## **Relationship Manager - All possible scenarios**

Tuesday, 10 June 2003 Generated by **RmApiGen.py** 

```
========
          onetoone
                    =============
                                                    X
                                                                      Y
X has singularapi - Y has no API
**********
---- X methods ----
void setY(y) RM.R(this, y, "xtoy")
              RM.P(this, "xtoy")
Y getY()
void clearY() RM.NR(this, getY(), "xtoy")
---- Y methods ----
None
======= onetoone ==========
X has no API - Y has singularapi
************
---- X methods ----
None
---- Y methods ----
X getX() RM.B(this, "xtoy")
void setX(x) RM.R(x, this, "xtoy") [must first clearX(), though..see note 1A]
void clearX() RM.NR( RM.B(this, "xtoy"), this, "xtoy")
======= onetoone ==========
X has singularapi - Y has singularapi
***********
---- X methods ----
void setY(y) RM.R(this, y, "xtoy")
Y getY() RM.P(this, "xtoy")
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---- Y methods ----
X getX() RM.B(this, "xtoy")
void setX(x) RM.R(x, this, "xtoy") [must first clearX(), though..see note 1A]
void clearX() RM.NR( RM.B(this, "xtoy"), this, "xtoy")
```

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====== onetomany
                      ===========
X has pluralapi - Y has no API
************
---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
---- Y methods ----
None
======= onetomany ==========
X has pluralapi - Y has singularapi
---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
---- Y methods ----
              RM.B(this, "xtoy")
    getX()
void setX(x)
               RM.R(x, this, "xtoy") [must first clearX(), though..see note 1A]
void clearX() RM.NR( RM.B(this, "xtoy"), this, "xtoy")
======= manytoone
                                                      х
X has no API - Y has pluralapi
***********
---- X methods ----
None
---- Y methods ----
\begin{tabular}{ll} \begin{tabular}{ll} void & addX(x) & RM.R(x, this, "xtoy") \\ list & getAllX() & RM.BS(this, "xtoy") \\ \end{tabular}
void removeX(x) RM.NR(x, this, "xtoy")
========
           manytoone ==========
X has singularapi - Y has pluralapi
---- X methods ----
void setY(y) RM.R(this, y, "xtoy")
Y getY() RM.P(this, "xtoy")
void clearY() RM.NR(this, getY(), "xtoy")
---- Y methods ----
void addX(x) RM.R(x, this, "xtoy")
list getAllX() RM.BS(this, "xtoy")
void removeX(x) RM.NR(x, this, "xtoy")
```

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```
manytomany
========
                      ================
                                                   X
X has ['pluralapi'] - Y has ['pluralapi']
***********
---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
---- Y methods ----
void addX(x) RM.R(this, x, "ytox")
list getAllX() RM.PS(this, "ytox")
void removeX(x) RM.NR(this, x, "ytox")
======= manytomany ==========
X has ['pluralapi'] - Y has ['pluralapi', 'singularapi']
---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
---- Y methods ----
void addX(x) RM.R(this, x, "ytox")
list getAllX() RM.PS(this, "ytox")
void removeX(x) RM.NR(this, x, "ytox")
               RM.B(this, "xtoy")
     getX()
void setX(x)
               RM.R(x, this, "xtoy") [must first clearX(), though..see note 1A]
void clearX() RM.NR( RM.B(this, "xtoy"), this, "xtoy")
====== manytomany
                       ===========
X has ['pluralapi', 'singularapi'] - Y has ['pluralapi']
---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
getY() RM.B(this, "ytox")
void setY(y) RM.R(v +h:
              RM.R(y, this, "ytox") [must first clearY(), though..see note 1A]
void clearY() RM.NR(getY(), this, "ytox")
---- Y methods ----
void addX(x) RM.R(this, x, "ytox")
list getAllX() RM.PS(this, "ytox")
```

void removeX(x) RM.NR(this, x, "ytox")

```
X has ['pluralapi', 'singularapi'] - Y has ['pluralapi', 'singularapi']
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---- X methods ----
void addY(y) RM.R(this, y, "xtoy")
list getAllY() RM.PS(this, "xtoy")
void removeY(y) RM.NR(this, y, "xtoy")
    getY()
              RM.B(this, "ytox")
void setY(y) RM.R(y, this, "ytox") [must first clearY(), though..see note 1A]
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void addX(x) RM.R(this, x, "ytox")
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X getX() RM.B(this, "xtoy")
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```

====== manytomany ==========