

API

Controllers

ClientsController

- + get(): IEnumerable<Client>
- + Get(int cedula): Client
- + Login(string username, string password): Client
- + Post([FromBody] Client client): IActionResult
- + Put(int cedula, [FromBody] Client client): IActionResult
- + Delete(int cedula): ActionResult

EmployeesController

- + get(): IEnumerable<Employee>
- + Get(int cedula): Employee
- + Login(string username, string password): Employee
- + Post([FromBody] Employee employee): IActionResult
- + Put(int cedula, [FromBody] Employee employee): IActionResult
- + Delete(int cedula): IActionResult

ActorsController

- + Get(): IEnumerable<Actor>
- + Get_byId(int id): Actor
- + Get_byName(string name): Actor
- + Put(string name, [FromBody] Actor actor): ActionResult
- + Delete(string name): ActionResult

MoviesController

- + Get(): IEnumerable<Movie>
- + Get(int id): Movie
- + GetAll_Select(): IEnumerable<Movie>
- + Get_Select(string name): Movie
- + GetByName(string name): Movie
- + Post([FromBody] MovieCreation movie_stats)
- + PutByName(string name, [FromBody] MovieCreation movie_stats): IActionResult
- + Put(int id, [FromBody] MovieCreation movie_stats): IActionResult
- + DeleteByName(string name): IActionResult
- + DeleteById(int id): IActionResult

BranchesController
+ Get(): IEnumerable<Branch> + Get(string cinema_name): Branch + Get_all_rooms(string cinema_name): IEnumerable<Movie> + Get(string cinema_name, string date): IEnumerable<Projection> + Get_projections_by_branch(string cinema_name): IEnumerable<Projection> + Get_all_projections_dates_byBranch(string cinema_name): List<string> + Post([FromBody] Branch branch): IActionResult + Put(string cinema_name, [FromBody] Branch branch): IActionResult + Delete(string cinema_name): ActionResult

RoomsController
+ Get(): IEnumerable<Room> + Get(int id): Room + Post([FromBody] Room room): IActionResult + Put(int room_id, [FromBody] Room room): ActionResult + Delete(int id): IActionResult

ActsController
+ Get(): IEnumerable<Acts> + GetActs_byMovieId(int movie_id): IEnumerable<Acts> + GetActs_byActorsId(int actor_id): IEnumerable<Acts> + GetActs_byActorsId(int actor_id): IEnumerable<Acts>

DirectorsController
+ Get(): IEnumerable<Director> + Get_byId(int id): Director + Get_byName(string name): Director + Put(string name, [FromBody] Director director): ActionResult + Delete(string name): ActionResult

ProjectionsControllers
+ Get(): IEnumerable<Projection> + Get(int id): Projection + Put(string id, [FromBody] Projection projection): IActionResult + Delete(int id): IActionResult

Model

+ cedula
+ first_name
+ middle_name
+ first_surname
+ second_surname
+ birth_date
+ phone_number
+ username
+ password

+ cedula
+ first_name
+ middle_name
+ first_surname
+ second_surname
+ birth_date
+ start_date
+ phone_number
+ username
+ password
+ branch

Control

+ DbSet
+ DbSet
+ DbSet
+ DbSet

S

Client
+ id: int
+ name: string
+ first_name: string
+ surname: string
+ id_surname: string
+ date: Date
+ phone_number: string
+ email: string
+ password: string

Employee
+ id: int
+ name: string
+ first_name: string
+ surname: string
+ id_surname: string
+ date: Date
+ date: Date
+ phone_number: string
+ email: string
+ password: string
+ user_id: string

Movie
+ id: int
+ classification_id: string
+ director_id: int
+ original_name: string
+ name: string
+ length: string

Classification
+ code: string
+ details: string
+ age_rating: int

Actor
+ id: int
+ name: string

Acts
+ movie_id: int
+ actor_id: int

Director
+ id: int
+ name: string

Branch
+ cinema_name: string
+ item: attribute
+ district: string

Room
+ branch_name: string
+ id: int
+ row_quantity: int
+ column_quantity: int

Projection
+ room_id: int
+ movie_id: int
+ id: int
+ date: Date
+ schedule: string

Seat
+ projection_id: int
+ number: int
+ status: string

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CRUDContext
<Employee> Employees
<Client> Clients
<Branch> Branches
<Seat> Seats
Projection: Projection

ClassificationsController

<ul style="list-style-type: none">+ Get(): IEnumerable<Classification>+ Get(string code): Classification+ Post([FromBody] Classification classification): IActionResult+ Put(string code, [FromBody] Classification classification): IActionResult+ Delete(string code): ActionResult

+ Post(int covid, [FromBody] Projection projection): IActionResult
+ Put(int id, [FromBody] Projection projection): IActionResult
+ Delete(int id): IActionResult

SeatsController

+ Get(): IEnumerable<Seat>
+ Get(int projection_id, int number): Seat
+ Put(int projection_id, int number, [FromBody] Seat Seat): IActionResult
+ Delete(int projection_id, int number): IActionResult

+ DbSet
+ DbSet
+ DbSet
+ DbSet
+ DbSet
+ DbSet
+ DbSet

<Projection> Projections

<Movie> Movies

<Classification>

<Director> Directors

<Acts> Acts

<Actor> Actors

<ProjectionJSON> ProjectionJSONs

