# Table: Splitters

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

Table holds the information on the Splitter Part. Could be a Plug with 1, elbow bracket with 2, Tee with 3 or a cross sectional with 4 number of splits given.

Splitter – a plumping part that has one input and any number of outputs from 0 to 3, that is not a pipe or a tube. Must be on a left, right, top and bottom basis. It can be treated as a Cap if only a input is entered, an Elbow if 1 input and 1 output but must form and acts like it has a 90 degree angle, a tee with two 90 degree angles, and a Cross Sectional acted as though it forms 90 degree angles.

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| **Column Name** | **Data type** | **Description** |
| SplitterID | Int | Primary Key to Splitter Table |
| Name | String | Name given by the user to the Splitter part, (could be left blank). |
| NumberOfSplits | Int | 1-4 number that determines what the splitter is: 1 – Cap, 2 – Elbow Bracket, 3- Tee, 4 – Cross Sectional |

**Procedures (Database functions)**

* sprocGetSplitters
  + Returns a list of Splitter objects that are currently stored in the database.
* sprocGetSplitter
  + Returns a Splitter object that is currently stored in the database that has the given Splitter ID number.
* sproc\_SplitterAdd
  + Stores the given Splitter object into the database and returns its assigned Splitter ID number.
* sproc\_SplitterUpdate
  + Changes information of the Splitters Table in the database with the given primary key to the given Splitter class object.
* sproc\_SplitterRemove
  + Removes the Splitter from the Splitters Table with the given Splitter ID number.

**DAL (Software Functions)**

* SplittersGetAll()
  + Returns a list of Splitter objects that are currently stored in the database.
* SplitterGet(int ID)
  + Returns a Splitter object that is currently stored in the database that has the given Splitter ID number.
* SplitterAdd(Splitter Splitter)
  + Stores the given Splitter object into the database and returns its assigned Splitter ID number. Returns -1 if error occurred, otherwise returns null.
* SplitterUpdate(Splitter Splitter)
  + Changes a Splitter object that is currently stored in the database with the given Splitter’s Splitter.ID with the Splitter’s information.
* SplitterRemove(int ID)
  + Removes the Splitter object stored in the database with the given Splitter ID number. Returns -1 if error occurred, otherwise returns null.