# Something Awesome
**Module Schema**

**Important Note**
Modules must be defined in a file beginning with 'mod_', and can only contain upper and lowercase letters, numbers and the characters " . _ - + , "

**[1]** Module

**Definition**
Module(name, endpoint, options)

**Parameters**

| Variable Name | Type | Description |
|---|---|---|
| **name** | String | Name to show in the options listing |
| **endpoint** | Method Reference | Method defined in the same file as the definition. See [2] |
| **options** | String Array | Set of options passed to the given method. See [3] |

**[2]** Method

**Definition**
endpoint(flag, options)

**Parameters**

| Variable Name | Type | Description |
|---|---|---|
| **flag** | String | The string passed from the previous step or the original flag entered into the program |
| **options** | String Array | A list of parameters used for method operation |

**[3]** Options

**Definition**
There are two types of parameters that are recognized – required and optional parameters. To mark a parameter as required, put 'required' in the name of the parameter (defined in the Module definition). If required is not in the name, then it is assumed the parameter is optional.

Optional parameters, if the user does not enter anything for them, will be excluded from the list of options returned to the method. For this reason, processing must be done within the endpoint.