CSE 115A: Indecisive Decider
Documentation:
Back-End

For detailed functionality of each function, all functions are commented within the code. We chose controllers because they can easily set up API endpoints that can be used in API calls which make it easy to connect the front-end with backend processes. Services allow us to update, query and grab any database entities or values that we need from the controller functions. Some bad requests are handled by alerts from the website, and some are handled through the backend. Swagger is used to test API calls and backend functions.

Controllers:

Contains most of the API endpoints for specific features that we needed/created. Allows us to connect to the front end and be able to run API calls. Usually returns an OK response or a bad request.

AccountController.cs: Contains all the API endpoints for login, registration, and updating user settings.
FeedController.cs: Contains all API endpoints for getting the decision feed and being able to post on the feed.
FriendsController.cs: Contains all API endpoints for requesting/accepting/declining friends
PresetController.cs: Contains all API endpoints for adding/removing/modifying custom presets.
ProfilePictureController.cs: Contains API endpoints for uploading and fetching user profile pictures

Services:

Services contain the business logic that updates and queries the underlying database.

FeedService.cs: Contains the logic for generating a feed and posting to a feed.
FriendService.cs: Contains the logic for managing friendships
PresetService.cs: Contains the logic for adding/fetching/removing custom and default presets
UserService.cs: Contains the logic for user registration, login, and updating user settings.

Entities:

Entities are the objects that are stored in the database for the application.

<u>ApplicationUser.cs:</u> Contains the data for each user, like username, email, hashed password, profile picture.

<u>FeedComment.cs:</u> Represents a comment posted on a FeedItem

<u>FeedItem.cs:</u> Represents a decision made for a user in the past that will show up on their feed.

<u>Friendship.cs:</u> Represents a friendship between two users.

<u>Preset.cs/PresetItem.cs:</u> A Preset represents a set of possible decisions (PresetItems)