# Table: Pictures

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

Table holds the information on the Picture part.

Picture – an image that is used for the user to recognize the associated part.

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| **Column Name** | **Data type** | **Description** |
| PictureID | Int | Primary Key of Picture Table. |
| FileName | String | The file name that the picture is associated with. This is so the software can pull the image up. |
| PartName | String | The name that the image is attempting to model for. |

**Procedures (Database functions)**

* sprocGetPictures
  + Returns a list of Picture objects that are currently stored in the database.
* sprocGetPicture
  + Returns a Picture object that is currently stored in the database that has the given Picture ID number.
* sproc\_PictureAdd
  + Stores the given Picture object into the database and returns its assigned Picture ID number.
* sproc\_PictureUpdate
  + Changes information of the Pictures Table in the database with the given primary key to the given Picture class object.
* sproc\_PictureRemove
  + Removes the Picture from the Pictures Table with the given Picture ID number.

**DAL (Software Functions)**

* PicturesGetAll()
  + Returns a list of Picture objects that are currently stored in the database.
* PictureGet(int ID)
  + Returns a Picture object that is currently stored in the database that has the given Picture ID number.
* PictureAdd(Picture Picture)
  + Stores the given Picture object into the database and returns its assigned Picture ID number. Returns -1 if error occurred, otherwise returns null.
* PictureUpdate(Picture Picture)
  + Changes a Picture object that is currently stored in the database with the given Picture’s Picture.ID with the Picture’s information.
* PictureRemove(int ID)
  + Removes the Picture object stored in the database with the given Picture ID number. Returns -1 if error occurred, otherwise returns null.