Programming Guide

Classes

        The following chapter describes the classed used in out game project.

PhoneLibrary

- ✓ IRepository.cs
  - The interface contains all methods that repository implemented
- ✓ Repository.cs
  - Use to get, dell, post and put data to file.
  - Use class SaveToFile.cs
- ✓ SaveToFile.cs
  - Serialize and Deserialize List to Object to file Binary
- ✓ Parsons.cs
  - Use to define Person object
  - It contains Person property and List of Phones
  - It contains advanced functionality that compares objects of this type
- ✓ Phone.cs
  - Use to define Phone object
- ✓ TypePhone.cs
  - Enum with all Phone types

Phone API

- ✓ PhoneController.cs
  - Api controller implement get, post, put , dell
  - Using Repository.cs methods

Methods Library

public List<Person> Get All()
- Return collection of all Person saved into file PersonsBinaryFile.dat (alphabetical order)

public List<Person> Get All(string orderByField, string orderByCriteria)
- Contains functionality that sort collection by First or Last name in ascending and descending order
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public Person Get(int id)
- Return Person with id

public List<Person> GetByName(string name)
- Return collection with First or last name that method gets.

public void Create(Person person)
- Save Person obj to file (post)
- When save person add Id property that is unique

public bool Update(Person person)
- Update information for Person that method gets.
- Use Id of client to Remove old record and add new record

public bool Delete(Person person)
- Remove Person Obj using method Equals(object obj)

public void DeleteByID(int id)
- Remove Person Obj by id

private List<Person> ReadFile(string path)
- Use method Deserialize File and return collection of Persoons

public static void Serialize(Object obj, string pathFile)
- Serialize File to binary format

public static Object Deserialize(string pathFile)
- Deserialize File and return collection of Persoons

public override bool Equals(object obj)
- Override Equals and compare Persons by ID

Methods Api Controller

public IEnumerable<Person> Get()
- Get List Of All Persons and return it to the client (al)

public IEnumerable<Person> Get(string orderByField, string orderByCriteria)
- Get **sorted by fild and order criteria** List Of All Persons and return it to the client

public IHttpActionResult Get(int id)
- Get List Of All Persons and return one Person with criteria ID

public IHttpActionResult Get(string name)
- Get List Of All Persons and return List Person with criteria name

public IHttpActionResult Post(Person person)
- Call method public void Create(Person person) – add new Person to list of Persons and save it

public IHttpActionResult Put(Person person)
- Call method public void Update(Person person) – change property of existing Person. Use Id property and method Equal

public IHttpActionResult Delete(Person person)
- Call method public bool Delete(Person person) – remove Person from list and file

public IHttpActionResult Delete(int id)
- Call method public void DeleteByID(int id) – remove Person from list and file