

Create

FIXME: need to take into account what kind of admin is creating these accounts

- admin can only create regular accounts
- system admin can create user and admin accounts

Authorization Check

CheckPermission()

if permission not in list of acceptable permissions, reject

return instance

CreateUsers(amount, permission)

if amount < 1, error

new DataAccess(permission)

if the permission is an admin, then all accounts created will be user accounts.

- If the permission is a system admin, then that system admin has the ability to determine how many of those accounts are admins

if permission == sysadmin, specify number of admins desired to be created out of amount inputted

return instance

RandomPassword()

return instance

DA.StoreUsers(email, rndmPsswr, accountType)

StoreUser(email, rndmPsswr, accountType)

if store succeeded, return true

if store failed, return false

(log result)

The ID will auto increment, so there shouldn't be a problem in which the ID already exists

Delete

Authorization Check

CheckPermission()

if permission not in list of acceptable permissions, reject

return instance

DeleteUsers(amount, permission)

if amount < 1, error

new DataAccess(permission)

DA.DeleteUser(ID)

while true

DeleteUser(ID)

if delete succeeded, return true

if delete failed, return false. Store attempted to delete ID's that exist into a list.(Loop will not break)

(log result)

return instance

if input is some sentinel value, break loop

display list of deleted ID's and undeleted ID's

Fail scenarios:

- admins try to delete admins or system admins
- ID doesn't exist

Update

Authorization Check

CheckPermission()

if permission not in list of acceptable permissions, reject

return instance

UpdateUsers(amount, permission)

if amount < 1, error

new DataAccess(permission)

DA.UpdateUser(ID)

while true

UpdateUser(ID)

if update succeeded, return true

if update failed, return false.

return instance

if input is some sentinel value, break loop

Fail scenarios:

- ID doesn't exist