Database Manager

Usage

The primary use of the database manager is to provide an abstract layer of communication between the program and a database. In this case it is written to handle communication to an SQLite database.

Methods

* Constructor
  + Constructs new database manager
* setDatabase
  + sets the database location normal operations
* setFile
  + sets the file location for person loading
* setup
  + sets up the database manager for operation
* createPerson
  + called to create a person object for the dbm to search
* loadRoutes
  + loads routes
  + done before loading stops
* loadStops
  + Loads stops from the database
  + Done at the end of setup
* addPackage
  + adds a package to the database
  + accepts object type Package
* updatePackage
  + Two ways
    - Both require a tracking number
    - If only one Boolean is passed through, it looks for the status of the package
    - If two are passed through the first one is the at stop status and the other picked up status
* addStop
  + Creates a new stop
  + Three parameters
    - Name
    - Usage status(default should be true)
    - Route Name
* updateStop
  + Can update the name(not recommended)
  + Update the status of usage
  + Update the route it is on
* addRoute
  + One parameter
    - Name of Route
* updateRoute
  + can only update the name
    - takes to parameters
      * Previous Name
      * Current name
* findPackage
  + Multiple ways
    - By tracking number
    - Between dates
    - Array of criteria
    - More to be added for possibilities
* findPerson
  + Two ways
    - By First Name and Last Name
    - By First Name, Last Name, and Box Number
* getStops
  + returns the stops
* getRoutes
  + returns the routes