

# Package database

```
import "PGL/APIServer/database"
```

[Overview](#)[Index](#)

## Overview ▾

Package database provides the CRUD functions between the APIServer and the database using SQL statements. Uses Gorm to automigrate tables based on the models, as well as issue statements.

## Index ▾

### Variables

```
func AddCat(catInfo models.Category) error
func AddInv(invInfo models.Inv) error
func AddItem(itemInfo models.Item) error
func AddSett(settInfo models.UserSetting) error
func AddUser(userInfo models.User) error
func DelCat(catid uint32) error
func DelInv(invid uint32) error
func DelItem(itemid uint32) error
func DelSett(userid uint32) error
func DelUser(username string) error
func EditCat(catInfo models.Category, catid uint32) error
func EditInv(invInfo models.Inv, invid uint32) error
func EditItem(itemInfo models.Item, itemid uint32) error
func EditSett(settInfo models.UserSetting, userid uint32) error
func EditUser(userInfo models.User, username string) error
func GetAllCat(userid uint32) ([]models.Category, error)
func GetAllItem(userid uint32) ([]models.Item, error)
func GetAllSett() ([]models.UserSetting, error)
func GetCat(catid uint32) (models.Category, error)
func GetInv(invid uint32) (models.Inv, error)
func GetItem(itemid uint32) (models.Item, error)
func GetSett(userid uint32) (models.UserSetting, error)
func GetUser(username string) (models.User, error)
func GetUserID(userid uint32) (models.User, error)
func InitDB()
func dsnStr() string
func getInvs(userid uint32) ([]models.Inv, error)
func getItems(invid uint32) ([]models.Item, error)
func getSettings(userid uint32) (models.UserSetting, error)
```

## Package files

[category.go](#) [errors.go](#) [inv.go](#) [item.go](#) [setup.go](#) [user.go](#) [usersetting.go](#)

## Variables

error variables

```
var (  
    ErrUserTaken = errors.New("username taken")  
    ErrInternal  = errors.New("internal error")  
    ErrNotFound  = errors.New("not found")  
)
```

Provides the db connection pointer

```
var DB *gorm.DB
```

## func AddCat

```
func AddCat(catInfo models.Category) error
```

Adds the category based on the category id

## func AddInv

```
func AddInv(invInfo models.Inv) error
```

Add inv record based on the inv id

## func AddItem

```
func AddItem(itemInfo models.Item) error
```

Add item

## func AddSett

```
func AddSett(settInfo models.UserSetting) error
```

Add a setting

## func AddUser

```
func AddUser(userInfo models.User) error
```

Adds user

## func DelCat

```
func DelCat(catid uint32) error
```

Deletes the category based on the category id

## func DelInv

```
func DelInv(invid uint32) error
```

Deletes the inv record based on the inv id

## func DelItem

```
func DelItem(itemid uint32) error
```

Deletes the item based on the item id

## func DelSett

```
func DelSett(userid uint32) error
```

Deletes the setting based on the userid

## func DelUser

```
func DelUser(username string) error
```

Deletes user based on username

## func EditCat

```
func EditCat(catInfo models.Category, catid uint32) error
```

Edits the category based on the category id

## func EditInv

```
func EditInv(invInfo models.Inv, invid uint32) error
```

Edit inventory record based on the inv id

## func EditItem

```
func EditItem(itemInfo models.Item, itemid uint32) error
```

Edit item based on the itemid

## func EditSett

```
func EditSett(settInfo models.UserSetting, userid uint32) error
```

Edit the setting based on the userid

## func EditUser

```
func EditUser(userInfo models.User, username string) error
```

Edits user record based on the username

## func GetAllCat

```
func GetAllCat(userid uint32) ([]models.Category, error)
```

Get all categories based on the user id

## func GetAllItem

```
func GetAllItem(userid uint32) ([]models.Item, error)
```

Gets all items based on the user id

## func GetAllSett

```
func GetAllSett() ([]models.UserSetting, error)
```

Get all settings based on the id

## func GetCat

```
func GetCat(catid uint32) (models.Category, error)
```

Get category based on the category id

## func GetInv

```
func GetInv(invid uint32) (models.Inv, error)
```

Get inventory records based on the inv id

## func GetItem

```
func GetItem(itemid uint32) (models.Item, error)
```

Get item based on the itemid

## func GetSett

```
func GetSett(userid uint32) (models.UserSetting, error)
```

Get the setting based on the userid

## func GetUser

```
func GetUser(username string) (models.User, error)
```

Gets user record based on the username

## func GetUserID

```
func GetUserID(userid uint32) (models.User, error)
```

Gets User record based on the id

## func InitDB

```
func InitDB()
```

italize the DB

## func dsnStr

```
func dsnStr() string
```

Formats the connection string

## func **getInvs**

```
func getInvs(userid uint32) ([]models.Inv, error)
```

Gets inv records to populate in user struct

## func **getItems**

```
func getItems(invid uint32) ([]models.Item, error)
```

Gets items to populate in the inventory

## func **getSettings**

```
func getSettings(userid uint32) (models.UserSetting, error)
```

Gets usersettings to populate in the user struct

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