`GetUserByLoginID` method retrieves user information from the database based on the provided `loginid`.

Here's how it works:

1. It first checks if a value is supplied for `loginid`. If it's empty or null, it returns an error message using the `ErrorHandler` method.

2. It establishes a connection to the database using the provided connection string.

3. It defines an SQL statement to select the `login\_id`, `first\_name`, and `last\_name` columns from the `quiz\_users` table where the `login\_id` matches the provided `loginid` in a case-insensitive manner.

4. It creates a `NpgsqlCommand` object with the SQL statement and the database connection.

5. It adds the `loginid` as a parameter to the command to prevent SQL injection.

6. It executes the command and retrieves a data reader.

7. It checks if there is a row in the result set using the `Read` method of the data reader.

8. If a row is found, it retrieves the `login\_id`, `first\_name`, and `last\_name` values from the reader.

9. It creates an anonymous object to store the user information.

10. It serializes the anonymous object to JSON using the `JsonConvert.SerializeObject` method.

11. It returns the JSON response.

12. If no user is found with the given `loginid`, it returns an error message using the `ErrorHandler` method.