namespace Core.StaticStructure

{

/// <summary>

/// base class to store a field in a lookup table

/// </summary>

public class BaseStructure

{

/// <summary>

/// Gets or sets the id.

/// </summary>

/// <value>The id.</value>

public int Id { get; set; }

/// <summary>

/// Gets or sets the code.

/// </summary>

/// <value>The code.</value>

public string Code { get; set; }

/// <summary>

/// Gets or sets the description.

/// </summary>

/// <value>The description.</value>

public string Description { get; set; }

}

}

namespace Core.StaticStructure

{

/// <summary>

/// license approval status

/// </summary>

public static class ApprovalStatus

{

#region Constants

private const string NONE = "";

private const string APPROVED = "Approved";

private const string DENIED = "Denied";

private const string WITHDRAWN = "Withdrawn";

private const string PENDING = "Pending";

#endregion

/// <summary>

/// Gets the id name dictionary.

/// </summary>

/// <value>The id name dictionary.</value>

public static Dictionary<int, string> IdNameDictionary

{

get

{

return new Dictionary<int, string>

{

{0, NONE},

{1, APPROVED},

{2, DENIED},

{3, WITHDRAWN},

{4, PENDING}

};

}

}

/// <summary>

/// none

/// </summary>

public static ApprovalStatusItem None

{

get { return new ApprovalStatusItem {Id = 0, Code = "", Description = NONE}; }

}

/// <summary>

/// approved

/// </summary>

public static ApprovalStatusItem Approved

{

get { return new ApprovalStatusItem {Id = 1, Code = "", Description = APPROVED}; }

}

/// <summary>

/// denied

/// </summary>

public static ApprovalStatusItem Denied

{

get { return new ApprovalStatusItem {Id = 2, Code = "", Description = DENIED}; }

}

/// <summary>

/// withdrawn

/// </summary>

public static ApprovalStatusItem Withdrawn

{

get { return new ApprovalStatusItem {Id = 3, Code = "", Description = WITHDRAWN}; }

}

/// <summary>

/// Gets the pending.

/// </summary>

/// <value>The pending.</value>

public static ApprovalStatusItem Pending

{

get { return new ApprovalStatusItem { Id = 4, Code = "", Description = PENDING }; }

}

}

}