

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

ClassificationsController
+ Get(): IEnumerable<Classification>
+ Get(string code): Classification
+ Post([FromBody] Classification classification): IActionResult
+ Put(string code, [FromBody] Classification classification): IActionResult
+ Delete(string code): ActionResult

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
+ 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

Models

Client
+ cedula: int
+ first_name: string
+ middle_name: string
+ first_surname: string
+ second_surname: string
+ birth_date: Date
+ phone_number: string
+ username: string
+ password: string

Employee
+ cedula: int
+ first_name: string
+ middle_name: string
+ first_surname: string
+ second_surname: string
+ birth_date: Date
+ start_date: Date
+ phone_number: string
+ username: string
+ password: string
+ branch_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

Context

CRUDContext
+ DbSet<Employee> Employees
+ DbSet<Client> Clients
+ DbSet<Branch> Branches
+ DbSet<Seat> Seats
+ DbSet<Projection> Projections
+ DbSet<Movie> Movies
+ DbSet<Classification>
+ DbSet<Director> Directors
+ DbSet<Acts> Acts
+ DbSet<Actor> Actors
+ DbSet<ProjectionJSON> ProjectionJSONs