COMP 318 OwlDB Design Project

Summary of project file:

We are creating a database that will store files. These are JSON values whose contents must be stored as type []byte in Go. We have the schema that will check the documents for formatting.

Design

1. type visitor interface {
2. accessFile(JSONdoc)
3. }
4. func accept(v visitor)
5. func (obj \*JSONdoc) accept(v visitor){
6. v.accessFile(obj)
7. }

Use visitor patterns to access files.

PUT /v1/{database}

GET /v1/{database}/

For these functions, we only need to support a document name, not a document path.

PUT /v1/{database}/{documentName}

GET /v1/{database}/{documentName}

Each method returns a response which contains an HTTP status code, indicating success/failure of the operation.