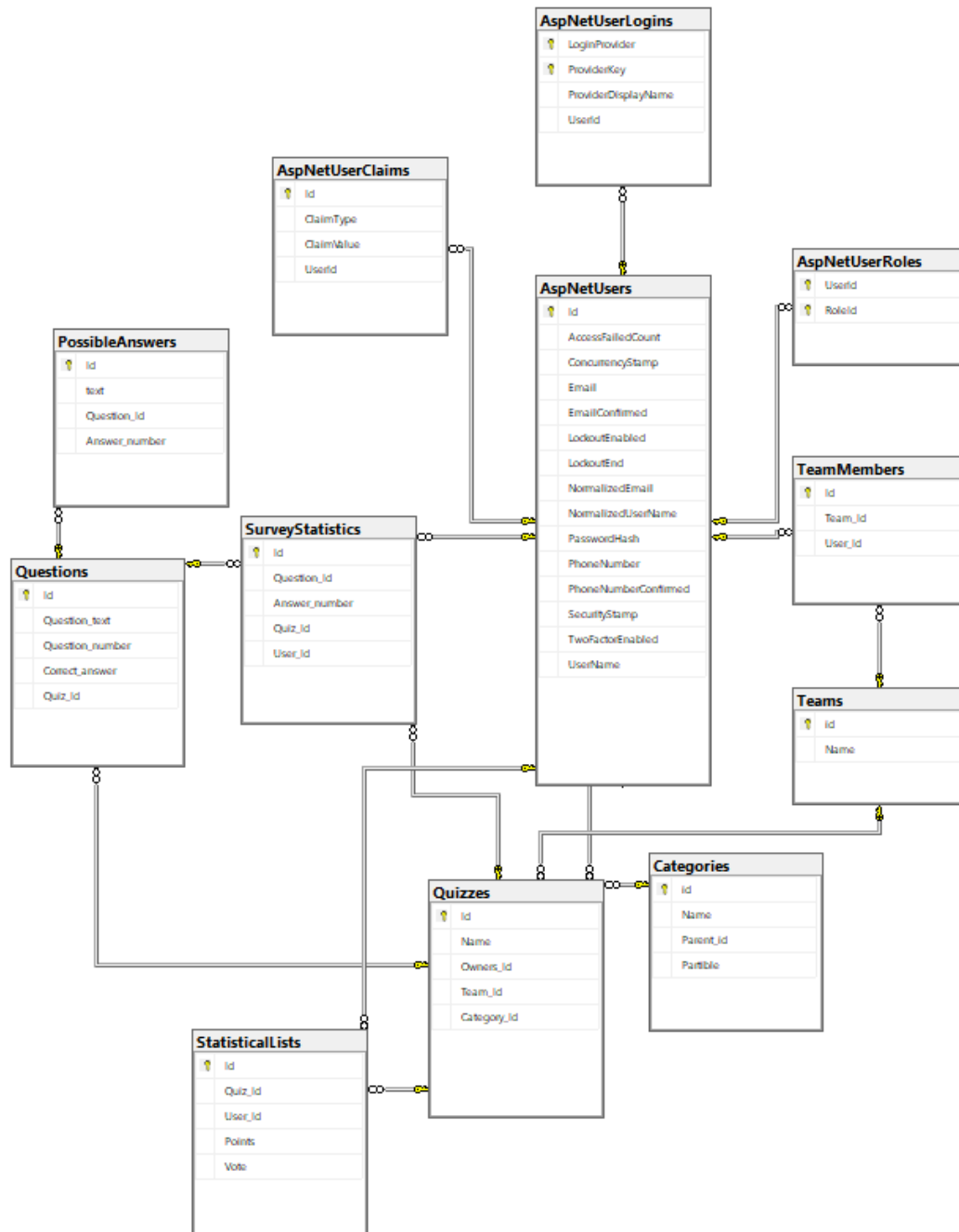
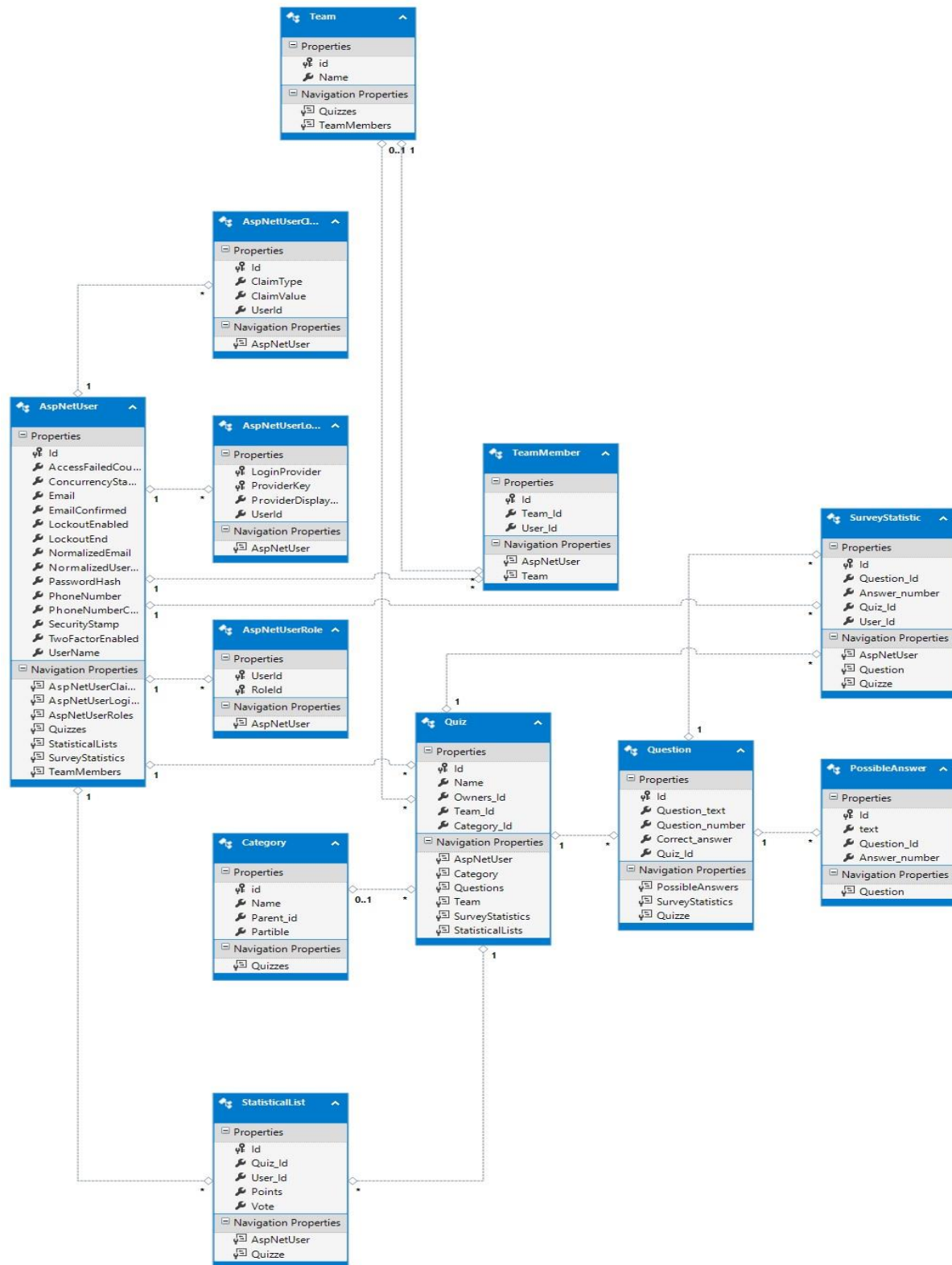


# QuizMaker

## 1. DbDiagram



## 2.Entity model



### 3. CRUD

```
namespace QuizMaker.BL.Managers
{
    1 reference
    public class QuestionManager : IQuestionManager
    {
        private readonly IUow _uow;

        0 references
        public QuestionManager(IUow uow)...

        1 reference
        public long Add(QuestionModel question)...

        1 reference
        public bool Delete(long id)...

        1 reference
        public QuestionModel Get(long id)...

        1 reference
        public List<PossibleAnswer> GetPossibleAnswers(long questionId)...

        1 reference
        public List<QuestionModel> GetQuestionsForQuiz(long id)...

        1 reference
        public bool Update(QuestionModel model)...
    }
}
```

```
2 references
public class CategoryManager : ICategoryManager
{
    private readonly IUow _uow;

    1 reference
    public CategoryManager(IUow uow)...

    2 references
    public bool DeleteCategory(long id)...

    3 references
    public CategoryModel GetCategory(long id)...

    2 references
    public List<CategoryModel> GetMainCategories(...

    1 reference
    public List<QuizModel> GetQuizzesFromCategory(long category_id)...

    2 references
    public List<CategoryModel> GetSubCategories(long id)...

    2 references
    public long NewCategory(CategoryModel category)...

    1 reference
    public bool UpdateCategory(CategoryModel category)...
}
```

```
9 references
public class Repository<T> : IRepository<T> where T : class
{
    protected readonly DbContext Context;

    8 references
    public Repository(DbContext context)...

    7 references
    public T Add(T entity)...

    1 reference
    public void AddRange(List<T> entities)...

    1 reference
    public List<T> Find(Expression<Func<T, bool>> predicate)...

    1 reference
    public async Task<List<T>> FindAsync(Expression<Func<T, bool>> predicate)...

    27 references
    public T Get(long id)...

    1 reference
    public async Task<T> GetAsync(long id)...

    13 references
    public List<T> GetAll(...

    1 reference
    public async Task<List<T>> GetAllAsync(...

    7 references
    public void Remove(T entity)...

    1 reference
    public void RemoveRange(List<T> entities)...

    0 references
    public void Dispose(...
}
```

```

2 references
public class UoW : IUow
{
    private readonly QuizMakerEntities _entity;
    1 reference
    public UoW(QuizMakerEntities entity)...

    12 references
    public ICategoryRepository Categories { get; set; }
    3 references
    public IPossibleAnswerRepository PossibleAnswers { get; set; }
    9 references
    public IQuestionRepository Questions { get; set; }
    8 references
    public IQuizRepository Quizzes { get; set; }
    8 references
    public IStatisticalListRepository StatisticalLists { get; set; }
    8 references
    public ISurveyStatisticRepository SurveyStatistics { get; set; }
    3 references
    public ITeamMemberRepository TeamMembers { get; set; }
    14 references
    public ITeamRepository Teams { get; set; }

    22 references
    public int Complete()...
    0 references
    public void Dispose()...
}

```

```

1 reference
public class QuizManager : IQuizManager
{
    private readonly IUow _uow;

    0 references
    public QuizManager(IUow uow)...
    1 reference
    public bool Add(QuizModel model)...

    1 reference
    public bool Delete(long id)...

    1 reference
    public QuizModel Get(long id)...

    1 reference
    public List<QuizModel> GetAll()...

    1 reference
    public bool Update(QuizModel model)...
}

```

```

public class StatisticsManager : IStatisticsManager
{
    private readonly IUow _uow;

    0 references
    public StatisticsManager(IUow uow) {...}
    1 reference
    public bool AddStatistic(StatisticalListModel statistics) {...}

    1 reference
    public bool AddStatistic(SurveyStatisticModel statistics) {...}

    1 reference
    public bool DeleteStatistic(long statistics) {...}

    1 reference
    public bool DeleteSurveyStatistic(long statistics) {...}

    1 reference
    public StatisticalListModel GetStatistic(long quizId, long userId) {...}

    1 reference
    public SurveyStatisticModel GetStatistic(long quizId, long userId, long questionId) {...}

    1 reference
    public List<StatisticalListModel> GetStatisticsForQuiz(long quizId) {...}

    1 reference
    public List<SurveyStatisticModel> GetSurveyStatisticsForQuiz(long surveyId) {...}

    1 reference
    public bool UpdateStatistic(StatisticalListModel statistics) {...}

    1 reference
    public bool UpdateStatistic(SurveyStatisticModel list) {...}
}

```

```

1 reference
public class TeamManager : ITeamManager
{
    private readonly IUow _uow;

    0 references
    public TeamManager(IUow uow) {...}
    1 reference
    public bool Add(TeamModel model) {...}

    1 reference
    public bool AddQuiz(Quiz quiz, long teamId) {...}

    1 reference
    public bool AddTeamMember(TeamMember member, long teamId) {...}

    1 reference
    public bool Delete(long id) {...}

    1 reference
    public bool DeleteTeamMember(long teamId, long memberId) {...}

    1 reference
    public List<Quiz> GetQuizzes(long teamId) {...}

    1 reference
    public TeamModel GetTeam(long id) {...}

    1 reference
    public bool Update(TeamModel team) {...}
}

```