1.Introduction

The specific tables what we have now, and which related to Table’s Relationship.pdf file. The relationship between each table has been built up in there.

2. Specific task

1. Logtype

All tasks are updated to this table after created. After a client sending a request, check whether there is a waiting task to assign. If there is, link that request with this table.

|  |  |  |
| --- | --- | --- |
| State’s name | Initialization | Description |
| Logtype\_id | L\_id | Unique login identity |
| description | NOT NULL | The content of logtype |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

\*The **logtype\_id** will be initialized as a digit value, which represent defferent method.

1. post/task

2.patch /task/:id

3. delete /task/:id

4. get /allocator

5. patch /allocator/:id

6. post /submission/:id

7. get /submission/:id

8. remove assignment because time out

1. Permission

Allow different levels of visitors to do different tasks, their work is limited to their own permissions

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Decription |
| Permission\_id | P\_id | Represent the client level |
| Description | NOT NULL | The content of permission |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

\*The P\_id represent the different kinds of permission level can be accessed

1. admin

2. internal

3. external

1. State

Determine the current state of the visitor, and assigning a task to him through the state

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| State\_id | S\_id | Represent the current status |
| description | NOT NULL | The content of state |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

\*The S\_id will be initialized as digit number for current’s status

1. waiting for assignment

2. waiting for accepted

3. waiting for processing

4. finished

5. deleted

1. Type

Reading three kinds of files which distinguished by their own type and we set up the time limit for each process.

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| Type\_id | T\_id | Represent the type |
| Time\_limit(interval) | T\_value | Limited processing time |
| description | NOT NULL | The content of type |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

\*The T\_id represent defferent kind of type and time\_limit could be set by manager

1. texture

2. picture

3. voice

1. Client

The table will record the each current client when they accessed and represent them and set the type of file

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| Client\_id | C\_id | Respresent different level client |
| Permission\_id | P\_id | As a foreign linked by permission |
| Type\_id | T\_id | As a foreign linked by type |
| Description | NOT NULL | The content of client |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

\*Both P\_id and T\_id has made up of the client and type, which show up entire way.

1, 1. admin/texture

1, 2. admin/picture

2, 1. internal/texture

2, 2. internal/picture

3, 1. external/texture

3, 2. external/picture

1. Task

The task table is most base one which provide the each client matched their own task and set the limitation in time

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| Task\_id | Tk\_id | Represent each task |
| Client\_id | C\_id | As a foreign linked by client |
| State\_id | S\_id | As a foreign linked by state |
| Type\_id | T\_id | As a foreign linked by type |
| File(XML) | NOT NULL | Store the file |
| Time\_limit(interval) | T\_value | Limited processing time |
| description | NOT NULL | The content of task |
| Create\_time | NOT NULL | Record creation time |
| Modify\_time | NULL | Record modify time |
| Delete\_time | NULL | Record deletion time |

1. Assignment

Each assignment was inherited from task and it will be handled in here

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| Assignment\_id | A\_id | Represent each assignment |
| Task\_id | Tk\_id | As a foreign linked by task |
| Client\_id | C\_id | As a foreign linked by client |
| Create\_time | NOT NULL | Record creation time |
| Delete\_time | NULL | Record deletion time |

1. Response

It get used to client\_id and task\_id to handle the response

|  |  |  |
| --- | --- | --- |
| State’s value | Initialization | Description |
| Response\_id | R\_id | Represent each response |
| Client\_id | C\_id | As a foreign linked by client |
| Task\_id | Tk\_id | As a foreign linked by task |
| File(XML) | NOT NULL | Store the file |
| Description | NOT NULL | The content of response |
| Create\_time | NOT NULL | Record creation time |
| Delete\_time | NULL | Record deletion time |