# Table: Grids

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| **Schema:** | SystemSchematicBuilder |
| **Responsible:** | Kurt A Vedros |

Table holds all information on the grids in the GUI.

Grid – The overall system builder that is based on a x and y coordinate system with x = 0 and y = 0 being in the upper left-hand corner. Grid is made to hold pictures of the parts as well as the PartID.

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| **Column Name** | **Data type** | **Description** |
| GridID | Int | Primary Key to Grids Table |
| SystemID | Int | Foreign Key to the Systems Table |
| Name | String | Programmer and/or User given Name of the designated grid. |

**Procedures (Database functions)**

* sprocGetGrids
  + Returns a list of Grid objects that are currently stored in the database.
* sprocGetGrid
  + Returns a Grid object that is currently stored in the database that has the given Grid ID number.
* sproc\_GridAdd
  + Stores the given Grid object into the database and returns its assigned Grid ID number.
* sproc\_GridUpdate
  + Changes information of the Grids Table in the database with the given primary key to the given Grid class object.
* sproc\_GridRemove
  + Removes the Grid from the Grids Table with the given Grid ID number.

**DAL (Software Functions)**

* GridsGetAll()
  + Returns a list of Grid objects that are currently stored in the database.
* GridGet(int ID)
  + Returns a Grid object that is currently stored in the database that has the given Grid ID number.
* GridAdd(Grid Grid)
  + Stores the given Grid object into the database and returns its assigned Grid ID number. Returns -1 if error occurred, otherwise returns null.
* GridUpdate(Grid Grid)
  + Changes a Grid object that is currently stored in the database with the given Grid’s Grid.ID with the Grid’s information.
* GridRemove(int ID)
  + Removes the Grid object stored in the database with the given Grid ID number. Returns -1 if error occurred, otherwise returns null.