Web Scraper Communication Contract

This README will walk the user through setting up this microservice.

Fundamentally, the program waits for a successful detection of a CSV file that contains the game library.

Once this CSV is detected, the program will process it, populating the needed 3 categories before either returning a new file or overwriting the existing CSV file.

It is critical that the user overwrites the desired file paths into the function calls at the bottom of the python file to their desired directory.

* Using the same file path for both the read and write will result in an overwritten file
* Using different file paths for the read and write will result in a new file

1. How to request data

You will leave the microservice on as a consistent process which will wait for detections of a CSV file. In C++, writing and creating a file will trigger the process as detailed below.  
A screen shot of a computer

AI-generated content may be incorrect.

1. How to receive data

A listener will wait for the existence of the desired response file and process as needed.

A screen shot of a computer code

AI-generated content may be incorrect.

1. UML Sequence Diagram

Reads in CSV File

Populates CSV File

Listens for the existence of a CSV File

Creates a CSV file

Scraper Service

CSV File

Main Program