EditLevel.py

Legend:

init_connection_sql()
fetchPassword()
insert_Level(Difficulty, LevelName, fileName)
fetch_LastMapID()

0: start

13: enter: fetchPassword()

31: enter: insert_Level(Difficulty, LevelName, fileName)

45: enter: fetch_LastMapID()

23: '
Insert Level details into coolmotor.levels
@param Difficulty value 1(easy),2(medium),3(hard)
@param LevelName String levelName user input
@param fileName is path to generated textfile
@return "Insert Level success" notify user
'

41: '
Get the last MapID inserted into database
'

0: stop

14: conn = init_connection_sql()

32: conn = init_connection_sql()

46: conn = init_connection_sql()

5: enter: init_connection_sql()

7: return mysql.connector.connect(host=constants.HOST, database=constants.DATABASE, user=constants.USER, password=constants.PASSWORD)

5: exit: init_connection_sql()

15: cur = conn.cursor(prepared=True)

33: cur = conn.cursor(prepared=True)

47: cur = conn.cursor(prepared=True)

16: query = 'SELECT pw FROM accounts;'

34: cur.execute('INSERT INTO coolmotor.levels (map_difficulty, map_name, map_level_layout)
VALUES (%s, %s, %s);', (Difficulty, LevelName, fileName))

48: query = 'SELECT map_id
FROM coolmotor.levels
ORDER BY map_id DESC;'

17: cur.execute(query)

36: conn.commit()

51: cur.execute(query)

18: pw = cur.fetchall()

37: cur.close()

52: MapIDList = cur.fetchall()

19: cur.close()

38: conn.close()

53: MapIDTuple = MapIDList[0]

20: conn.close()

39: return 'Insert Level success'

54: LastMapID = int(MapIDTuple[0])

21: return pw

31: exit: insert_Level(Difficulty, LevelName, fileName)

55: print(LastMapID)

13: exit: fetchPassword()

56: cur.close()

57: conn.close()

58: return LastMapID

45: exit: fetch_LastMapID()