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Databases

Design Documentation

Currently the program organizes multiple databases using multiple structs. This design allows for easy access to all tables and databases through simple indexing. Although it will be more process heavy, I’m realizing that keeping track of the structures this way allows for dynamic manipulation and output of the data. I’m assuming as the project gets larger having things separate and dynamic could be loads easier.

Constructing new tables, which are built based on provided lines of programming script, allow for building and easy output when needed. These solo tables can be stored and placed throughout the program but may have been easier to use a mapping type scheme.