

Java Custom Contest And Submission Entities

1. Design

This component provides Hibernate mapping and object model for contest and studio submission database schema. It is used by Contest Manager and Submission Manager.

There are interface diagram and database schema in development distribution. They should be used during developing of component. All changes should be coordinated with project architect.

This is a development only component.

Version: 1.0

1.1 Design Patterns

None

1.2 Industry Standards

None

1.3 Required Algorithms

Developer is responsible to create full Hibernate mapping for given database schema. Id of entities should be generated by using Hibernate id generation mechanism. Developer should not care about cascade behaviors when deleting/saving/updating entities. This is responsibility of managers and their API.

1.4 Component Class Overview

Package `com.topcoder.service.studio.contest`

Class Contest

This is entity for contest table

Class StudioFileType

This is entity for file_type_lu table

Class Document

This is entity for document table.

Class DocumentType

This is entity for document_type_lu table. Currently is possible two types SPECIFICATION, TEMPLATE.

Class ContestType

This is entity for contest_type_lu table

Class Config

This is entity for config table

Class MimeType

This is entity for mime_type_lu table.

Class FilePath

This is entity for path table.

Class ContestStatus

This is entity for contest_status_lu table.

Class Property

This is entity for contest_property_lu table

Class ContestCategory

This is entity for contest_category_lu table.

Class ContestStatusIcon

This is entity for contest_status_icon table.

Package com.topcoder.service.studio.submission

Class Submission

This is entity for submission table

Class SubmissionPayment

This is entity for submission_payments table.

Class PaymentStatus

This is entity for payments_status_lu table. Currently is possible three statuses PAID, UNPAID, MARKED_FOR_PURCHASE

Class SubmissionType

This is entity for prize_type_lu table. Currently is possible two types INITIAL_CONTEST_SUBMISSION_TYPE and FINAL_SUBMISSION_TYPE

Class SubmissionReview

This is entity for submission_review table.

Class SubmissionStatus

This is entity for submission_status_lu table. Currently is possible three statuses ACTIVE, DELETED.

Class Prize

This is entity for prize table.

Class PrizeType

This is entity for prize_type_lu table. Currently is possible two types CONTEST and BONUS

Class ReviewStatus

This is entity for payments_status_lu table. Currently is possible three statuses PASSED, FAILED and CHEATED.

Class ContestResult

This is entity for contest_result table.

1.5 Component Exception Definition

No custom exception should be used.

1.6 Thread Safety

Component is not thread safe, because all its classes are mutable.

2. Environment Requirements

2.1 Environment

Development language: Java1.5

Compile target: Java1.5 and Java 1.6

2.2 Top Coder Software Components

None

2.3 Third Party Components

Hibernate 3.2

<http://www.hibernate.org/6.html>

3. Installation and Configuration

3.1 Package Name

com.topcoder.service.studio.contest

com.topcoder.service.studio.submission

3.2 Configuration Parameters

None

3.3 Dependencies Configuration

None

4. Usage Notes

4.1 Required steps to test the component

None special steps are required

4.2 Required steps to use the component

None

4.3 Demo

None special demo is required.

5. Future Enhancements

None.