PackageReaderService new

This class specifies functions and methods to set all fields and properties is necessary to validate files from the package entered.
1. Check the package folder exists;
2. Validate the package number;
3. Read fields structure for the model type selected;
4. Read the Code book to validate references;

Create PackageReaderService instance.
Input value – the package folder full path

Input value is empty — YES — Fatal Error

No

GetPackageNameFromSourceString()

Is Folder Exist — No — Fatal Error

YES

Set Package Name

GetPackageModelFromSourceString()

Is second group in Package Name is M or V — No — Fatal Error

YES

PacckageSettingsBuild

Set Package Model

Set PackageType enum parameter

Set Package Parameters

Read CodeBook file

Set OperatorId value

Read Fields structure for the current model.

Report Period is Valid DateTime Value

Yes

The Code Book data OR The Fields structure is empty — Yes — Fatal Error

No

Set Report Period Value

Is Package Number is matching Reg Template — No — Fatal Error

Yes

Fatal Error

Is Package's game type in Special Ref collection? — No — Fatal Error

Set Game Type Value

Is Game type value in code book? — No — Fatal Error

Set Casino Value

Set Package Version value

The Package Is valid