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Bracket 8

MainPage Controller

Get( )

- It will give welcome message to the new GPU.
- When GPU logged in, it will show a welcome message.
- If the GPU registered successfully then it will store into database.

Main Controller

Get()

- Display add GPU page

Post()

- It will validate the GPU inputs and checks whether the GPU exists or not.
- If the GPU already exists then it shows an error message.
- If not, it will add a new GPU to the database.

EditGpu Controller

Get()

- Load the existing GPU details and pass it to UI.
- Display edit GPU page.

post()

- Load selected data for GPU.
- Pass it to the GPU edit page.
- Change the data according to edit form and update the data.
- It will convert HTML checkbox value to Boolean value.
- Display successful message.

GpuListPage controller

Get()

- Load existing GPU.
- Send it to GpuListPage and display.

GpuSelectionPage Controller

Get()

- Get available GPU.

- Send it to GPU select page.
- Show GPU selection page.

Post()

- Loads GPU's
- If the both GPU's are same then it will shows an error message.
- If two GPU's are different then it redirects to compare page.
- Redirected to compare page.

ComparesGpu Controller

get()

- Get each GPU details.
- Send it to compare page.

GpuFeatures Controller

Get()

- Load GPU search by features.

Post()

- If the user has not selected any option then it will be redirected to an error page.
- If the selected GPU features are not stored in database it will give an error message.
- Result will send it to GPU feature page.

GpuView Controller

Get()

- It will get the details for selected GPU and redirected to the GPU view page.

Bracket 9

Two models have been generated they are user model and GPU model. GPU model has entities in the Data store.

User model

- It stores the user information.
- In this model email id is unique for all the users so, the email that we entered is considered as a key and it will be added to the string property.

GPU model

- It stores the GPU's data.
- In this model name is unique for all GPU's, so name is considered as a key.

- Name and manufacturer contains only characters and numbers so they considered as string properties.
- Manufactured date can store only date not time. Therefore it considered as date property.

- All the GPU Features (GeometryShader, TesselationShader, ShaderInt16, SparseBinding, TextureCompressionETC2, VertexPipelineStoresAndAtomics) are considered as Boolean Property.

Bracket 10

- UI consideration
  - At the top of every page the main navigation has been located in the header.
- Forms
  - Labels have been placed beside each other for every HTML component.
- Colors
  - Color scheme was chosen to make the site look nice. To give high contrast for visually impaired.
- Messages
  - Green color was used to show the function successful message.
  - Red color was used to show if the function was not successful.