

# About the JSON's

## Animal\_species.json

Animal\_species.json contains a list of dictionaries that contains the animal name and file name of the questions. So if you were to add a new type of animal, be sure to add a new entry into this file. Once this is done, the application will automatically add that animal type.

```
[
  {
    "name": "Dog",
    "questions": "dog_questions.json"
  },
  {
    "name": "Chien",
    "questions": "chien_questions.json"
  }
]
```

## <animal>\_questions.json

Dog\_questions.json and chien\_questions.json are two jsons containing the questions for the forms. It is slightly complex. It is a list of a dictionary we will call groups. These contain the name of the group and a list of subgroups. This will appear as each "step" in the form.

(Json)

```
[
  {
    "name": "Dog Information",
    "subgroups": [
      {

```

(Application Form)

### Step 1 - Dog Information

Each subgroup is a dictionary. Each has a name and a list of questions. These will appear as sub parts in the web application.

(Json)

```
"subgroups": [
  {
    "name": "Animal Basics",
    "questions": [
      {
```

(Application Form)

<b>Animal Basics</b>
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Each question in the subgroup is a dictionary. These have type, label, name and depending on type has a list of answers. The name is used for storing in the form and database, so each name in the json should be unique. The label is used to display to the user on the form as a label. The label is also used for the upload\_csv, each label should be a header for the csv for the question it is for. There are four types of questions with their own unique properties.

- "text" - On the form it is just a line that accepts text.
- "textarea" - It is a larger area to accept text.
- "radio" - A radio button, is a choice between options. I can choose one OR the other, but not both.
- "checkbox" - A checkbox is a bunch of options. I can choose as many as I would like to be true.

(Json)

```
"questions": [
  {
    "type": "text",
    "label": "Name",
    "name": "name"
  },
```

(Application Form)

Name	Fred
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Each question has a list of answers, if it is a checkbox or radio. Each answer is a name, label and selected. The name is used for storing in the database, the label is shown on the form. The selected if 1 would be preselected on the form when a new animal is created.

(Json)

```
"answers":[
  {
    "name":"status_stray",
    "label":"Stray",
    "selected":1
  },
  {
    "name":"status_surrender",
    "label":"Surrender",
    "selected":0
  },
  {
    "name":"status_other",
    "label":"Other",
    "selected":0
  }
]
```

(Application Form)

Status	Stray <input checked="" type="radio"/>	Surrender <input type="radio"/>	Other <input type="radio"/>
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## Modifying Json

Some important things when modifying the Json. You can modify the json, but in some cases you will also have to do things with the database as well.

### Label

- Changing the label will not require much change in the web application. It will require change to the google form.

### Name

- Changing the name is not recommended as it is the key index in the database. If changed, existing animals of that type will not work. If you must do so, you will have to update the key in the database.
- Names for groups and subgroups can be changed with no issues.

### Selected

- Able to change without issue. Multiple "selected=1" on radio buttons may cause weird issues depending on browser, not likely a problem.

Removing questions, answers, etc will not cause an issue. The information will remain in the DB, but will not be accessed by the application or asked anymore. Unless it is a radio answer.

Adding questions, answers, etc will cause an issue. It will cause existing animals to have problems on the application. To fix this, you will have to add the changes to the existing animals.

Radio answers are stored as an int (starting at 0), based on where the answer is on the list. So if you add you will have to increase entries by 1 for answers > where you placed it. If you remove, you will have to decrease the number.

Checkbox answers are stored as True/False for each answer. The application expects an answer either true or false. So if you add an answer, you will need to insert the answer into the db for all animals of that type.