

Technical Layout Capstone

Models Used:

Models

SourceModel.cs
UserModel.cs
UserPassModel.cs

Data Access Layers

SourceDataAccessLayer.cs
UserDataAccessLayer.cs
UserPassDataAccessLayer.cs

Validation Library

ValidationLibrary.cs

Pages Used:

Admin

ControlPanel.cshtml
CreateAcc.cshtml
Index.cshtml(Login)

Shared

_Layout.cshtml

Pages

EditSource.cshtml
index.cshtml(main page)
SearchSource.cshtml
UserSettings.cshtml
ViewSource.cshtml

Models:

Models:

SourceModel fields: Title, Author, Publisher, Link, DateCreated, DateAdded, Type, Category, Tags, Favorite, Notes

UserModel fields (inherits UserPassModel): FName, LName, Email, Username, Password, Permissions

UserPassModel Fields: UserID, Email, Password

Data Access Layers:

SourceDataAccessLayer:

public void AddSource(SourceModel rSource): accepts an instance of SourceModel and adds fields to the database.

public void UpdateSource(SourceModel rSource): accepts SourceModel and uses fields to push updates to the database.

public SourceModel DeleteSource(int? id): accepts the id of the source being selected and deletes it from the database.

public IEnumerable<SourceModel> ListSources(string? sqlStr): returns a list of sources based on the specified parameters of the string.

public SourceModel GetOneSource(int? id): source id is passed to this method to return 1 instance of a source

UserDataAccessLayer.cs:

public void AddUser(UserModel rUser): Accepts UserModel and adds it to database

public void UpdateUser(UserModel rUser): Updates UserModel in the database

public UserModel DeleteUser(int? id): deletes the UserModel associated with the id passed to it.

public IEnumerable<UserModel> ListUsers(string? sqlStr): lists the users based on string parameters.

public UserModel GetOneUser(int? id): gets one instance of UserModel based on UserID passed to the method.

UserPassDataAccessLayer.cs:

public IEnumerable<UserPassModel> GetUserLogin(UserPassModel rUser): receives an instance of UserPassModel and verifies that the user exists in the database.

Pages:

Admin

ControlPanel.cshtml:

public void OnGet(): checks to see if a user has the correct permission level. then lists all of the users on the side panel to the left of the page.

public IActionResult OnPostEdit(int? id): accepts id and updates the user whom it belongs to.

CreateAcc.cshtml:

public IActionResult OnPost(): when the form is posted the account is added to the database as a UserModel.

Index.cshtml(Login):

public void OnGet(); clears session state

public IActionResult OnPost(): generates a list of users and checks the email and password inputs against it to verify results.

Shared

Layout.cshtml: sets the layout for the page. Includes navbar, body structure, footer, and references needed for css, javascript, and bootstrap.

Pages

EditSource.cshtml:

public IActionResult OnGet(int? id): sourceID is passed to the page and is used in this method to GetOneSource for editing

public IActionResult OnPostEdit(): this method is called when the update button is pressed. Calls the UpdateSource method and pushes updates to the database.

public IActionResult OnPostDelete(int? id): this method is called when the delete button is pressed. The DeleteSource method is invoked and the source is deleted from the database.

index.cshtml(main page):

public void OnGet(): when the home page is loaded 2 ListSource methods are called to display recents and favorites.

SearchSource.cshtml:

public IActionResult OnPostSearch(string? strTitle): this is the method for the main search bar at the top of the page. Accepts title and searches for results in the database.
public IActionResult OnPostDelete(int? id): this method is for the delete button displayed on the cards on the search page. User can avoid going to edit page to delete.
public IActionResult OnPostFilter(): filters for sidebar.

ViewSource.cshtml:

public IActionResult OnPost(): when form is posted data is added to the database as a new SourceModel

UserSettings.cshtml