

Class TableManager
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<p>async pCreateTicketsCarousel() - cerate a carousel - slider with a stack of tickets , two buttons for scrolling with their event listeners</p> <p>_createTableRow (param = ['one', 'two', 'three'], key = 'f', highlight = false) - create a row of a table</p> <p>createTableWithSelect (arg = { tabledata: [ { col1: 'a', col2: 'b', col3: 'c' }, { col1: 'd', col2: 'e', col3: 'f' } ], keys: ['key1', 'key2'], tableId: '#' } )    create a table</p> <p>createTicketWrapper (tableNode, introduction = '123', serverCallback = async () =&gt; { return 200 })   create a wrapper for the table- , title- , introduction-, status- nodes.Add listeners to each table row.When the user click (touch) on a row - a 'key' of a question is sending to the server.</p>

Class DbCommunicator
<p>async convertStatus (response) - converting a status code to an object</p> <p>  async getAllTheTickets () - get all the exem tickets from the server and convert it into the array [ {},{}.{} ] (Because there are a natural join of 2 tab and the response of SQL have a table with duplicate rows)</p> <p>async pSendResponseToDB (msg) - sending qId and qKey to the server</p>