

Database Narrative for PC Autobuild

Author: Nick Marshall-Eminger

These classes will be addressed in alphabetical order, and are described below to help clarify the associated Relation Diagram.

Logs:

- A record of performance, events, or day-to-day activities.

The logs table will store data with regards to the activity or events that occur on the website. This will include errors, attempts to access information, failure to access that information, successes, queries, clicks, and any other events. These will be time stamped, and will carry as much information as we can gather without giving away implementation, causing security leaks, or collecting information the user does not grant access to.

These logs can be generated without a user present if the system were to fail, for example.

PageSessions:

- A page session is an isolated version of a session that lasts for only the duration of a visitation to a singular page on a website.

These page sessions should occur at different times making them unique, however there is the ability for a user to have multiple tabs open and each be tracked for information. These page sessions should have a lifetime of only as long as the page is open.

PCBuilds:

- A series of components and devices used in conjunction to make a computer system.

PC Builds are made up of one to many components that work together to make a functional system. PC Builds can also contain 0 to many additional items.

Registered users can have up to 50 builds in their garage, each build can be published and those published builds will duplicate with a unique name for permanent storage.

PopularBuilds:

- A complete computer design, or composition, that is of some importance or recognition.

The popular builds section is where we house a copy of published builds that cannot be modified, but copied for template use, viewing, reviewing, and rating.

Products:

- A manufactured item that can be bought and sold.

The products functions as a super class for 12 tables of complete-disjoint subclasses. These are a series of product types that are broken down into their respective subclasses, allowing for connection through the products class.

PublishedBuilds:

- A complete computer design, or composition, that a user chooses to share with others.

A published build is a build that a user simply requests the system to save as a copy on the database for others to view, comment, and rate.

Sessions:

- An activity that has a period of time devoted to it.

These sessions can be spawned by any user. The duration of the users session will be tracked for as long as they are on the site. The information gathered is intended to follow US privacy guidelines and laws.

Shelves:

- A place to place individual items for later review, that helps keep things in plain sight so as not to forget or lose them.

The shelves can contain many individual products (including duplicates).

UserAccounts:

- An identity of a user that requires credentials to access, and contains information exclusive to that user.

The UserAccounts carries the user's storage space identification keys, their role, and their personal information (email,name, password, etc.). This allows for individual users to have a personal level of access and control of certain portions of the website.