

**QUASAR-STACK LIBRARY OFFICIAL DOCUMENTATION**

**CREATED BY KAYKY VITOR CRUZ**

***QUASARSTACK IS A .NET CORE LIBRARY FOCUSED ON SIMPLIFYING FUNCTIONS IN ADDITION TO FILTERING, ANALYZING AND INTEGRATING DATA.***

**DEVLOG [UPDATES/INTERNAL CHANGES/NEW FEATURES]**

|  |
| --- |
| **[04/2021] BUILD 1 (Day 12) – INITIAL TEST RELEASE [v0.1]** |
| This version is being made available for testing and has several basic functions for converting, integrating and creating data as well as the "Inventory" function that is being developed in the testing phase with the aim of storing complex data and allowing them to can be integrated directly between other programming languages. |

**EasyData Module**

**The EasyData module contains analysis and data conversion functions with the aim of promoting fast and convenient conversions between types of data that would require manual conversions and could violate the DRY method.** **Implementation: using quasarStack.Data**

|  |  |
| --- | --- |
| **EasyData.StringConvert(object args)**  **<RETURNS STRING>** | **Converts the value contained in the object to a string using the standard method "string.Join"** |
| **EasyData.StringConvert(object[] args)**  **<RETURNS STRING>** | **Parses the values contained in the object array and returns a multi-line string** |
| **EasyData.IntConvert(object args)**  **<RETURNS INT>** | **Parses an object's value from StringConvert and then creates an integer value based on the analyzed string** |
| **EasyData.LongConvert(object args)**  **<RETURNS LONG>** | **Performs the same as the previous function but returns a long number instead of an integer** |
| **EasyData.DoubleConvert(object args)**  **<RETURNS DOUBLE>** | **Converts the values of an object to double from the analysis of the result of its StringConvert counting its division from its first located point** |
| **EasyData.FloatConvert(object)**  **<RETURNS FLOAT>** | **Performs the same action as the previous function but returns a float.** |
| **EasyData.FilterArray(object[] array, string content, int method)**  **<RETURNS STRING[]>**  **BugInfo #1: Due to several bugs the default return for this method will be string. This will be resolved in future versions of the library.**  **BugInfo #2: Due to the previous bug and some problems derived, the filtering of numerical arrays should be performed by a specific function for numbers.** | **Returns the values of an array based on the given method.**  **METHOD 1: Returns the values equal to the one informed.**  **METHOD 2: Returns the values that contain the informed value.**  **METHOD 3: Returns the values that do NOT contain the informed value.**  **METHOD 4: Returns values other than the entered value.** |
| **EasyData.FilterIntArray(int[] array, int content)**  **<RETURNS STRING[]>** | **Filters the numeric array of integers and returns a string with the corresponding numbers.** |
| **EasyData.FilterLongArray(long[] array, long content)**  **<RETURNS STRING[]>** | **Filters the numeric array of longs and returns a string with the corresponding numbers.** |
| **EasyData.FilterFloatArray(float[] array, float content)**  **<RETURNS STRING[]>** | **Filters the numeric array of floats and returns a string with the corresponding numbers.** |
| **EasyData.StringPush(string[] array, string content)**  **<RETURNS STRING[]>** | **Returns the initial string array + the content added to the end of the array.** |
| **EasyData.StringStack(string[] array, string content)**  **<RETURNS STRING[]>** | **Returns the initial string array + the content added to the top of the array.** |
| **EasyData.IntPush(int[] array, int content)**  **<RETURNS STRING[]>** | **Returns the initial int array + the content added to the end of the array.** |
| **EasyData.IntStack(int[] array, int content)**  **<RETURNS STRING[]>** | **Returns the initial int array + the content added to the top of the array.** |
| **EasyData.CharSplit(object content)**  **<RETURNS CHAR[]>** | **Convert the Array of objects to a String Array using the StringConvert and divide it into an Array of characters.** |

**DynamicData Module**

**The EasyData module contains dynamic methods for creating complex data stored in simple containers in order to provide integration between programming languages and databases. The module is in the initial development phase and is not functional.** **Implementation: using quasarStack.Data**

|  |  |
| --- | --- |
| **DynamicData.NewInv()**  **<RETURNS STRING>** | **Creates a new inventory object. An inventory is a string-shaped container responsible for storing groupable items organized by names and content.** |
| **DynamicData.InvAdd(object itemName, object itemContent, int Amount, string[] inventory)**  **<RETURNS STRING>** | **Returns the selected inventory + the new item that is added to it.** |
| **DynamicData.ShowInv(string[] inventory)**  **<RETURNS STRING>** | **Returns the grouped content of the selected inventory.** |
| **DynamicData.MinusInv(string contentToRemove, string[] inventory)**  **<RETURNS STRING>**  **BugInfo #3: Use not recommended due to bugs that interfere with data processing. They will be resolved in future versions of the library.** | **Returns a specific item removal (name + space + content) from inventory.** |
| **DynamicData.RemInv(string contentToRemove, string[] inventory)**  **<RETURNS STRING>** | **Returns an inventory that has no relation to the reported content.** |