Zachary L. Johnson

February 22, 2018

Databases

Design Documentation

Currently the program organizes multiple databases using a Struct structure. This design may end up changing to allow for saving and re-uploading databases as they need to be used. Although it will be more process heavy, I’m realizing that keeping track of the structures can be difficult. Vectors of database structs in which can be traversed works for the minimal options we must provide. I’m assuming as the project gets larger having things separate and dynamic could be loads easier.

Multiple tables seemed to be simple enough to implement with structures also. Because the structures are a bit rudimentary switching these to classes for more functionality would probably be a better option. These tables will become more difficult to maneuver as they become larger and more difficult. So as I get more information from the next assignment, I can then edit my current design with little to no trouble. Most of the assignment here was parsing the data correctly.