Backend classes

SDE

instance: SDE # db: mysqli # numQueries: int

timeQueries: float

- + instance(db: mysqli) : SDE
- # __construct(db: mysqli) : SDE
- + query(sql: string) : mysql_result
- + multiQuery(sql: string) : bool
- + flushDbResults(): void
- + commit() : bool + rollback() : bool
- # addQueryTime() : void
- + getStats(): array
- + makeUpsertQuery(table: string, insert: array, update: array) : string
- + makeUdateQuery(table: string, update: array, where: array): string
- + sanitizeString(string: string) : string
- + sanitizeAndEnquoteString(string: string) : string

Util

- + quantitiesToReadable(val: int) : string
- + secondsToReadable(fseconds: int) : string

FitParser

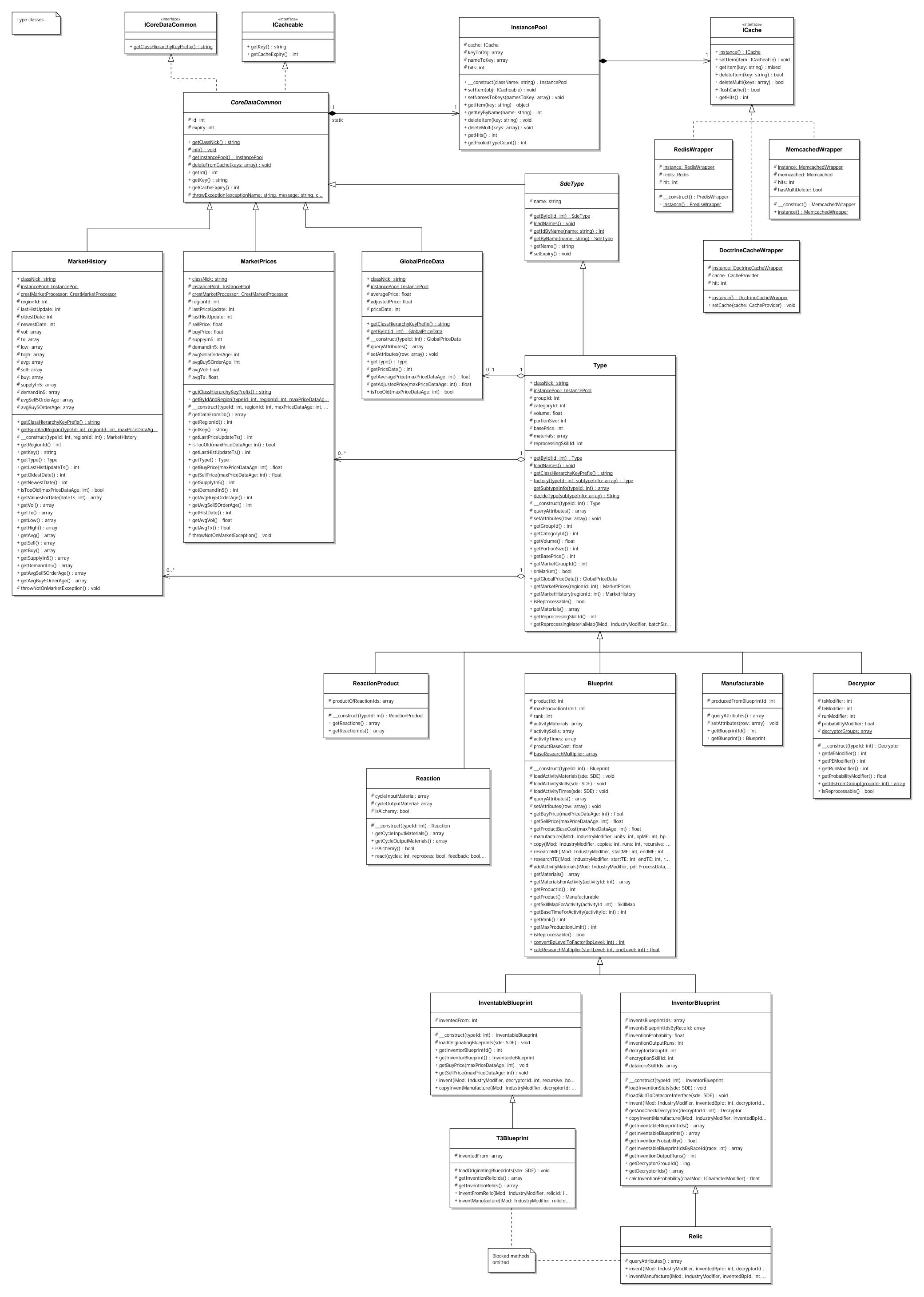
- + parseEftFit(eftFit: string) : MaterialParseResult
- + <u>parseXmlFit(fitDom: DOMDocument) : MaterialParseResult</u>
- + parseScanResult(scanResult: string) : MaterialParseResult

Config

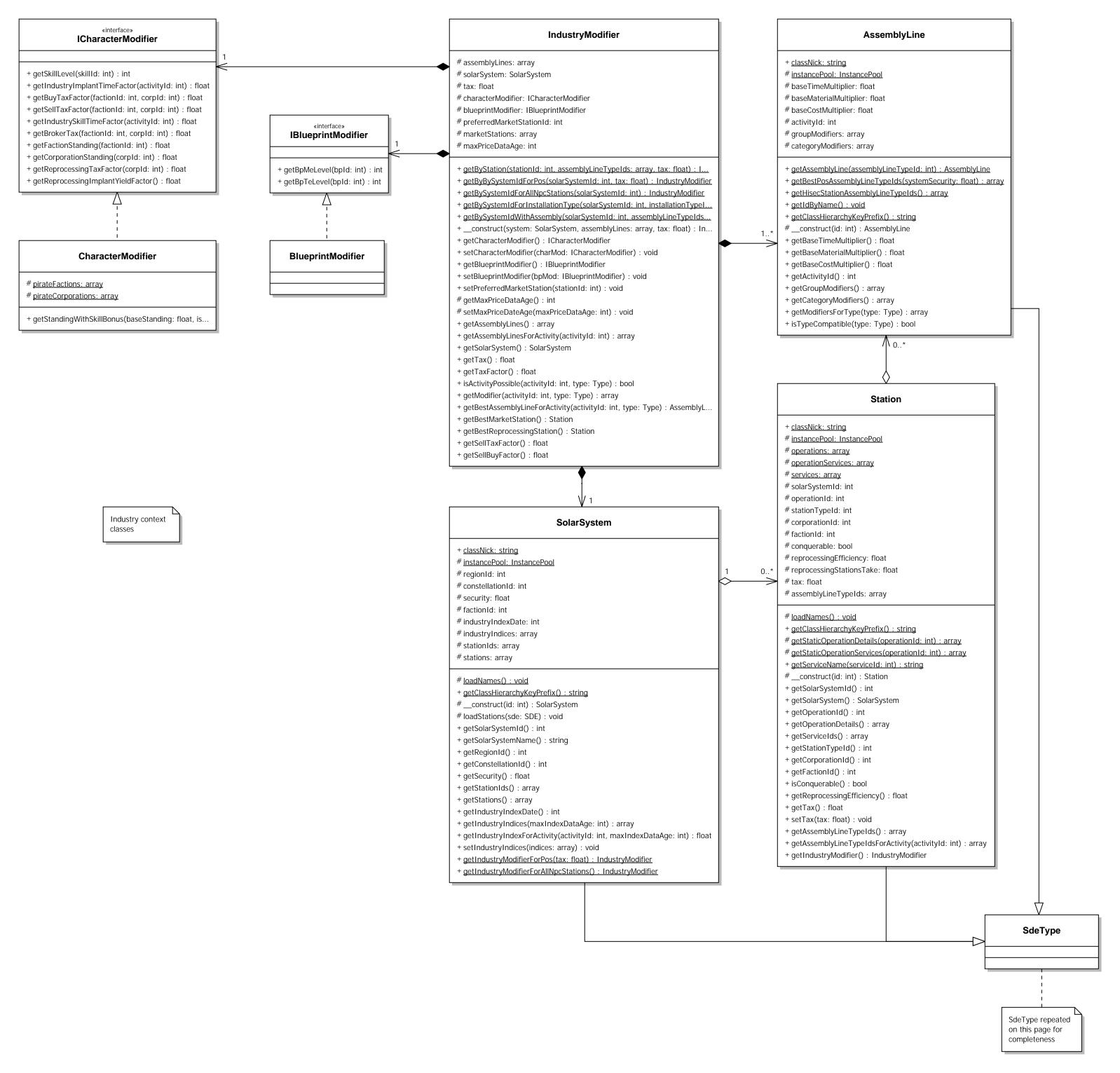
- # sdeDbHost: string
- # sdeDbPort: int
- # sdeDbUser: string
- # sdeDbPw: string
- # sdeDbName: string
- # iveeDbName: string
- # cachePrefix: string
- # cacheHost: string
- # cachePort: int
- # authedCrestBaseUrl: string
- # crestClientId: string
- # crestClientSecret: string
- # crestClientRefreshToken: string
- # applicationName: string
- # defaultMarketRegionId: int
- # maxPriceDataAge: int
- # trackedMarketRegionIds: array
- # classes: array
- + getUserAgent() : string
- + getIveeClassName(classNickname: string) : string

trivial getters and setters omitted.

Exception classes omitted.



ReactionProcessData **ProcessData** Process classes # inputMaterialMap: MaterialMap # activity: int # outputMaterialMap: MaterialMap # producesTypeId: int # producesQuantity: int # cycles: float # withRefining: bool # processTime: int # withFeedback: bool # processCost: float # assemblyLineId: int + __construct(inputMaterialMap: MaterialMap, outputMaterialMap:... # solarSystemId: int + geInputMaterialMap(): MaterialMap # skills: SkillMap + getOutputMaterialMap() : MaterialMap # materials: MaterialMap + getCycles() : float # subProcessData: array + getTime() : float + withRefining(): bool + __construct(producesTypeId: int, producesQuantity: int... + withFeedback() : bool + addMaterial(typeId: int, amount: int) : void + getInputBuyCost(iMod: IndustryModifier) : float + addSkill(skillId: int, level: int) : void + getOutputSellValue(iMod: IndustryModifier) : float + addSkillMap(sm: SkillMap) : void + getProfit(iMod: IndustryModifier) : float + addSubProcessData(subProcessData: ProcessData) : void + getActivityId(): int + getProducedType() : Type + getNumProducedUnits(): int + getSubProcesses() : array + getProcessCost() : float + getSolarSystemId(): int + getAssemblyLineTypeId(): int + getTotalProcessCost() : float + getMaterialBuyCost(iMod: IndustryModifier) : float + getTotalMaterialBuyCost(iMod: IndustryModifier) : float + getTotalCost(iMod: IndustryModifier) : float + getMaterialMap() : MaterialMap + getTotalMaterialMap(): MaterialMap + getMaterialVolume() : float + getTotalMaterialVolume() : float + getSkillMap() : SkillMap + getTotalSkillMap() : SkillMap + getTime() : int + getTotalTime() : int + getTotalTimes() : array + getTotalProfit(iMod: IndustryModifier) : float + printData(iMod: IndustryModifier) : void \ _{0..}* ResearchMEProcessData ManufactureProcessData InventionProcessData # bpMeLevel: int # probability: float # startMELevel: int # endMELevel: int # bpPeLevel: int # resultRuns: int # resultME: int + __construct(producesTypeId: int, producesQua... + __construct(researchedBpId: int, researchTime: i... # resultTE: int + getMeLevel() : int + getStartMELevel(): int + __construct(producesTypeId: int, inventionTime: int, proces... + getEndMELevel() : int + getPeLevel(): int + getTotalCostPerUnit(iMod: IndustryModifier) : fl... + getResultRuns(): int + getTotalProfit(iMod: IndustryModifier) : float + getResultME(): int + getResultPE() : int + getProbability() : float + getSuccessTime() : float ResearchTEProcessData + getTotalSuccessTime() : float + getTotalSuccessTimes() : array # startTELevel: int + getSuccessMaterialMap(): MaterialMap # endTELevel: int + getTotalSuccessMaterialMap(): MaterialMap CopyProcessData + getSuccessMaterialVolume(): float + __construct(researchedBpId: int, researchTime: i... + getTotalSuccessMaterialVolume(): float + getStartTELevel(): int # outputRuns: int + getProcessCost() : float + getEndTELevel(): int + getSuccessProcessCost() : float + __construct(bpCopyId: int, copyQuantity: int, o... + getTotalSuccessProcessCost(): float + getOutputRuns(): int + getSuccessMaterialBuyCost(iMod: IndustryModifier) : float + getTotalSuccessMaterialBuyCost(iMod: IndustryModifier) : fl... + getTotalSuccessCost(iMod: IndustryModifier) : float



MaterialMap

materials: array

+ addMaterial(typeId: int, quatity: int) : void

+ addMaterials(materials: array): void

+ subtractMaterial(typeId: int, quantity: int): void

+ symmetricDifference(m1: MaterialMap, m2: MaterialMap) : void

+ addMaterialMap(materials: MaterialMap) : void

+ getMaterials() : array

+ getMultipliedMaterialMap(factor: float) : MaterialMap

+ reprocessMaterials(iMod: IndustryModifier): void

+ getMaterialVolume() : float

+ get Material Buy Cost (i Mod: Industry Modifier, max Price Data Age...

+ getMaterialSellValue(iMod: IndustryModifier, maxPriceDataAg...

MaterialParseResult

unparseables: array

+ addUnparseable(unparseable: string) : void

+ getUnparseables() : array

SkillMap

SkillMap: array

+ sanityCheckSkillLevel(skillLevel: int) : bool

+ addSkill(skillId: int, level: int) : void + addSkillMap(skillMap: SkillMap) : void

+ getSkills() : array

Data structure classes

CacheableArray

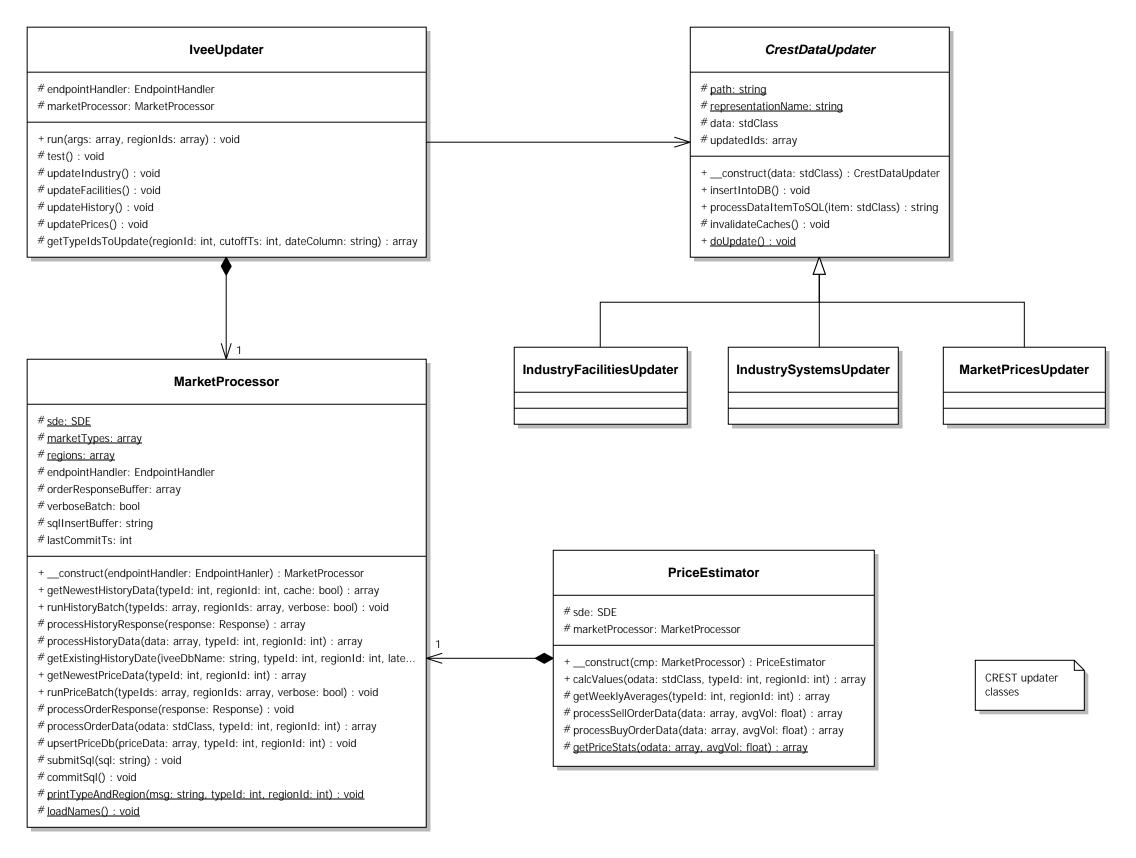
key: string # ttl: int + data: array

+ __construct(key: string, ttl: int) : CacheableArray

+ getCacheExpiry() : int + getKey() : string on this page for completeness

interface
| Cacheable

ICacheable repeated



EndpointHandler

client: Client

marketTypeHrefs: array

+ __construct(client: Client) : EndpointHandler

+ parseTrailingIdFromUrl(url: string) : int

+ verifyAccessToken() : stdClass

+ tokenDecode() : stdClass

+ getMarketTypes() : array

+ getMarketTypeHrefs() : array

+ getRegions() : array

+ getRegion(regionId: int) : stdClass

+ getConstellationHrefs() : array

+ getConstellation(constellationId: int) : stdClass

+ getSolarSystemHrefs() : array

+ getSolarSystem(systemId: int) : stdClass

+ getMarketOrders(typeId: int, regionId: int) : stdClass

+ getMultiMarketOrders(typeIds: array, regionId: int, callback: call...

+ getMarketHistory(typeId: int, regionId: int): array

+ getMultiMarketHistory(typeIds: array, regionId: int, callback: call...

+ getIndustrySystems(cache: bool) : array

+ getMarketPrices(cache: bool) : array

+ getIndustryFacilities(cache: bool) : array

+ getItemGroups() : array

+ getItemGroup(groupId: int) : stdClass

+ getAlliances(): array

+ getAlliance(allianceId: int) : stdClass

+ getItemTypes() : array

+ getType(typeId: int) : stdClass

+ getItemCategories() : array

+ getItemCategory(categoryId: int) : stdClass

+ getMarketGroups() : array

+ getMarketGroupTypes(marketGroupId: int) : array

+ getTournaments() : array

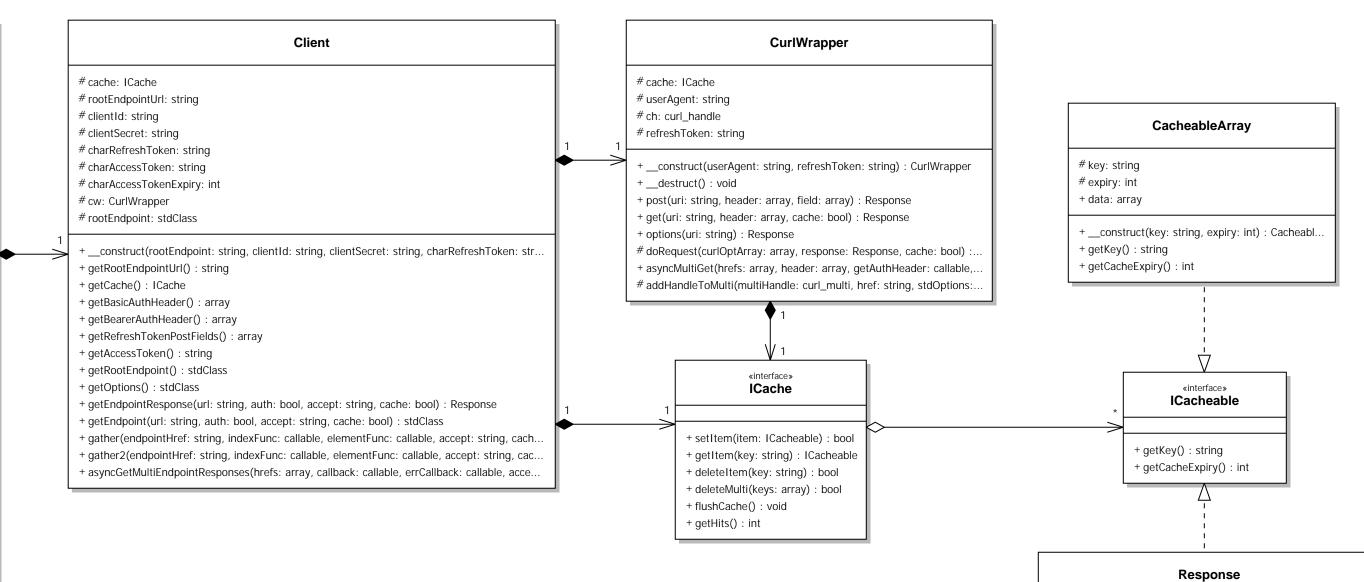
+ getWarHrefs() : array

+ getWar(warId: int) : stdClass

+ getIncursions() : array
+ getSovCampaigns() : array

+ getSovStructures() : array

+ getKillmail(killmailHref: string) : stdClass



key: string

expiry: int

+ content: stdClass

+ __construct(key: string) : Response

+ getContentType() : string
+ getPageCount() : int
+ hasNextPage() : bool
+ getNextPageHref() : string
+ hasPreviousPage() : bool
+ getPreviousPageHref() : string

+ isDeprecated() : bool + getHeader() : array + getInfo() : array + getKey() : string + getCacheExpiry() : int

+ setContentAndInfo(content: string, info: array) : void

+ handleCurlHeaderLine(curl: curl_handle, headerLine: string): int

header: array

info: array

iveeCrest classes