

#### delta\_syncing(delta\_syncing)

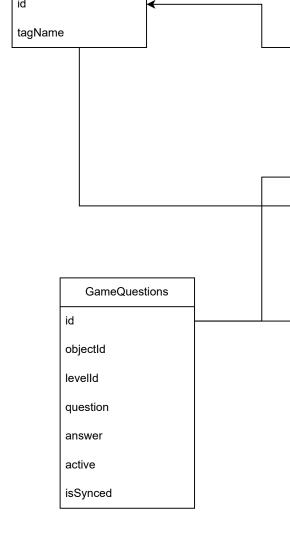
id	modelld	modelName	eventName	isSynced
1	7	TagWithQuestionObject	TAG_ASSOCIATIO	N false
2	8	TagWithQuestionObject	TAG_ASSOCIATIO	N false
3	9	TagWithQuestionObject	TAG_ASSOCIATIO	N false
4	10	TagWithQuestionObject	TAG_ASSOCIATION	ON false
5	11	TagWithQuestionObject	TAG_ASSOCIATIO	ON false
6	12	TagWithQuestionObject	TAG_ASSOCIATION	ON false
7	13	TagWithQuestionObject	TAG_REMOVAL	false

#### (TagWithQuestionObject)

id	modelld	tagld	modelName	isActive
7	20	2	GameQuestions	true
8	21	5	GameQuestions	true
9	23	4	GameQuestions	true
10	24	2	GameQuestions	true
11	25	7	GameQuestions	true
12	20	6	GameQuestions	true
13	2	6	GameImages	true
14	9	6	GameImages	true
15	17	6	Gamelmages	true

#### (GameQuestions)

id	question	
20	Virat belongs to pakistan	
21	Virat belongs to pakistan	
23	Virat belongs to pakistan	
24	Virat belongs to pakistan	
25	Virat belongs to pakistan	



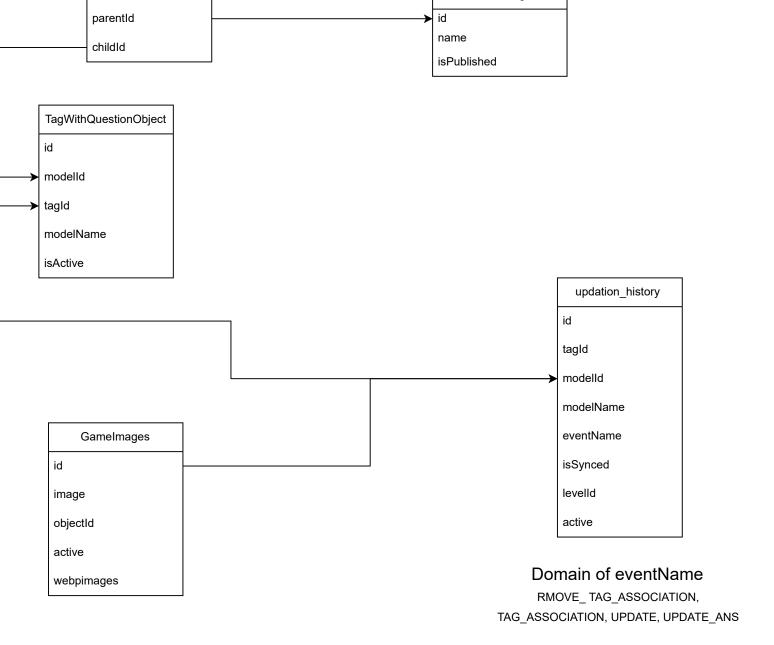
# Sto

# **Child Tags under parents**

p1 = [c1, c2, c9] p2 = [c3, c6, c7, c8, c10] p2 = [c4, c5, c11, c12, c13]

# Stored ans

ans = [Q2, Q13, Q5, Q45, Q6]



# red data in Redis

data format

# **Questions under Child Tags**

#### $c1_1 = [Q1, Q2]$

c1\_2 = [Q13, Q4, Q5]

c1\_3 = [Q11, Q12]

 $c2_1 = [Q1, Q2]$ 

c2\_2 = [ Q3, Q6, Q7, Q8, Q10]

c2\_3 = [ Q4, Q5, Q11, Q12, Q13]

 $c9_1 = [Q1, Q2]$ 

c9\_2 = [ Q3, Q6, Q7, Q8, Q10]

c9\_3 = [ Q4, Q5, Q11, Q12, Q13]

## Stored questions

Q1 = 'virat belogs to pakistan'

Q2 = 'virat belogs to india'

Q13 = 'virat belogs to RCB'

Q4 = 'virat belogs to pakistan'

Q5 = 'virat belogs to acia'

Q11 = 'virat belogs to nepal'

Q12 = 'virat belogs to pakistan'

Q3 = 'virat belogs to pakistan'

Q6 = 'virat belogs to pakistan'

O7 = 'virat belogs to pakistan'

### Tag association and removal on the question

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1) if an already active record is available in the updation\_history table TAG\_ASSOCIATION/ TAG\_ASSOCIATION) the

flag then disable the matching record and create a new record with the

#### On Sync action

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- 1) Find all distinct taglds and levelld from the updation\_history table vand (eventName = 'TAG\_ASSOCIATION' or eventName = 'REMOVE
- Find(from DB) all question association for all distinct tagld\_levelld

## Tag association and removal on the image

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1) If an already active record is available in the updation\_history table TAG\_ASSOCIATION/ TAG\_ASSOCIATION)

flag then disable the matching record and create a new record with the

#### On Sync action

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- Find all distinct taglds and levelld from the updation\_history table value and (eventName = 'TAG ASSOCIATION' or eventName = 'REMOVE
- 2) Find all associated Gamelmages's ids and update the related tag's

### Image updation

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with the same modelld, modelName, and tagld with the opposite (RMOVE\_

e disabled flag otherwise, create a new record with an active flag.

vhere modelName = 'GameQuestions'

\_TAG\_ASSOCIATION' ) and active = true

and update the Redis with the questionIds

with the same modelId, modelName, and tagId with the opposite (RMOVE\_

e disabled flag otherwise, create a new record with an active flag.

vhere modelName = 'GameImages'

\_TAG\_ASSOCIATION' ) and active = true

array in Redis

c3\_1 = [Q34, Q35, Q36, Q37, Q38] c3\_2 = [Q39, Q40, Q41, Q42, Q43] c3\_3 = [Q44, Q45, Q46, Q47, Q48] c6\_1 = [Q34, Q35, Q36, Q37, Q38] c6\_2 = [Q39, Q40, Q41, Q42, Q43] c6\_3 = [Q44, Q45, Q46, Q47, Q48] Q8 = 'virat belogs to pakistan'
Q10 = 'virat belogs to pakistan'

Q34 = 'virat belogs to pakistan' Q35 = 'virat belogs to pakistan' Q36 = 'virat belogs to pakistan' Q37 = 'virat belogs to pakistan'

Q38 = 'virat belogs to pakistan'
Q39 = 'virat belogs to pakistan'
Q40 = 'virat belogs to pakistan'
Q41 = 'virat belogs to pakistan'

Q42 = 'virat belogs to pakistan'
Q43 = 'virat belogs to pakistan'
Q44 = 'virat belogs to pakistan'
Q45 = 'smith belogs to autralia'

Q46 = 'virat belogs to pakistan' Q47 = 'virat belogs to pakistan' Q48 = 'virat belogs to pakistan' 1) On only content updation, create a new record in updation\_history2) If On only content updation, create a new record in updation\_historyOn Sync action

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1) get all recorded images from the updation\_history table and update

# **Question content updation**

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1) On only content updation, create a new record in updation\_history

#### On Sync action

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1) get all recorded questions from the updation\_history table and upd

with eventName = UPDATE and modelName = GameImages.
ry with eventName = UPDATE and modelName = GameImages.
e it into Redis.
with eventName = UPDATE and modelName = GameQuestions.
ate it into Redis.