XeroScout Design Document

# Overview

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# PCScoutData

The various scouting programs store data in a scouting data model. This data model is stored in the *ScoutingDataModel* class. The data model itself is made up of this ScoutingDataModel class and many other classes that represent the data stored for the scouting program.

Data in the data model is one of two types. There is team data which is specific to team but does not include anything specific to a match. The second type of data is match data which is data specific to a given match.

Data in the data model comes from one of two sources. Data can come from the scouting process. The scouting process is the process of setting fields in a scouting form and importing these values from the scouting form into the data model.

The second source of data is from the blue alliance. The scouting programs can download data from the blue alliance and import the data into the scouting data model.

# ScoutingForm

# DataModelMatch

# ScoutingDataModel

# DataModelMatch

# BlueAllianceAPI

# PCScouter

The PCScouter executable is the executable that is used as both the central data collection program and the coach’s machine. This executable accepts various command line arguments to change its behavior.

--coach

This option is used to force the PCScouter executable into the coach’s mode

--inject

This option is used to force the PCScouter executable to operation with specific values injected into its operation. This is generally used for testing and what can be changed in the environment

# ScoutingDataModel

# Data Flow

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# TestDataInjector

The test data injector manages a set of name value pairs, where the values are QVariant data. The values can be boolean, integers, or doubles.

|  |  |  |
| --- | --- | --- |
| Name | Type | Purpose |
| year | integer | The year to use as instead of the current year. |
| bamaxmatch | integer | The maximum match number to retrieve from the blue alliance when importing match data. This value is used to simulate mid match conditions where not all of the match data is available. |
| nomatches | boolean | This value is used when initializing data from program from the blue alliance. If this value is true, then match data is not retrieved from the blue alliance even if it exists. This value is used to simulate pre match conditions where match data is not available, but the match schedule is. |
| redmaxmatch | integer |  |
| bluemaxmatch | integer |  |
| maxteam | integer | The maximum number of teams to generate random scouting data for. This is used to simulate a partial scouting result with random data. |

# PCScoutApp