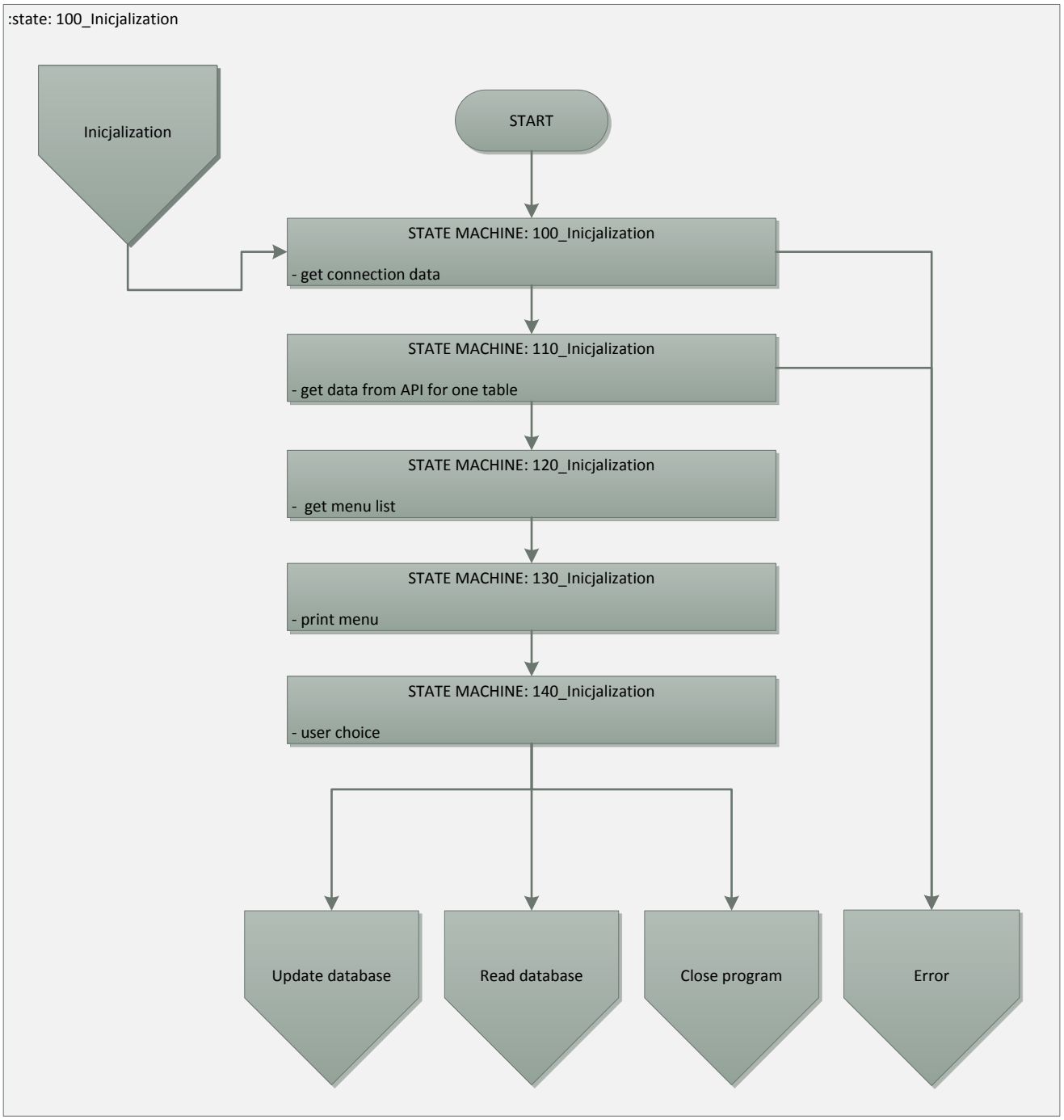
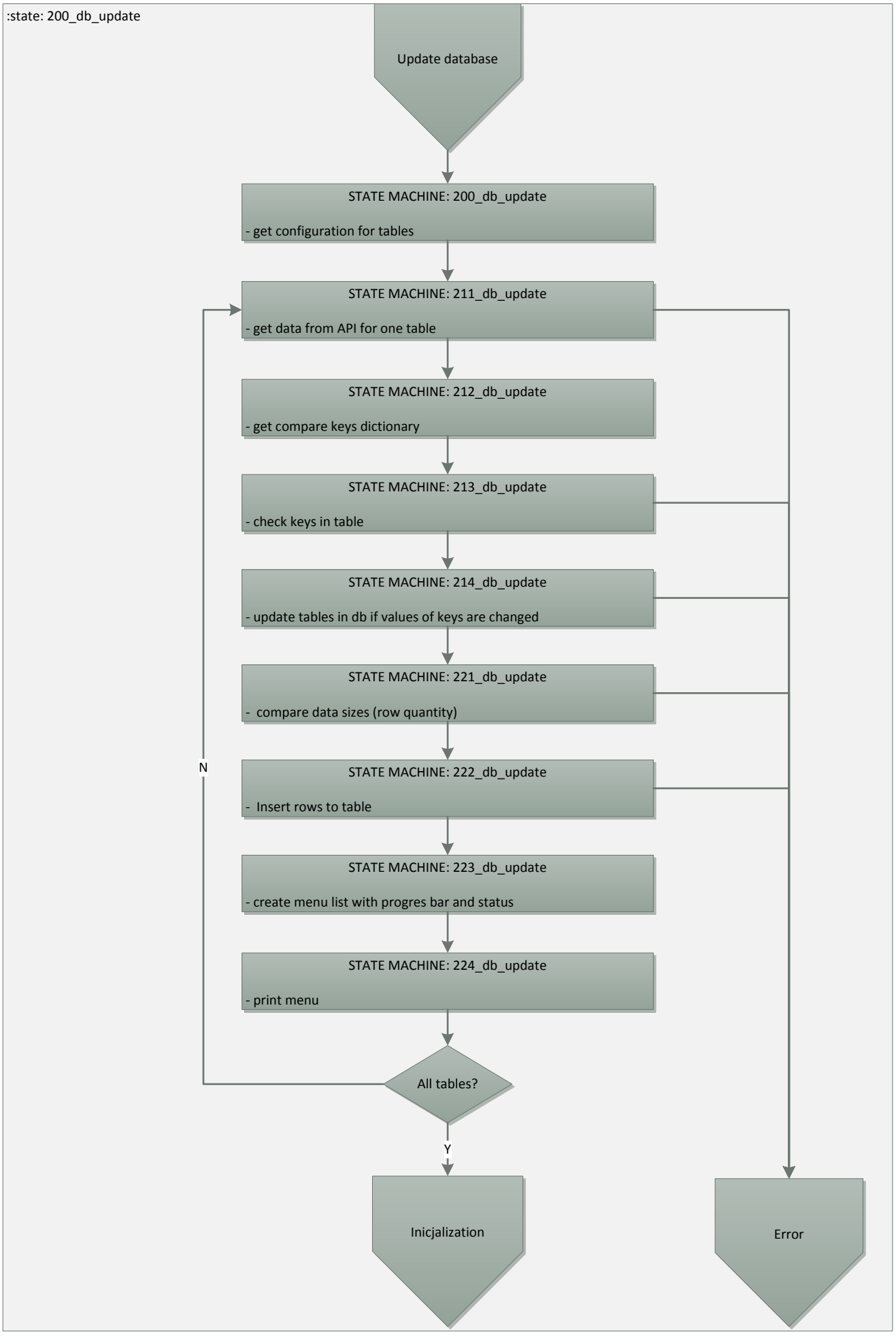
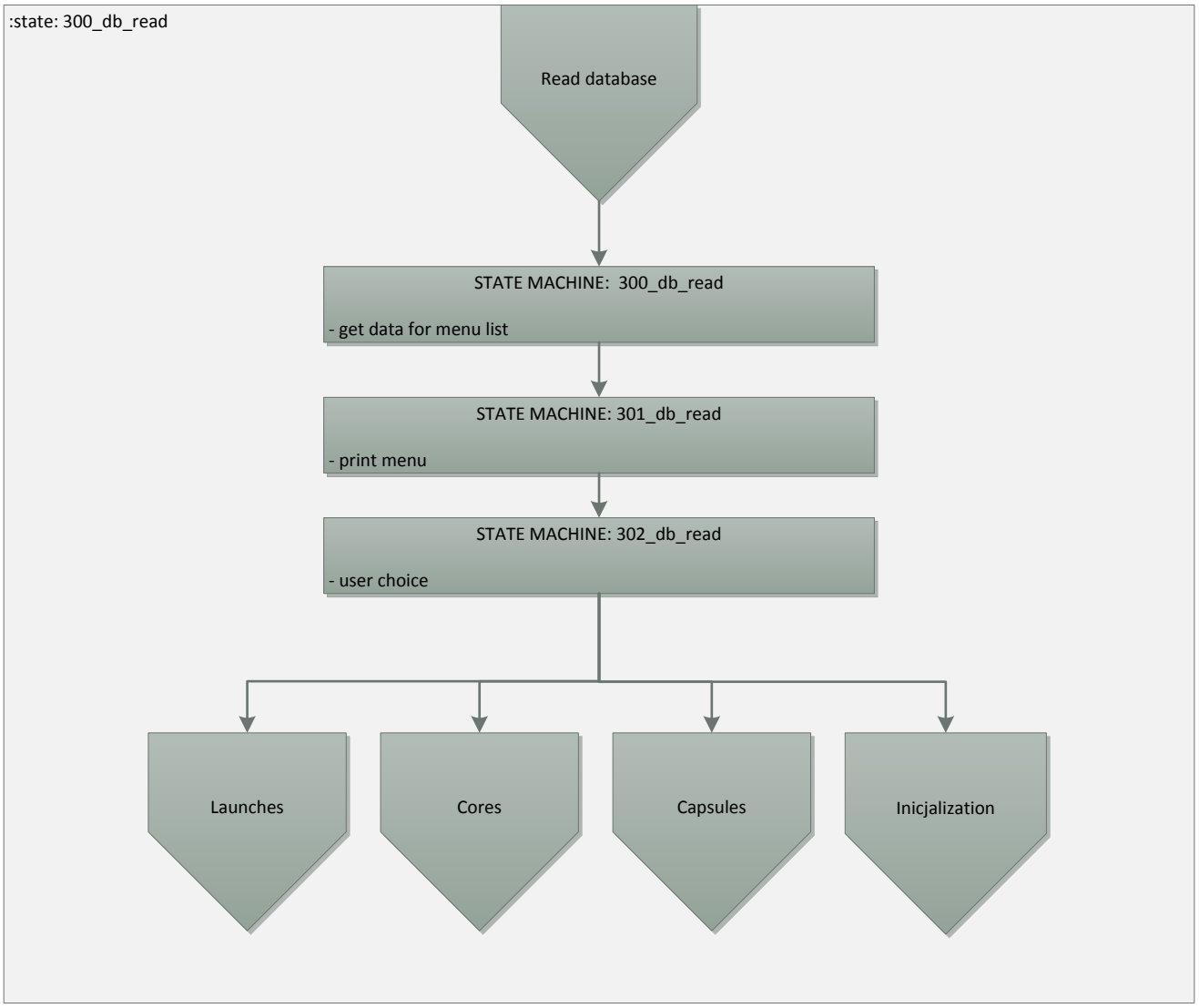
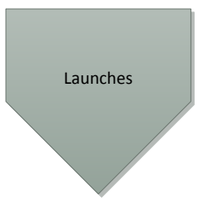
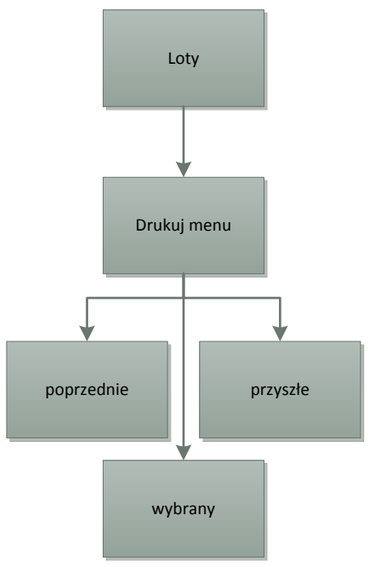

:state: 100_Inicjalization
Inicjalization
START
STATE MACHINE: 100_Inicjalization
- get connection data
STATE MACHINE: 110_Inicjalization
- get data from API for one table
STATE MACHINE: 120_Inicjalization
- get menu list
STATE MACHINE: 130_Inicjalization
- print menu
STATE MACHINE: 140_Inicjalization
- user choice
Update database
Read database
Close program
Error

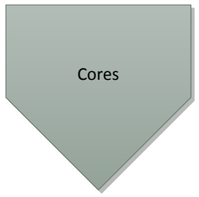
szablon

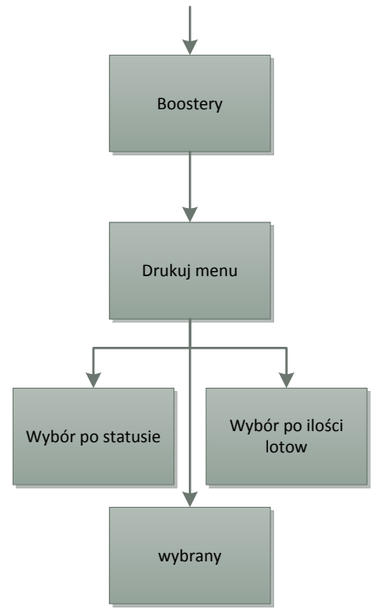

:state: 200_db_update
Update database
STATE MACHINE: 200_db_update
- get configuration for tables
STATE MACHINE: 211_db_update
- get data from API for one table
STATE MACHINE: 212_db_update
- get compare keys dictionary
STATE MACHINE: 213_db_update
- check keys in table
STATE MACHINE: 214_db_update
- update tables in db if values of keys are changed
STATE MACHINE: 221_db_update
- compare data sizes (row quantity)
STATE MACHINE: 222_db_update
- Insert rows to table
STATE MACHINE: 223_db_update
- create menu list with progres bar and status
STATE MACHINE: 224_db_update
- print menu
All tables?
N
Y
Inicjalization
Error

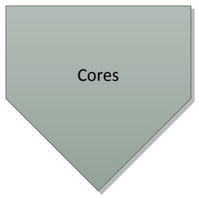

:state: 300_db_read
Read database
STATE MACHINE: 300_db_read
- get data for menu list
STATE MACHINE: 301_db_read
- print menu
STATE MACHINE: 302_db_read
- user choice
Launches
Cores
Capsules
Inicjalization

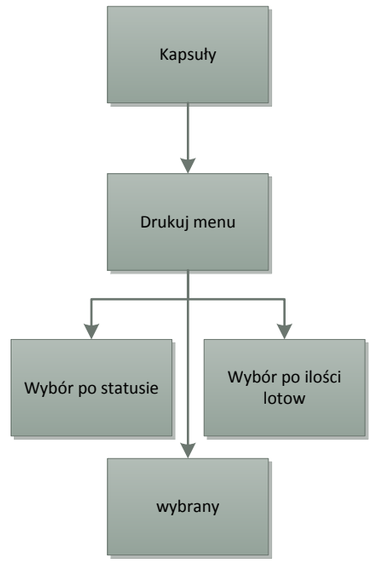

Launches

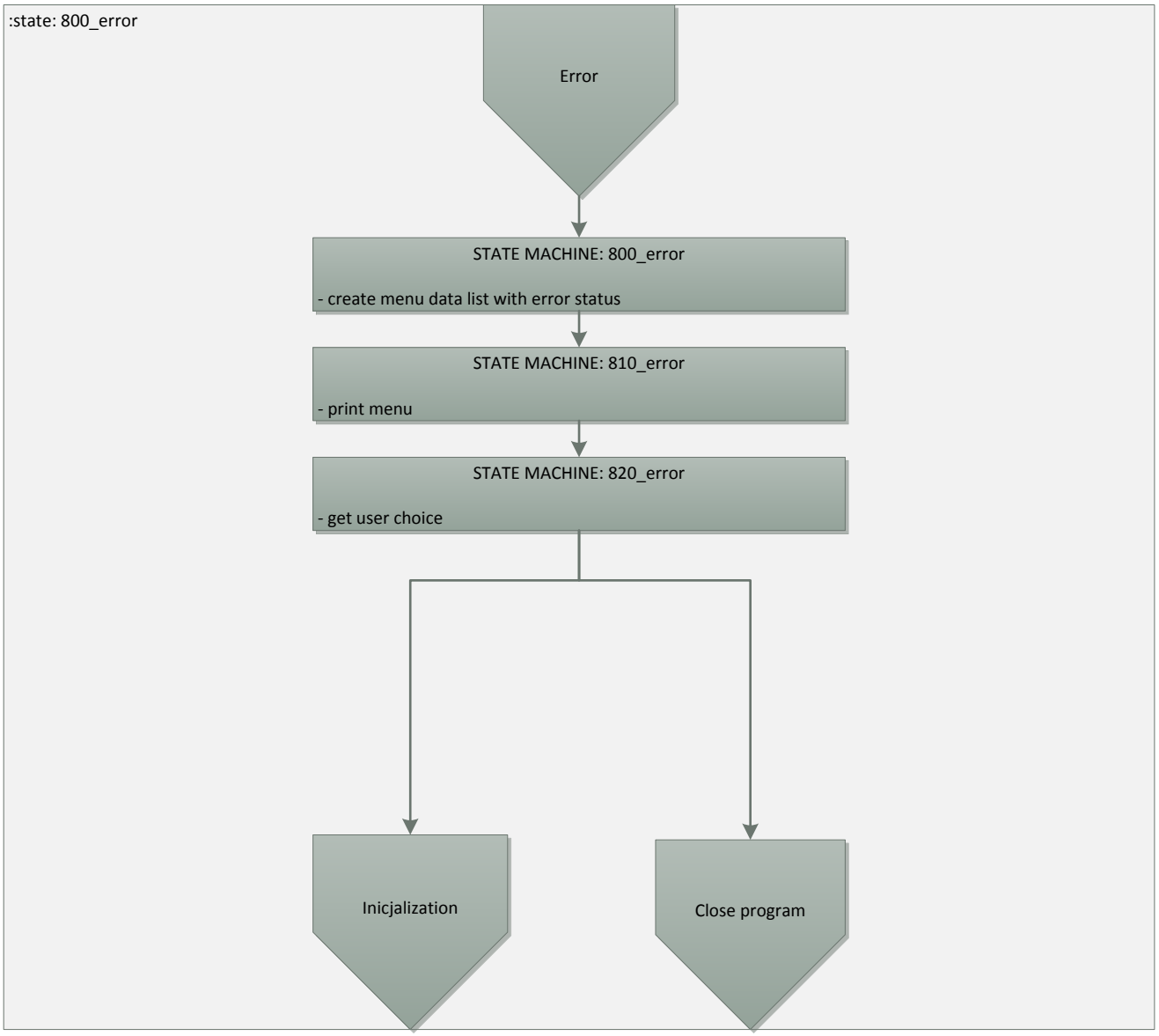
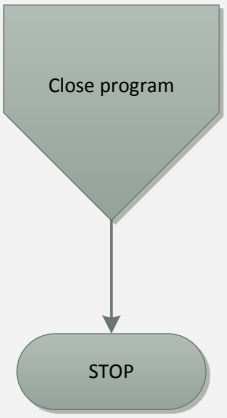

Loty
Drukuj menu
poprzednie
przyszłe
wybrany


Cores


Boostery
Drukuj menu
Wybór po statusie
Wybór po ilości lotow
wybrany


Cores


Kapsuły
Drukuj menu
Wybór po statusie
Wybór po ilości lotow
wybrany


:state: 800_error
Error
STATE MACHINE: 800_error
- create menu data list with error status
STATE MACHINE: 810_error
- print menu
STATE MACHINE: 820_error
- get user choice
Inicjalization
Close program

:state: 900_close_program