# Table: SwitchBoxes

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

Table holds the information on the SwitchBox Part.

Switch Box – a container of multiple switches that can allow for one or multiple to be switched.

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| **Column Name** | **Data type** | **Description** |
| SwitchBoxID | Int | Primary Key to SwitchBox Table |
| Name | String | Name given by the user for the switch box (could be left blank). |

**Procedures (Database functions)**

* sprocGetSwitchBoxes
  + Returns a list of SwitchBox objects that are currently stored in the database.
* sprocGetSwitchBox
  + Returns a SwitchBox object that is currently stored in the database that has the given SwitchBox ID number.
* sproc\_SwitchBoxAdd
  + Stores the given SwitchBox object into the database and returns its assigned SwitchBox ID number.
* sproc\_SwitchBoxUpdate
  + Changes information of the SwitchBoxs Table in the database with the given primary key to the given SwitchBox class object.
* sproc\_SwitchBoxRemove
  + Removes the SwitchBox from the SwitchBoxs Table with the given SwitchBox ID number.

**DAL (Software Functions)**

* SwitchBoxesGetAll()
  + Returns a list of SwitchBox objects that are currently stored in the database.
* SwitchBoxGet(int ID)
  + Returns a SwitchBox object that is currently stored in the database that has the given SwitchBox ID number.
* SwitchBoxAdd(SwitchBox SwitchBox)
  + Stores the given SwitchBox object into the database and returns its assigned SwitchBox ID number. Returns -1 if error occurred, otherwise returns null.
* SwitchBoxUpdate(SwitchBox SwitchBox)
  + Changes a SwitchBox object that is currently stored in the database with the given SwitchBox’s SwitchBox.ID with the SwitchBox’s information.
* SwitchBoxRemove(int ID)
  + Removes the SwitchBox object stored in the database with the given SwitchBox ID number. Returns -1 if error occurred, otherwise returns null.