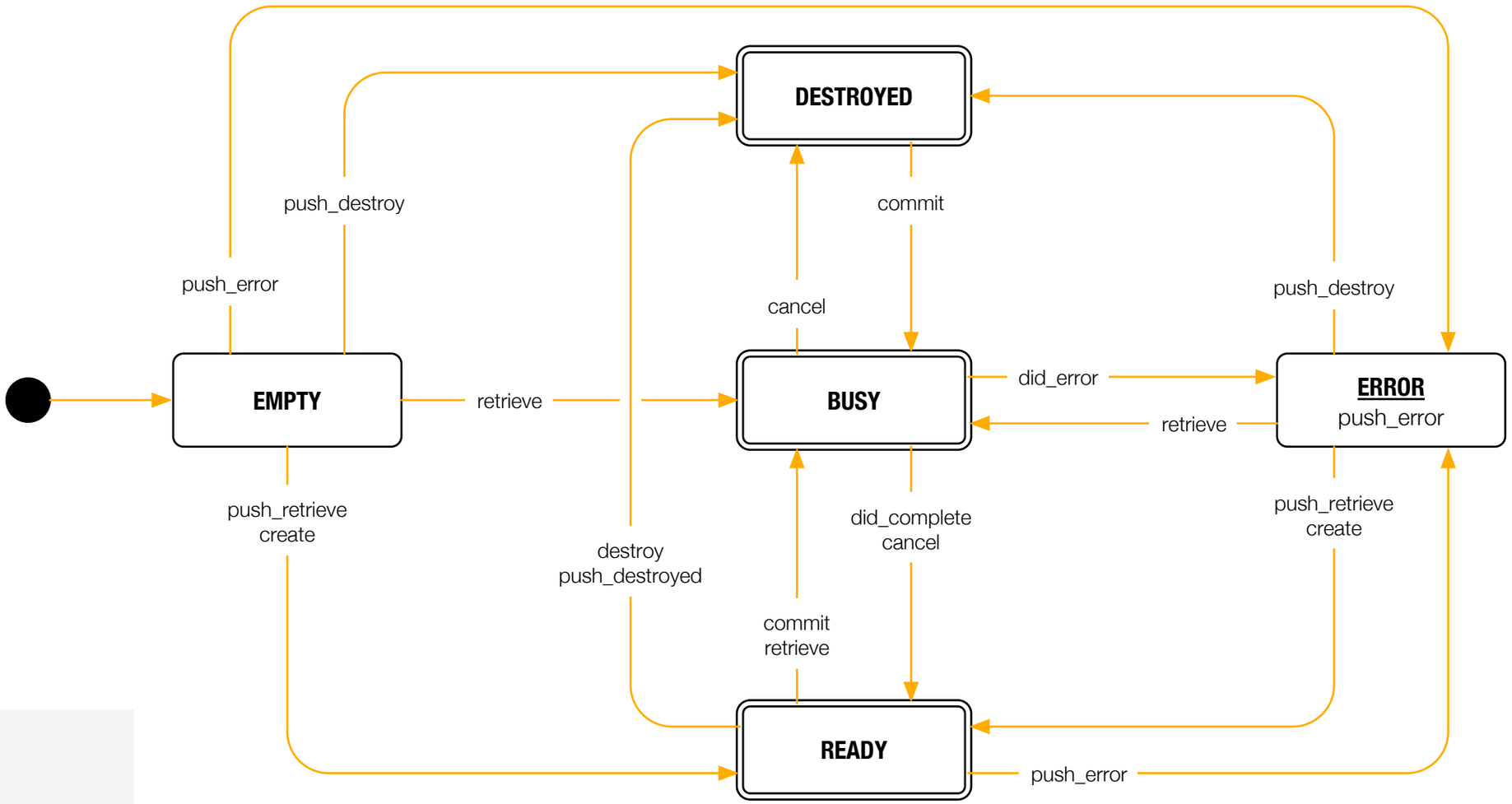
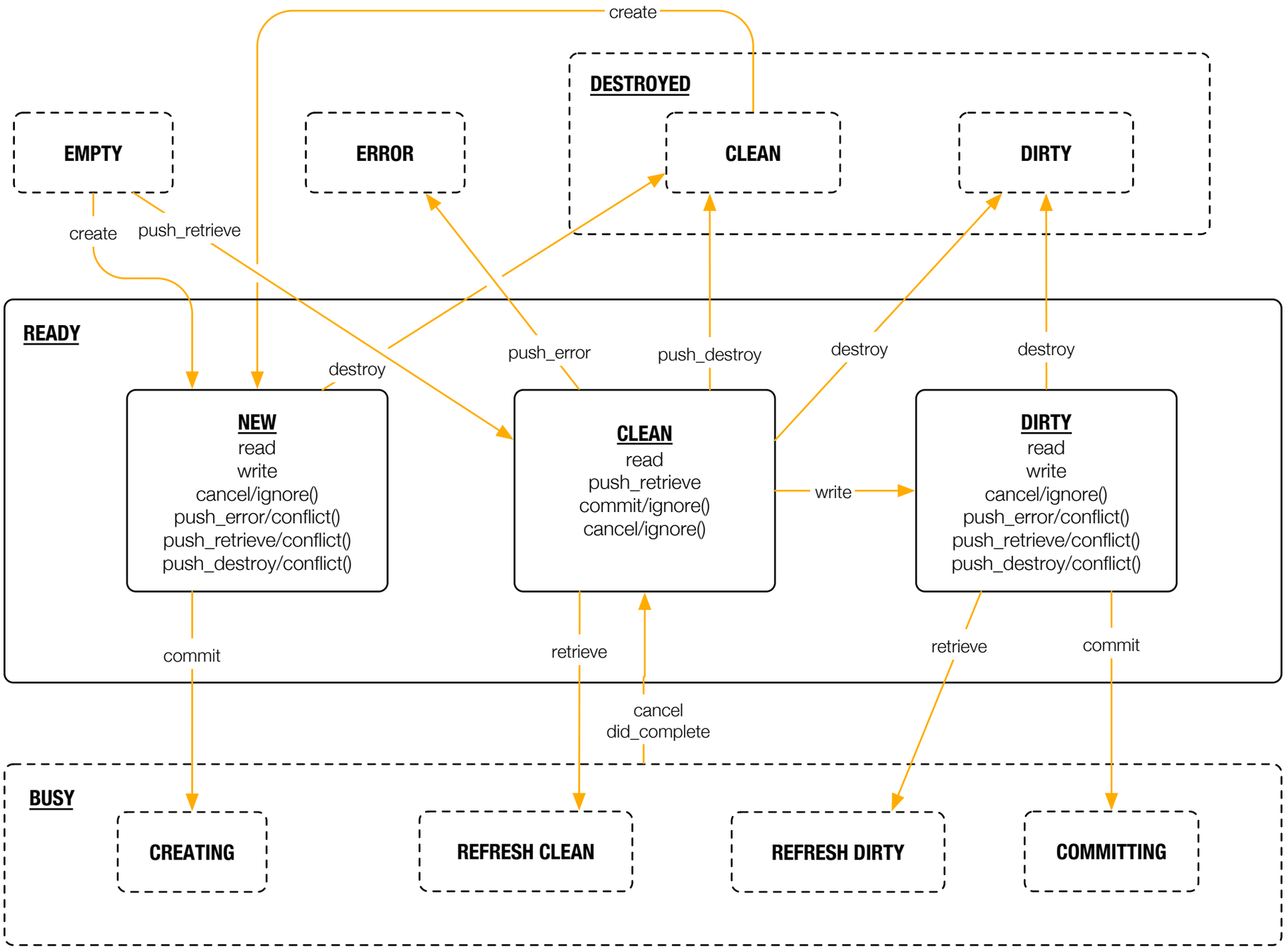
SC.Record States

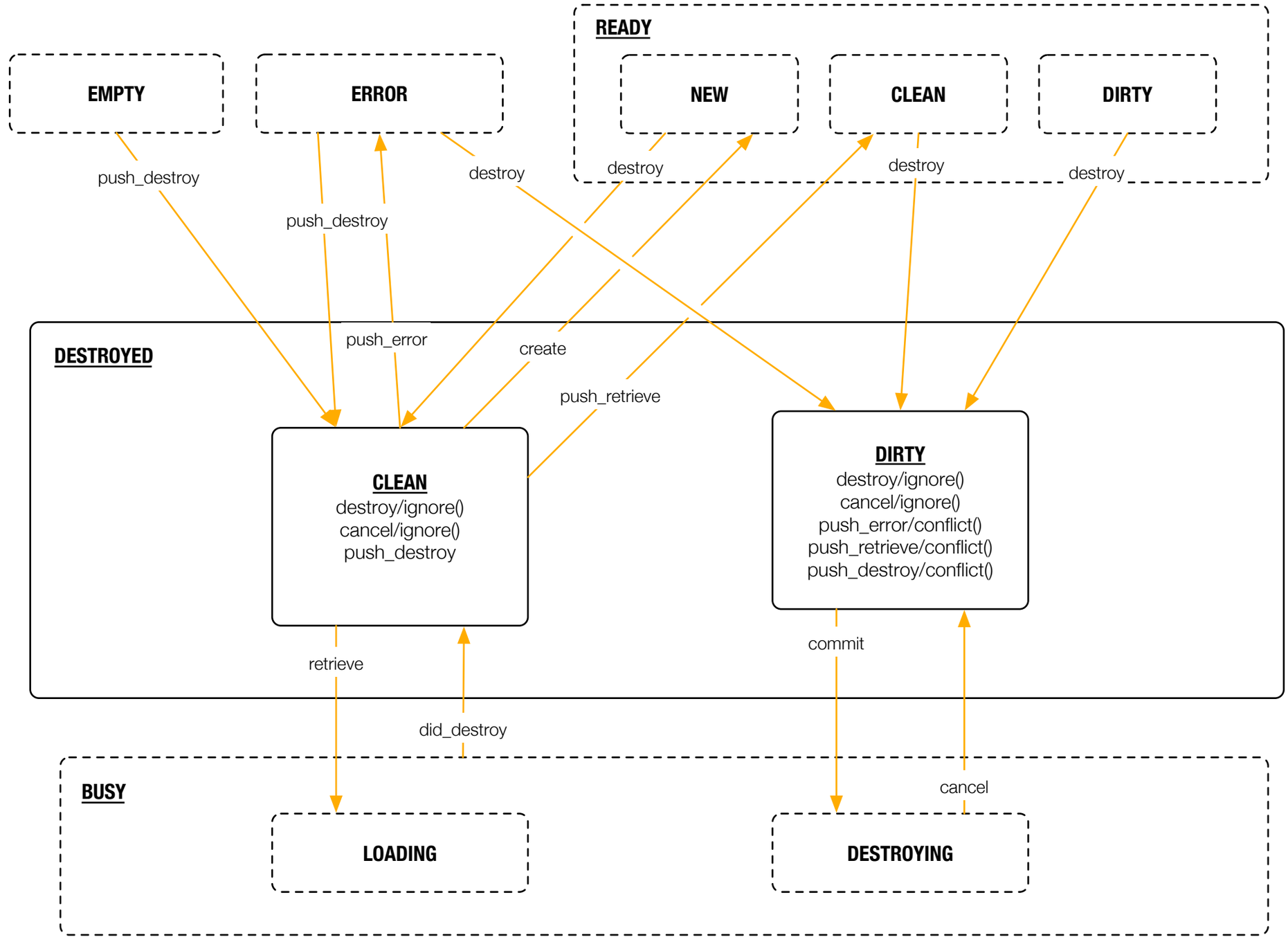


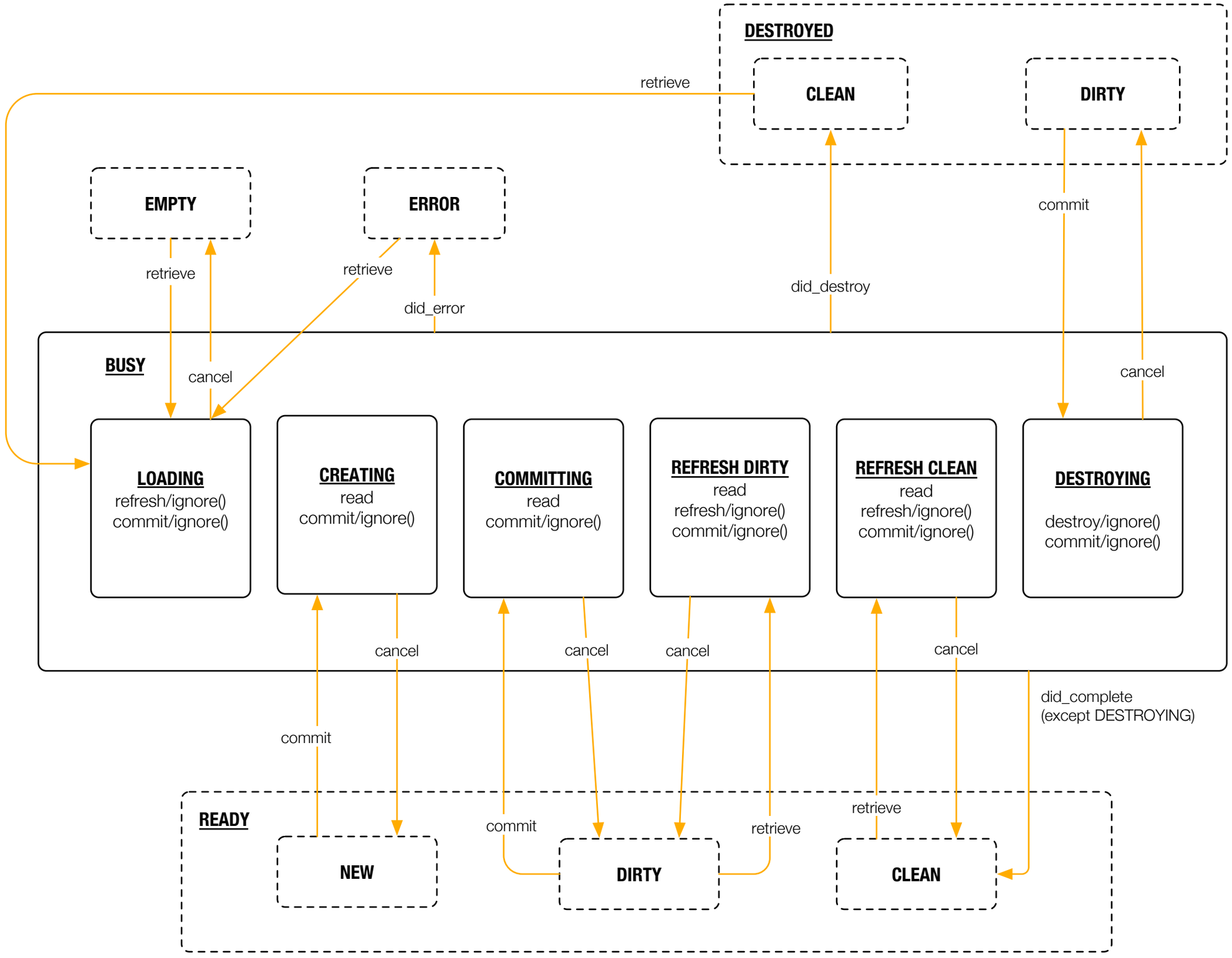
EVENT LIST
create
retrieve
commit
destroy

did_complete
did_error

push_retrieve
push_destroy
push_error


create
DESTROYED
EMPTY
ERROR
CLEAN
DIRTY
create
push_retrieve
READY
destroy
push_error
push_destroy
destroy
destroy
NEW
read
write
cancel/ignore()
push_error/conflict()
push_retrieve/conflict()
push_destroy/conflict()
CLEAN
read
push_retrieve
commit/ignore()
cancel/ignore()
write
DIRTY
read
write
cancel/ignore()
push_error/conflict()
push_retrieve/conflict()
push_destroy/conflict()
commit
retrieve
retrieve
commit
cancel
did_complete
BUSY
CREATING
REFRESH CLEAN
REFRESH DIRTY
COMMITTING


READY
EMPTY
ERROR
NEW
CLEAN
DIRTY
push_destroy
push_destroy
destroy
destroy
destroy
destroy
DESTROYED
push_error
create
push_retrieve
CLEAN
destroy/ignore()
cancel/ignore()
push_destroy
DIRTY
destroy/ignore()
cancel/ignore()
push_error/conflict()
push_retrieve/conflict()
push_destroy/conflict()
retrieve
commit
did_destroy
cancel
BUSY
LOADING
DESTROYING


DESTROYED
CLEAN
DIRTY
retrieve
EMPTY
ERROR
retrieve
retrieve
did_error
did_destroy
commit
cancel
BUSY
LOADING
refresh/ignore()
commit/ignore()
CREATING
read
commit/ignore()
COMMITTING
read
commit/ignore()
REFRESH DIRTY
read
refresh/ignore()
commit/ignore()
REFRESH CLEAN
read
refresh/ignore()
commit/ignore()
DESTROYING
destroy/ignore()
commit/ignore()
cancel
cancel
cancel
cancel
cancel
commit
did_complete
(except DESTROYING)
READY
NEW
commit
DIRTY
retrieve
retrieve
CLEAN

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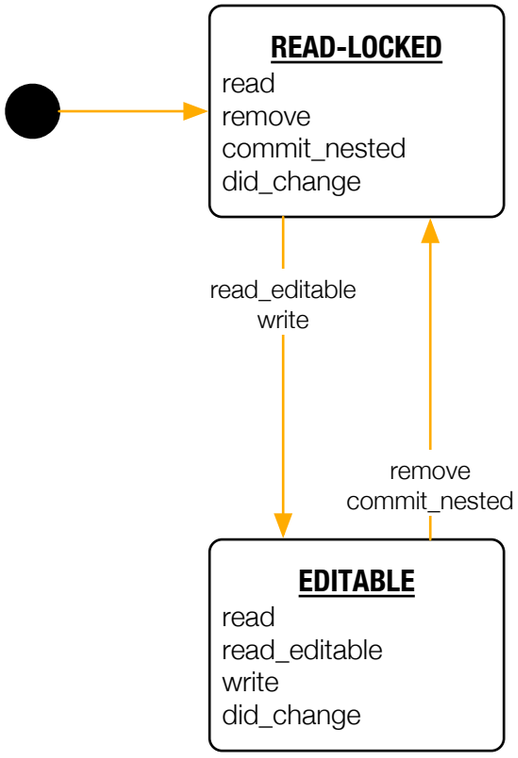
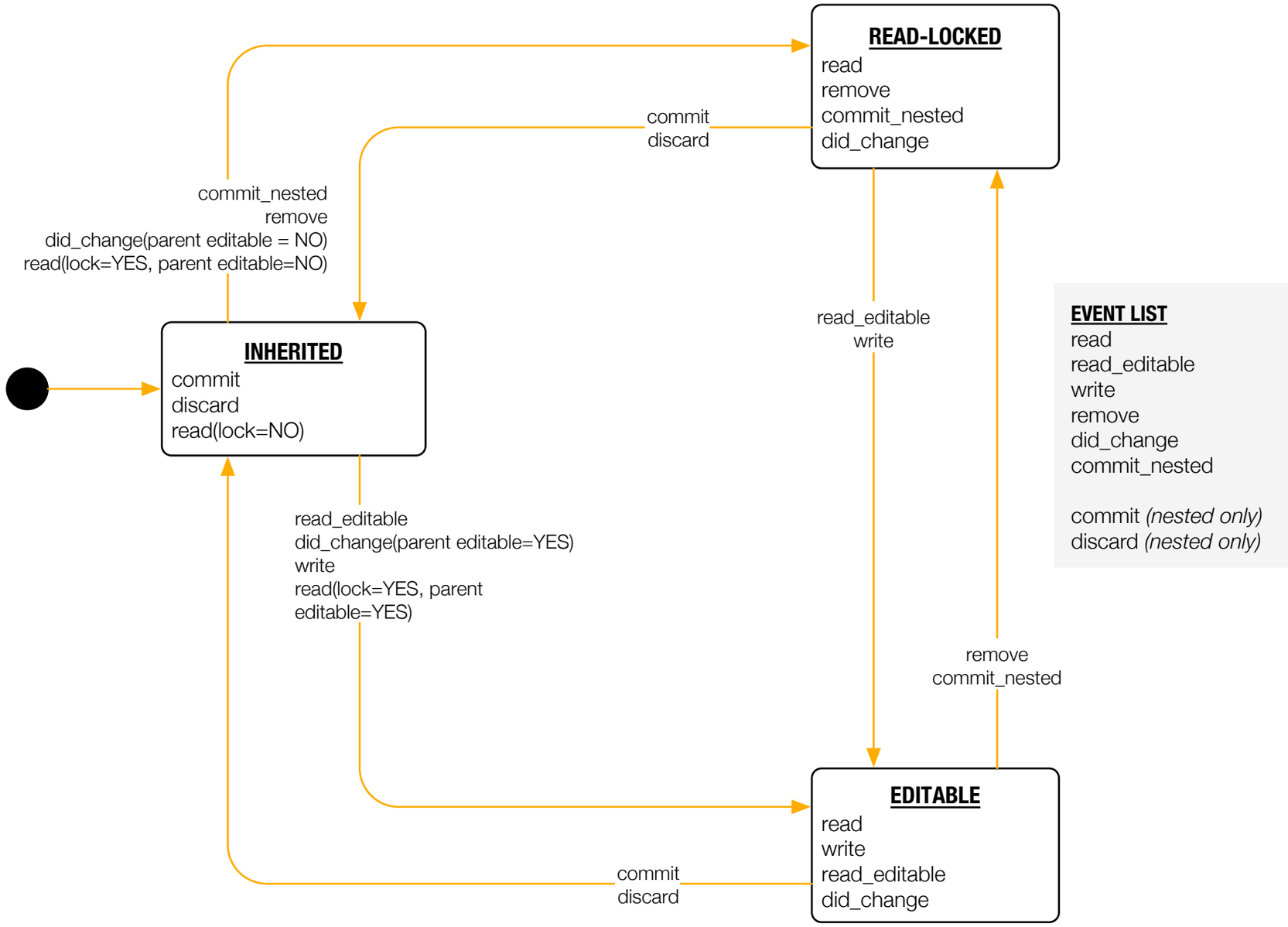
Other States

BASE STORE



NESTED STORE



EVENT LIST
read
read_editable
write
remove
did_change
commit_nested

commit *(nested only)*
discard *(nested only)*

NOTES
Data Hashes in INHERITED state will change whenever the hash in a parent store changes.

DataHashes in READ-LOCKED state have not been modified but have been locked so they do not change when the parent store changes.

DataHashes in EDITABLE state may have been modified (and also do not change when parent store changes)

Since a base store does not have a parent store, data hashes in the base store cannot be in the INHERITED state

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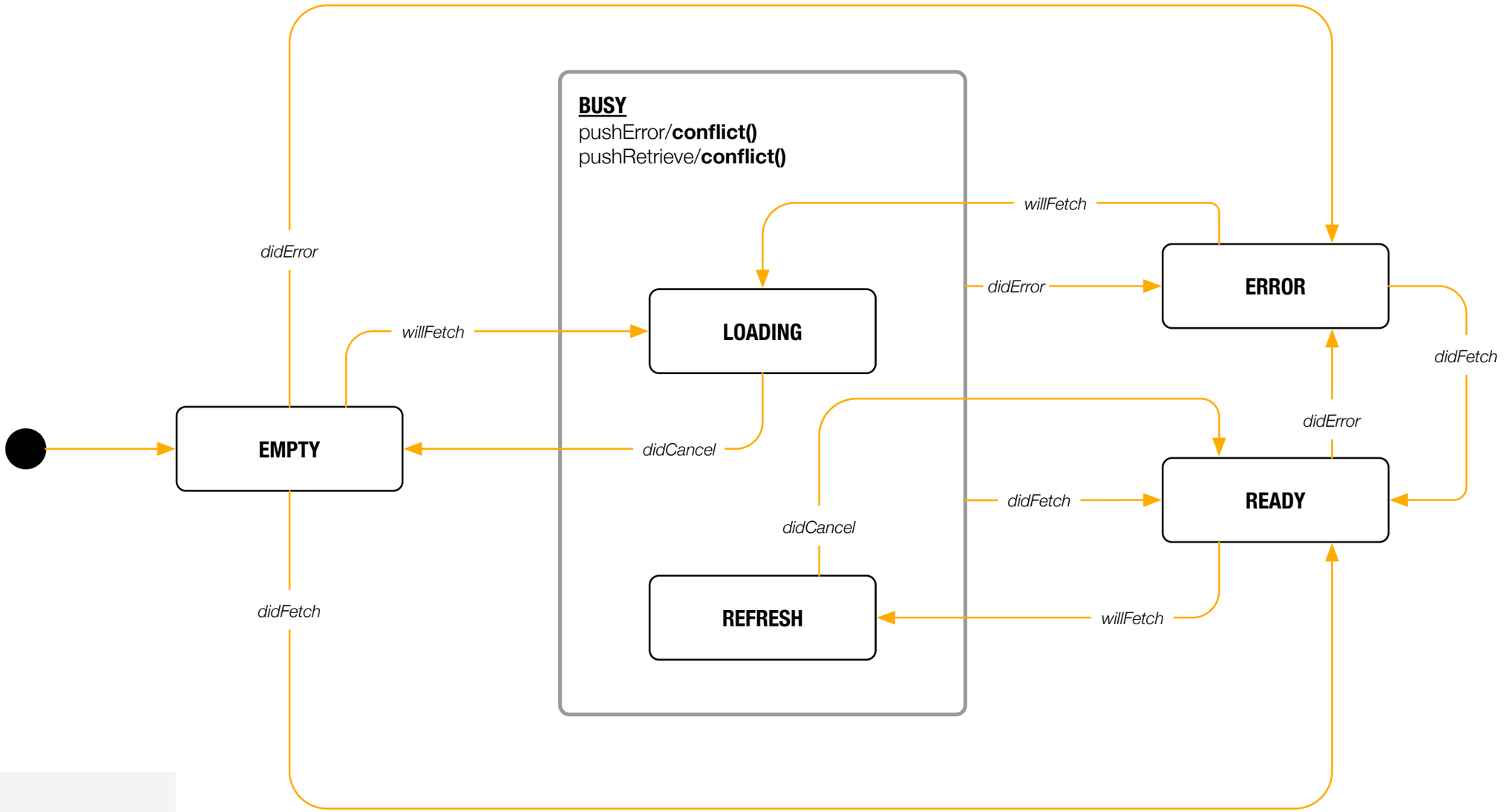
Fetch Requests

NOTES
Each SC.RecordArray instance is backed by a single SC.Fetch. Fetch objects are global across the app, where a new SC.RecordArray instance will be created for each store or nested store.

The SC.RecordArray#status property reflects the underlying SC.Fetch status, as described below.



EVENT LIST
retrieve - initiate retrieval of query
cancel - cancel retrieval

didComplete - retrieval did complete
didError - retrieval failed

pushRetrieve - retrieve at any time
pushError - error at any time

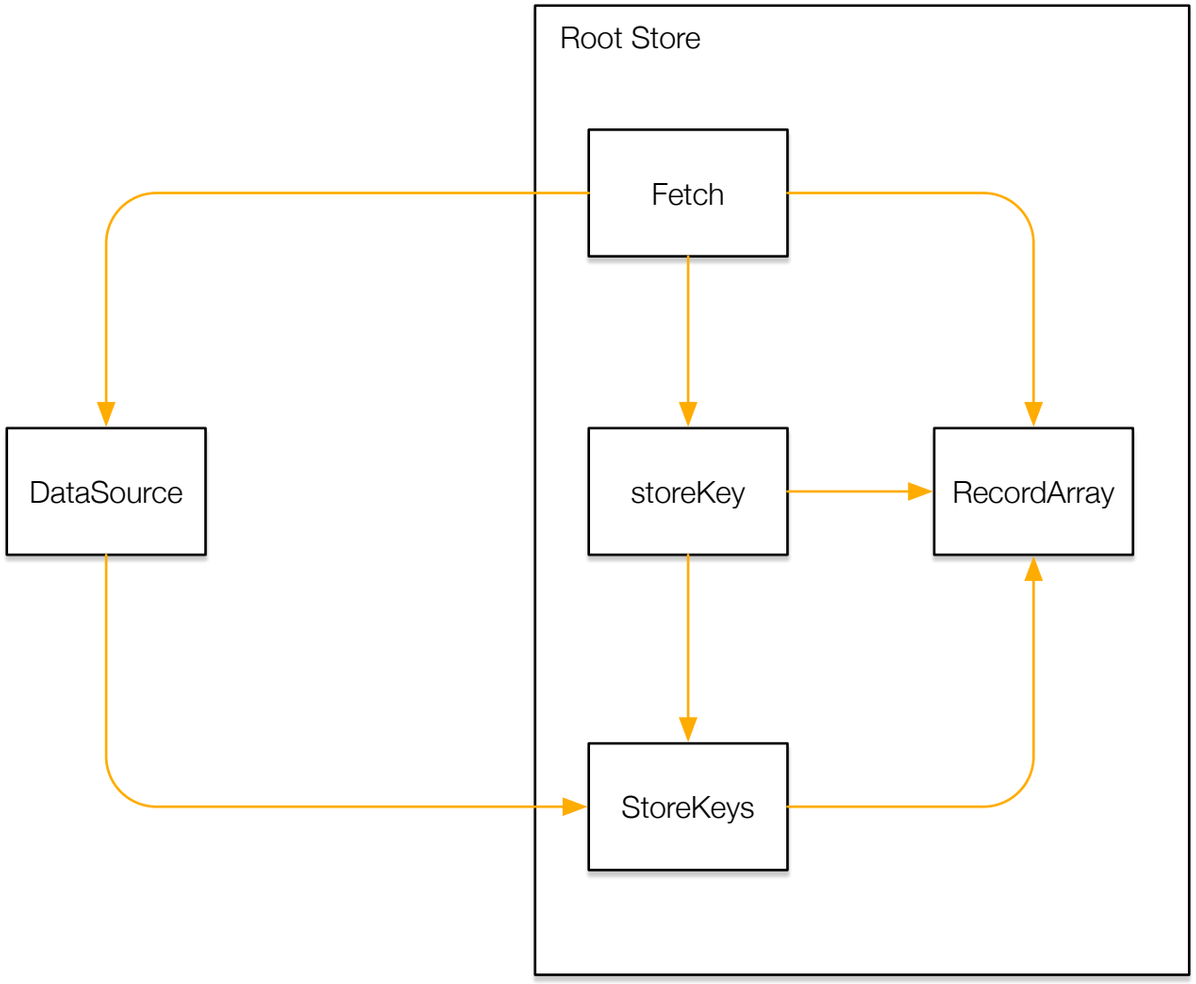

Root Store
Fetch
DataSource
storeKey
RecordArray
StoreKeys

Diagram Page