extends Node

#Handle Discussion Board Page

var apiUrl\_discussion = "discussion/all"

var result\_discussion

var responseCode\_discussion

var base\_index = 0

var max\_index

var go\_right = "true"

var number\_to\_minus

func \_ready():

root.set\_screen\_orientation(0)

render\_discussion()

$NewDiscussion\_Btn.connect("pressed",self,"new\_discussion\_pressed")

$GoLeft\_Btn.connect("pressed",self,"go\_left\_discussion\_pressed")

$GoRight\_Btn.connect("pressed",self,"go\_right\_discussion\_pressed")

$refreshbtn.connect("pressed",self,"refresh\_discussion")

$discussion\_1/discussion\_viewmore\_1.connect("meta\_clicked",self,"discussion\_clicked\_1")

$discussion\_2/discussion\_viewmore\_2.connect("meta\_clicked",self,"discussion\_clicked\_2")

$discussion\_3/discussion\_viewmore\_3.connect("meta\_clicked",self,"discussion\_clicked\_3")

$discussion\_4/discussion\_viewmore\_4.connect("meta\_clicked",self,"discussion\_clicked\_4")

pass

func render\_discussion():

$discussion\_1.hide()

$discussion\_2.hide()

$discussion\_3.hide()

$discussion\_4.hide()

$GoLeft\_Btn.hide()

$GoRight\_Btn.hide()

$loading.popup()

$discussion\_1/discussion\_title\_1.clear()

$discussion\_1/discussion\_details\_1.clear()

$discussion\_1/discussion\_postedby\_1.clear()

$discussion\_1/discussion\_id\_1.clear()

$discussion\_2/discussion\_title\_2.clear()

$discussion\_2/discussion\_details\_2.clear()

$discussion\_2/discussion\_postedby\_2.clear()

$discussion\_2/discussion\_id\_2.clear()

$discussion\_3/discussion\_title\_3.clear()

$discussion\_3/discussion\_details\_3.clear()

$discussion\_3/discussion\_postedby\_3.clear()

$discussion\_3/discussion\_id\_3.clear()

$discussion\_4/discussion\_title\_4.clear()

$discussion\_4/discussion\_details\_4.clear()

$discussion\_4/discussion\_postedby\_4.clear()

$discussion\_4/discussion\_id\_4.clear()

apiController.apiCallGet(apiUrl\_discussion)

yield(apiController, "request\_completed")

result\_discussion = apiController.getResult()

responseCode\_discussion = apiController.getResponseCode()

max\_index = result\_discussion.size()

number\_to\_minus = 4

for i in range(1, 5):

if (i == 1):

if (base\_index == max\_index):

go\_right = "false"

$discussion\_1.hide()

else:

$discussion\_1/discussion\_title\_1.append\_bbcode(result\_discussion[base\_index]["title"])

$discussion\_1/discussion\_details\_1.append\_bbcode(result\_discussion[base\_index]["details"])

$discussion\_1/discussion\_postedby\_1.append\_bbcode("By: ")

$discussion\_1/discussion\_postedby\_1.append\_bbcode(result\_discussion[base\_index]["name"])

$discussion\_1/discussion\_id\_1.append\_bbcode(result\_discussion[base\_index]["threadID"])

base\_index = base\_index + 1

number\_to\_minus = number\_to\_minus + 1

$discussion\_1.show()

if (i == 2):

if (base\_index == max\_index):

go\_right = "false"

$discussion\_2.hide()

else:

$discussion\_2/discussion\_title\_2.append\_bbcode(result\_discussion[base\_index]["title"])

$discussion\_2/discussion\_details\_2.append\_bbcode(result\_discussion[base\_index]["details"])

$discussion\_2/discussion\_postedby\_2.append\_bbcode("By: ")

$discussion\_2/discussion\_postedby\_2.append\_bbcode(result\_discussion[base\_index]["name"])

$discussion\_2/discussion\_id\_2.append\_bbcode(result\_discussion[base\_index]["threadID"])

base\_index = base\_index + 1

number\_to\_minus = number\_to\_minus + 1

$discussion\_2.show()

if (i == 3):

if (base\_index == max\_index):

go\_right = "false"

$discussion\_3.hide()

else:

$discussion\_3/discussion\_title\_3.append\_bbcode(result\_discussion[base\_index]["title"])

$discussion\_3/discussion\_details\_3.append\_bbcode(result\_discussion[base\_index]["details"])

$discussion\_3/discussion\_postedby\_3.append\_bbcode("By: ")

$discussion\_3/discussion\_postedby\_3.append\_bbcode(result\_discussion[base\_index]["name"])

$discussion\_3/discussion\_id\_3.append\_bbcode(result\_discussion[base\_index]["threadID"])

base\_index = base\_index + 1

number\_to\_minus = number\_to\_minus + 1

$discussion\_3.show()

if (i == 4):

if (base\_index == max\_index):

go\_right = "false"

$discussion\_4.hide()

else:

$discussion\_4/discussion\_title\_4.append\_bbcode(result\_discussion[base\_index]["title"])

$discussion\_4/discussion\_details\_4.append\_bbcode(result\_discussion[base\_index]["details"])

$discussion\_4/discussion\_postedby\_4.append\_bbcode("By: ")

$discussion\_4/discussion\_postedby\_4.append\_bbcode(result\_discussion[base\_index]["name"])

$discussion\_4/discussion\_id\_4.append\_bbcode(result\_discussion[base\_index]["threadID"])

base\_index = base\_index + 1

number\_to\_minus = number\_to\_minus + 1

go\_right = "true"

$discussion\_4.show()

$loading.hide()

if (base\_index == max\_index):

go\_right = "false"

if (base\_index <= 4):

$GoLeft\_Btn.hide()

else:

$GoLeft\_Btn.show()

if (go\_right == "true"):

$GoRight\_Btn.show()

else:

$GoRight\_Btn.hide()

func discussion\_clicked\_1(meta):

root.discussion\_selected = $discussion\_1/discussion\_id\_1.get\_text()

root.switch\_scene("res://entities/Discussion/DetailedDiscussion.tscn")

func discussion\_clicked\_2(meta):

root.discussion\_selected = $discussion\_2/discussion\_id\_2.get\_text()

root.switch\_scene("res://entities/Discussion/DetailedDiscussion.tscn")

func discussion\_clicked\_3(meta):

root.discussion\_selected = $discussion\_3/discussion\_id\_3.get\_text()

root.switch\_scene("res://entities/Discussion/DetailedDiscussion.tscn")

func discussion\_clicked\_4(meta):

root.discussion\_selected = $discussion\_4/discussion\_id\_4.get\_text()

root.switch\_scene("res://entities/Discussion/DetailedDiscussion.tscn")

func new\_discussion\_pressed():

root.switch\_scene("res://entities/Discussion/PostDiscussion.tscn")

func go\_left\_discussion\_pressed():

base\_index = base\_index - number\_to\_minus

render\_discussion()

pass

func refresh\_discussion():

base\_index = base\_index - number\_to\_minus + 4

render\_discussion()

pass

func go\_right\_discussion\_pressed():

render\_discussion()

pass

func \_notification(what):

if (what == MainLoop.NOTIFICATION\_WM\_GO\_BACK\_REQUEST):

if(userModel.getUserRole() == 'Student'):

root.switch\_scene("res://entities/Menu/Student\_MainMenu\_Controller.tscn")

else:

root.switch\_scene("res://entities/Menu/Teacher\_MainMenu\_Controller.tscn")

func \_input(delta):

if Input.is\_action\_pressed('ui\_cancel'):

if(userModel.getUserRole() == 'Student'):

root.switch\_scene("res://entities/Menu/Student\_MainMenu\_Controller.tscn")

else:

root.switch\_scene("res://entities/Menu/Teacher\_MainMenu\_Controller.tscn")