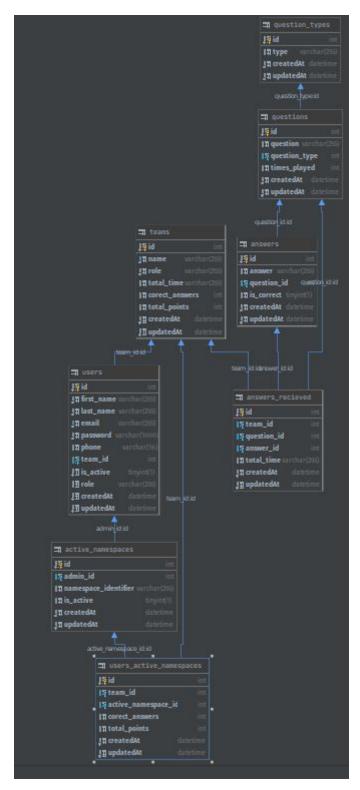
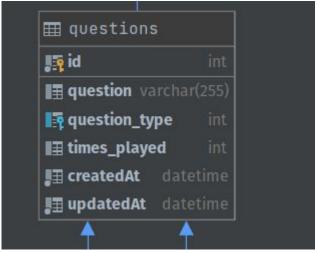
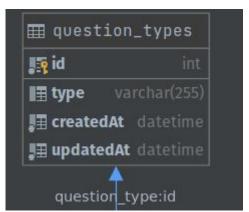
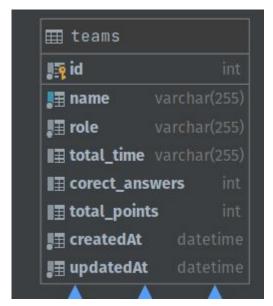
## Aplicatie tip quiz de cultura generala





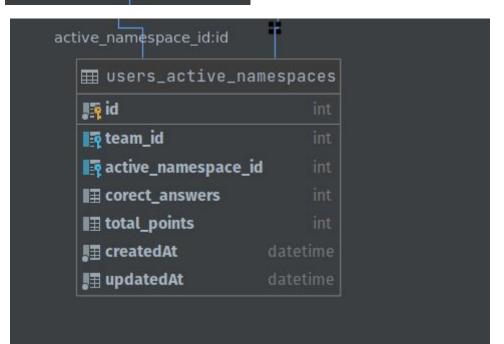






```
## Users

## id int
## first_name varchar(255)
## last_name varchar(255)
## email varchar(255)
## password varchar(1000)
## phone varchar(16)
## team_id int
## is_active tinyint(1)
## role varchar(255)
## createdAt datetime
## updatedAt datetime
```

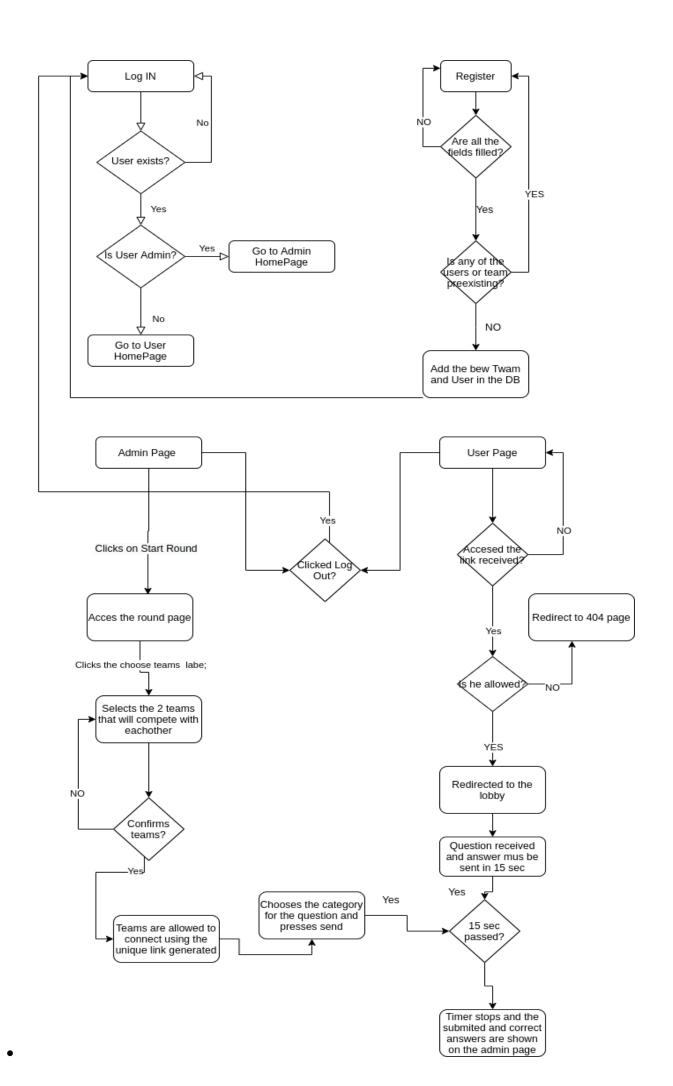


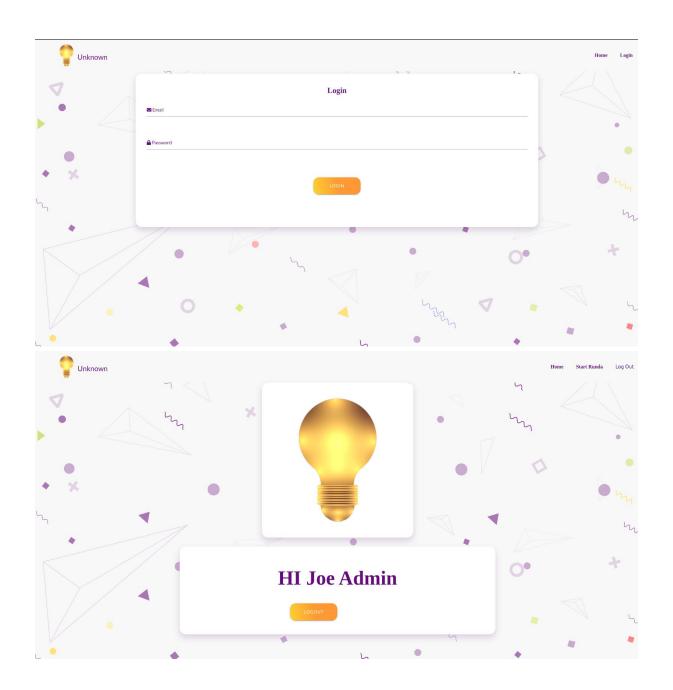
Descrierea constrangerilor de integritate:

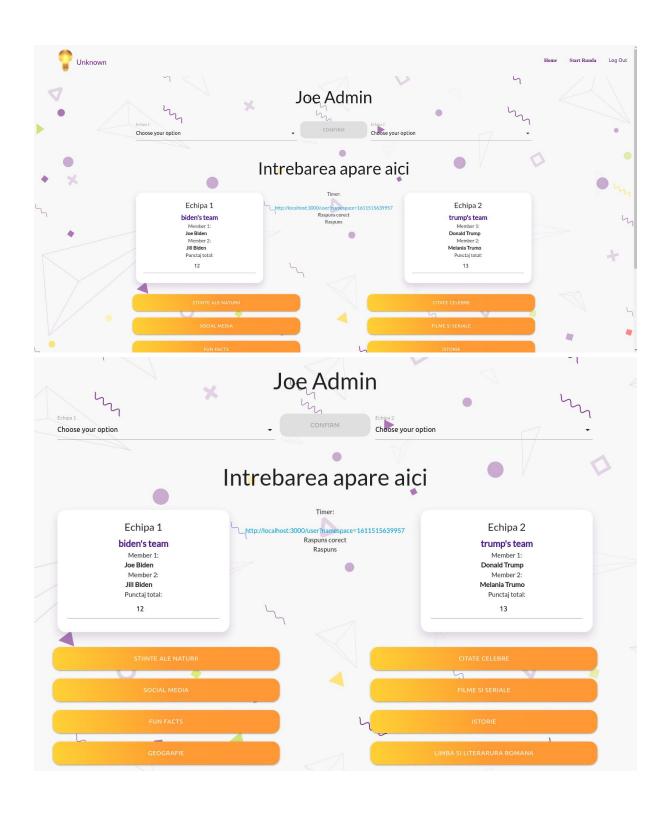
- question types questions : 1:M;
- questions answers: 1:M;
- questions answers\_recieved: 1:M;
- answers answers recieved: 1:M;
- teams answers recieved: 1:M;
- teams users : 1:M;
- teams users\_active\_namespaces: 1:M;
- users-active\_namespaces:1:M
- active\_namespaces users\_active\_namespaces: 1:M;

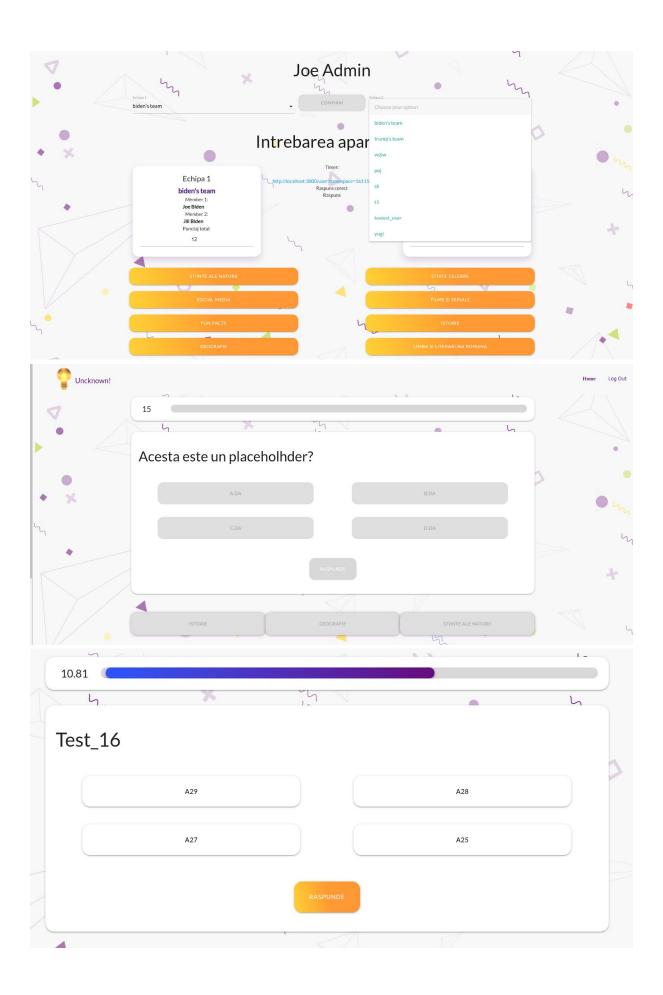
## Descriere proceduri si functii:

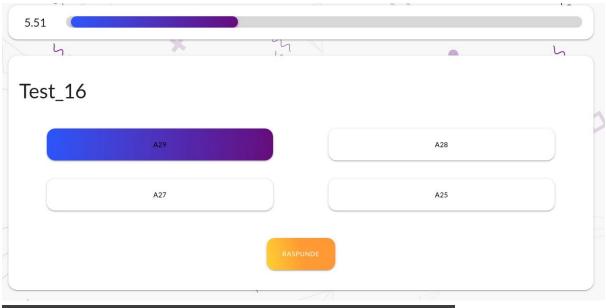
- F\_Get\_min\_times\_played functie ce primeste o categorie de intrebari si returneaza minimul de dati cand aceasta a fost pusa o intrebare din categorie;
- F\_Get\_namespaceID\_for\_namespace Functie care converteste un string ce reprezinta un namespace in ID-ul intern acestuia din Baza de date;
- team\_exists Procedura ce are scopul de a afla daca o echipa este deja inscrisa;
- email exists Procedura ce are scopul de a afla daca un participant este deja inregistrat;
- add\_team Procedura ce are scopul de a adauga o noua echipa in DB;
- add user Procedura ce are scopul de a adauga un nou participant in DB;
- user\_allowed\_inNamespace procedura care verifica daca un participant este autorizat in a accesa un meci
- GetQuestion Procedura ce are scopul de a obtine o intrebare care nu a mai fost jucata in joc deloc, iar in cazul in care aceasta a fost jucata ea se va asigura ca niciuna dintre echipe din meci nu a primit intrebarea;
- GetQuestion Answers Obtine raspunsurile asociate intrebarii obtinute de GetQuestion;
- GetTeamsInNamespaceDetails genereaza o lista de echipe care pot participa in meciul tocmai creat
- Check namespace existence Verifica daca un namespace exista sau nu in DB.
- Get\_Namespace\_allocated\_teams Obtine echipele care au voie sa acceseze un namespace
- Get\_Correct\_Answers Obtine raspunsul corect al unei intrebari pe baza Id-ului acelei intrebari
- Add Admins Namespace Salveaza in DB namespace-ul creat de catre admin

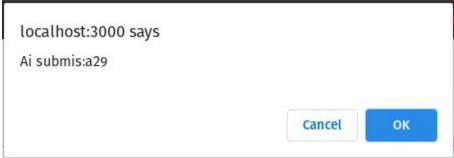












## Bibliografie:

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- 2. https://socket.io/docs/v3
- 3. <a href="https://nodejs.org/en/docs/">https://nodejs.org/en/docs/</a>
- 4. <a href="https://expressjs.com/">https://expressjs.com/</a>
- 5. <a href="https://github.com/sidorares/node-mysql2/tree/master/documentation#documentation">https://github.com/sidorares/node-mysql2/tree/master/documentation#documentation</a>
- 6. <a href="https://www.w3schools.com/sql/">https://www.w3schools.com/sql/</a>