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databaseA

Class DatabaseAController

java.lang.Object
 java.lang.Thread
 databaseA.DatabaseAController

All Implemented Interfaces:

java.lang.Runnable

```
public class DatabaseAController
extends java.lang.Thread
```

Starts the DataBase A. This will handle requests for log in. DB A holds employee info.

Author:

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Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread

java.lang.Thread.State, java.lang.Thread.UncaughtExceptionHandler

Field Summary

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary

Constructors

Constructor and Description

DatabaseAController(java.net.Socket listener)

Constructor

Method Summary

All Methods **Static Methods** **Instance Methods** **Concrete Methods**

Modifier and Type	Method and Description
static boolean	addEmployee (java.lang.String name, char position) Adds an employee to the database
static void	generateRandomEmployeeList () Used for testing.
static void	main (java.lang.String[] args) Starts the DataBase A.
void	run () Starts a new thread for the DB A controller so it can communicate with one tablet on one thread.

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

DatabaseAController

```
public DatabaseAController(java.net.Socket listener)
```

Constructor

Parameters:

listener - - socket to one tablet that database A will use to communicate with a tablet to log it on properly.

Method Detail

addEmployee

```
public static boolean addEmployee(java.lang.String name,  
                                   char position)
```

Adds an employee to the database

Parameters:

name - - name of employee

position - - position of employee w = waiter, h = host, c = chef, m = manager, o = owner

Returns:

true on success, false if you did not put in a valid position or if name is null

run

```
public void run()
```

Starts a new thread for the DB A controller so it can communicate with one tablet on one thread. Reads the socket in and looks for a 'L' (which signifies logging in) or 'O' (logging out) Next it writes to the socket the position of the employee if they are logging in or 'o' if the id is not valid it writes L if the employee is already logged in on a log out it changes the employee with that id to logged out This ensures that an employee doesn't log on to two devices.

Specified by:

run in interface java.lang.Runnable

Overrides:

run in class java.lang.Thread

main

```
public static void main(java.lang.String[] args)
```

Starts the DataBase A. Creates a new thread for each log in request.

Parameters:

args -

generateRandomEmployeeList

```
public static void generateRandomEmployeeList()
```

Used for testing.

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