Structure of the files:

(\* = the name of the doc)

\*.NWA(.Zip file)…contains:

**CSV’s(folder):**

**(**

People.csv

Cards.csv

Prizes.csv

Location.csv

Departments.csv

)

**Images(**folder):

(

Images

)

**Back-end DB:**

Private From CSV (string csv) - takes in the CSV file

Private string ToCSV() –

Public addImageRecord(key,extension) – Adds an image

Public Person ReadDperson(key) -

Public Person WritePerson(key, Person P) –

Public StructPErson(){

Public void initialize (); - may work as logic in the constructor

Public void Terminate ();

Query (string “query”) – String should be formatted the same.

Function: runQuery (generic) – returns array of types passed in. Takes in Query Delegate.

Backend processing with LightDB

}

**Persistence:**

Public returns bool, WriteFile (str name, str csv rawData)

Public bool TryRead(str name, out-perimeter CSV)

Public bool AddImage (str ImgName, biteImge)….

Public void Save() –

**Web:**

Public Initialize ();

Public Terminate();

Function that returns a string ( roundabase 64) (int L = 6); takes in ints.

Public turnsDynamicArray (str (returned datatype, “stringArrayQueryOptions”)

Public AddCard(dynamic(javaScript) card) – throws error if all properties are not there.

Get: people, cards, prizes, location, department

Set: people, cards, prizes, location, department

Add: people, cards, prizes, location, department

**Schema –**

Person:

ID – Person’s ID

personFName – Person’s first name

personLName – Person’s last name

personEmail – Person’s email address

pDepartment – Person’s department

pLocation – Person’s location

**HustleCard:**

ID

Person receiving -

Person giving -

Department -

Location -

Date -

Reason -

**Prizes:**

ID

PrizeName

Value

isActive (t/f)

Description – Prize description

imgPath – address path

**ASPFrontToBackEndAdaptor:**

**Back-end:**

Program

Public static void Main(string[] args)

Start-up

Public Startup(iHostringEnvironment env)

CSV – Operations

Private void FromCsv()

Private void ToCsv()

DB-Operations

Public void StartDataBase()

Public void ShutdownDatabase()

Public void ExecuteCommand()

Public bool AddCard()

Public bool AddPerson()

Departments

Public struct Department

HustleCard

Public Struct HustleCard

Location

Public struct Location

Person

Public struct Person

Prize

Public struct Prize

Docker-Compose

Docker-compose.ci.build.yhml

Docker-compose.yml

MiscellaneousAssistantFunctions

Dependencies

NuGet

SDK

RandomAssistant

Public static class RandomAssistant

Private static readOnly ImmutableArray<char> base64Digits = new ImutableArray<char>()

Public static string RandBase64(int digits = 6)

**NWAFileSave**

FileSave

Public class FileSave

Public bool writeFile(string filename, string Csv)

Public bool TryRead(string filename, out string CSV)

Public bool AddImage(string filename, byte[] photo)

Public void Save()