# Table: Materials

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

Table holds all information on the possible material makeup of the part.

Material – the essence of what the part is made of by United States plumbing artisan standards.

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data type** | **Description** |
| MaterialID | Int | Primary Key to Material Table. |
| Name | String | Name of the United States plumbing artisan material. |

**Procedures (Database functions)**

* sprocGetMaterials
  + Returns a list of Material objects that are currently stored in the database.
* sprocGetMaterial
  + Returns a Material object that is currently stored in the database that has the given Material ID number.
* sproc\_MaterialAdd
  + Stores the given Material object into the database and returns its assigned Material ID number.
* sproc\_MaterialUpdate
  + Changes information of the Materials Table in the database with the given primary key to the given Material class object.
* sproc\_MaterialRemove
  + Removes the Material from the Materials Table with the given Material ID number.

**DAL (Software Functions)**

* MaterialsGetAll()
  + Returns a list of Material objects that are currently stored in the database.
* MaterialGet(int ID)
  + Returns a Material object that is currently stored in the database that has the given Material ID number.
* MaterialAdd(Material Material)
  + Stores the given Material object into the database and returns its assigned Material ID number. Returns -1 if error occurred, otherwise returns null.
* MaterialUpdate(Material Material)
  + Changes a Material object that is currently stored in the database with the given Material’s Material.ID with the Material’s information.
* MaterialRemove(int ID)
  + Removes the Material object stored in the database with the given Material ID number. Returns -1 if error occurred, otherwise returns null.