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| /\*\*  \* Experimenting:  \* GOAL: Variable names short & concise. Reducing redundancy.  \* Redundancy is good for finding errors and drilling across points.  \* But it can also introduce clutter.  \*  \* This class ONLY handles reading of Bale(s). Thus, we don't need to  \* name a function "readUsingStackID" as Bale\_READ.stack(stack\_id)  \* should imply that.  \*  \* GOAL: Minimalistic function names that don't make any sense out of context.  \* But when chained together, are concise and read like sentence.  \* Example: BalePojo pojo = Bale\_READ.table(baleTable)  \*  \* Bale READER utility. Converts persisted data into BalePojo instances.  \* @author jmadison :2015.11.11 (Nov11th,Year2015.Wed.7:52)  \*/ |

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| Ninja\_SAVE //Ninja Persist Utility. Converts NinjaPojo --> NinjaTable  Ninja\_READ //Ninja Reader Utility. Converts NinjaTable --> NinjaPojo Ninja\_TRAN //Ninja Transaction Utility. Handles transactions involving mostly NinjaTable.  However, is allowed to know about NinjaPojo and  have utility functions that work with NinjaPojo.  Ninja\_CTRL //Controller/Service that handles requests involving the NinjaTable.  NinjaTable //The 1:1 table entity manifestation of Ninja.  NinjaPojo //The pojo version of NinjaTable.  //A pojo version of a table entity does NOT necessarily have to exist.  ninja //a reference to ninja table or ninja pojo.  TransUtil :Generic Transaction utility.  So... 6 tables to house code for 1 idea, the Ninja. With this pattern repeated for many other tables. Seems like a lot. But could give a lot of consistency to everything. |

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| Left off with these files open: LoftPersistUtil.java BalePE.java //rename to Bale\_SAVE.java Loft\_READ.java Bale\_READ.java  Current Goal: 1. Randomly generate a LoftPojo.  2. Persist LoftPojo to LoftTable in database. 3. Retrieve LoftPojo using a LoftTable.ID\_COLUMN  4. Make sure retrieved LoftPojo matches original  randomly generated pojo. | 1. Uses Loft\_TRAN.java 2. Uses Loft\_SAVE.java 3. Uses Loft\_READ.java 4. Uses Loft\_CTRL.java |

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AHK: [?2015.11.11]