



Prepared for:

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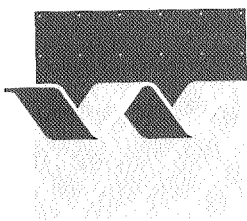
ADEPTS technical documentation

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May 2000



wl | delft hydraulics

Testplan Garantiewerk ADEPTS

André Hendriks

22 mei 2000



CLIENT: Ministry of Transport, Public Works and Water Management
 Directorate-General of Public Works and Water Management
 National Institute for Coastal and Marine Management / RIKZ
 Institute for Inland Water Management and Wastewater Treatment / RIZA

TITLE: Testplan Garantiewerk ADEPTS

ABSTRACT:

Tests performed to test whether the shortcomings in version 1.00.0004 of ADEPTS that should be remedied in version 1.00.0006 where indeed fixed.

REFERENCES:

VER.	ORIGINATOR	DATE	REMARKS	REVIEW	APPROVED BY
1.00.06	A. Hendriks	may 22, 2000	-	P. Gijbels	

PROJECT IDENTIFICATION:

KEYWORDS:

CONTENTS:	TEXT PAGES	8	TABLES	1	FIGURES	0	APPENDICES	0
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STATUS: PRELIMINARY DRAFT FINAL

I Inleiding

Na de eerste oplevering van ADEPTS 1.00.0004 bleken er nog enige onvolkomenheden in de database en programmatuur te zitten die binnen de kaders van het geldende contract opgelost moesten worden. Dit testplan omschrijft de tests die zijn uitgevoerd om te testen of deze onvolkomenheden zijn opgelost.

2 Testen

Waar bij deze testen een probleemnummer wordt vermeld, betreft dit het probleemnummer waaronder een afwijking is opgenomen is de "ADEPTS Probleemmeldingen database".

2.1 Performance

Volgens probleemnummer 4 is de performance op een aantal gebieden onvoldoende.

De performance testen zijn allen uitgevoerd op de PC van de ontwikkelaar, een Pentium Pro 450 MHz met 128 MByte RAM geheugen, draaiend onder Windows 95 (build 1212 B). De volgende andere programma's waren actief tijdens het testen:

- McAfee VShield 4.0.2
- Powerdesk Explorer 3.03a.

De gebruikte testselectie omvatten de stoffen *carbamaten* en *dioxinen*, de parameters *biodegradatie* en *log Kow* en alle omgevingssystemen (162 rijen). De weergegeven tijden zijn het gemiddelde van 3 runs, waarbij de tijd in hele seconden is gemeten. Elke run werd het programma opnieuw gestart. Het percentage is berekend op basis van het gemiddelde, afgerond op één cijfer achter de komma.

Omschrijving test	ADEPTS 1.00.0004		ADEPTS 1.00.0005		ADEPTS 1.00.0006	
	tijd in seconden	tijd in seconden	percen- tage t.o.v. versie 1.00.0004	tijd in seconden	percen- tage t.o.v. versie 1.00.0004	tijd in seconden
Tijd vanaf opstarten in explorer (d.m.v. druk op [Enter]) tot het hoofdscherm goed zichtbaar is, zonder selectie.	4.0	5.0	125 %	4.7	117 %	
Tijd vanaf opstarten in explorer (d.m.v. het op de executable slepen van de testselectie) tot het hoofdscherm goed zichtbaar is, met testselectie.	4.0	4.7	117 %	4.3	107 %	
Selectie van alle klassen in het linker stofselectiescherm van de testselectie. Van druk op knop tot klassen scherm in beeld.	46.3	1.7	4 %	1.7	4 %	

Selectie van alle stoffen behorende tot de klasse <i>furans</i> in het linker stofselectiescherm van de testselectie. Van druk op knop, met <i>furans</i> geselecteerd, tot het voortgangscherm weg is.	47.0	1.0	2 %	1.0	2 %
Overbrengen van de <i>furans</i> naar selectie. Van druk op knop tot laatste stof in selectie.	<1	<1	-	<1	-
Selectie van alle CAS Nummers in het linker stofselectiescherm van de testselectie (in de selectie de <i>furans</i> plus de oorspronkelijke stoffen). Van druk op knop tot CAS scherm in beeld.	48.7	1.3	3 %	1.3	3 %
Selectie van alle klassen in het rechter stofselectiescherm van de testselectie. Van druk op knop tot klassen scherm in beeld.	2.0	<1	-	<1	-
Selectie van alle stoffen behorende tot de klasse <i>furans</i> in het rechter stofselectiescherm van de testselectie. Van druk op knop, met <i>furans</i> geselecteerd, tot het voortgangscherm weg is.	2.7	0.7	26 %	0.7	26 %
Eerste keer tonen testselectie (zonder <i>furans</i>), vanaf druk op knop <i>show</i> tot de toolbar weer enabled is.	25.3	13.0	51 %	16.7	66 %
Tonen testselectie (zonder <i>furans</i>) nadat alle <i>Exp ID</i> kolommen op onzichtbaar zijn gezet in het constraintscherm. Vanaf druk op OK tot toolbar weer enabled is.	29.7	1.0	3 %	1.0	3 %
Tonen testselectie (zonder <i>furans</i>) nadat het format voor <i>Minimum Biodegradation</i> op 0.0 gezet is in het constraintscherm. Vanaf druk op OK tot toolbar weer enabled is.	30.0	18.0	60 %	26.0	87 %
Tonen testselectie (zonder <i>furans</i>) nadat de constraint voor <i>Half time Biodegradation</i> op >100 is gezet in het constraintscherm. Vanaf druk op OK tot toolbar weer enabled is.	22.3	16.0	72 %	21.3	96 %

2.2 Foutieve referenties Henry Constante

Dit betreft probleemnummers 7. Ten onrechte was de referentie voor log Kow bij import uit de BKH tabellen toegekend aan alle fysische parameters. Na hernieuwde import geldt de referentie uitsluitend voor log Kow.

2.3 Run-time errors

Dit betreft probleemnummer 8. Op een 'schone' test PC (uitsluitend Windows 95 geïnstalleerd) waren de problemen in versie 1.00.0006 niet meer aanwezig.

2.4 Foutieve preview

Dit betreft probleemnummer 10. Het probleem is helaas niet op te lossen zonder over te gaan op een nieuwere versie van de vsPrinter control uit de VideoSoft VsView component (VSVIEW3.OCX). De nieuwe control heeft echter niet dezelfde werking als de gebruikte versie 3, zodat geheel nieuwe code nodig zou zijn om het probleem te verhelpen. Het probleem wordt niet voldoende ernstig geacht om deze werkzaamheden in garantiekader te verrichten.

2.5 Ontbrekende/foutieve eenheden

Dit betreft probleemnummer 12. De meta-data tabel is gecorrigeerd volgens de gegevens aangeleverd door RIZA en BKH.

2.6 Tox-water uitgezet tegen Tox-terrestrisch.

Dit betreft probleemnummer 20. Omdat de begeleidingsgroep verdeeld was over het nut van deze mogelijkheid is de oude situatie gehandhaafd.

2.7 Vreemde weergave kolombreedte.

Dit betreft probleemnummer 21. Het probleem is niet te reproduceren op diverse testconfiguraties bij WL | Delft Hydraulics.

2.8 Compartiment toekenning.

Dit betreft probleemnummer 23. De toekenning is op een aantal punten veranderd. Het resultaat is meer in overeenstemming met wat de gebruikers verwachten.

2.9 Afgeleide kolommen worden niet als zodanig herkend.

Dit betreft probleemnummer 24. Door aanpassing van de meta-data tabel is dit verholpen.

2.10 Uitlijning kolommen

Dit betreft probleemnummer 25. Het probleem is niet te reproduceren op diverse testconfiguraties bij WL | Delft Hydraulics.

2.11 Scheidingsteken export

Dit betreft probleemnummer 26. Bij export wordt nu gebruik gemaakt van het teken dat de gebruiker ingesteld heeft via 'Landinstellingen' in het Windows configuratiescherm.

3 Conclusie

De performance van versie 1.00.0006 ten opzichte van versie 1.00.0004 is flink verbeterd, vooral voor de selectie van de stoffen via *klassen* of *CAS Nummer*. Voor het **weergeven** van de *Selectie* is de verbetering minder spectaculair, maar gezien de complexiteit van het opzoeken van de gegevens mocht dit ook verwacht worden. Wel is grote winst behaald bij het opnieuw weergeven van een *Selectie* als er geen noodzaak is de gegevens opnieuw op te zoeken of te formatteren (dus als er geen veranderingen zijn in de *Constraints* of de opmaak): dit neemt nog maar ca. 3 % van de tijd in beslag die eerst nodig was. De verbetering van probleemnummers 12 en 24 die plaatsvond tussen versie 1.00.0005 en versie 1.00.0006 had, zoals uit de toename van het aantal raadplegingen van de meta-data tabel was te verwachten, een gering negatief effect op de performanceverbetering.

De overige problemen die onder de garantiebepalingen vielen zijn verholpen, met uitzondering van de Print Preview (probleemnummer 10, hoofdstuk 2.4), waar de problemen intern in de gebruikte component zitten (VideoSoft VsView OCX) en de problemen die niet reproduceerbaar waren op de WL | Delft Hydraulics testmachine (probleemnummers 21 en 25, hoofdstukken 2.7 en 2.10).

ADEPTS

Database Management Manual

André Hendriks

May, 2000



CLIENT: Ministry of Transport, Public Works and Water Management
 Directorate-General of Public Works and Water Management
 National Institute for Coastal and Marine Management / RIKZ
 Institute for Inland Water Management and Wastewater Treatment / RIZA

TITLE: ADEPTS Database Management Manual

ABSTRACT:

This manual discusses two aspects of the management of the ADEPTS database: security and addition of new experiment tables.

REFERENCES:

VER.	ORIGINATOR	DATE	REMARKS	REVIEW	APPROVED BY
1.00	A. Hendriks	november 23, 1999			Peter Glas
1.00.06	A. Hendriks	may 24, 2000		P. G. J. J. J. J.	

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CONTENTS: TEXT PAGES 6 TABLES 0 FIGURES 0 APPENDICES

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I Introduction

ADEPTS, an acronym for "A Database for Environmental Properties of Toxic Substances", is an application and database for access to information about Physico-Chemical and Ecotoxicologic parameters and substances. This manual is written for the ADEPTS database manager, who has to add end-users to the database system or has to add information to the database.

The ADEPTS database, ADEPTSDB.mdb, contains the data for the ADEPTS application. It is normally situated in the folder C:\Program Files\ADEPTS\, but the end-user may change this during the installation. This manual discusses two aspects of the management of this database: security and addition of new experiment tables.

Security is of importance for several reasons:

- The collection of the data in the database was a time-consuming and thus expensive task. So this data represents a certain value, which must be protected from illegal use.
- If users make changes to the data without proper knowledge of the database structure, they may cause corruption of the database and the application.

Security is discussed in chapter 2.

Addition of new parameters or experiments is possible without altering or recompiling the ADEPTS executable. However, some rules must be followed to maintain the integrity of the application. These rules are discussed in chapter 3.

2 Security

In release 1.00 of ADEPTS the database ADEPTSDB.mdb is **not** secured by a workgroup file. The workgroup file `system.mdw`, which contains information about users of the database, must however be present in the same folder as the database file. Version 1.00 of the application does not use the information in this file, but does check the presence of this file.

The database is secured by a password, which is BKH3WL2 (case-sensitive).

3 Adding experiment tables

To add a new parameter to ADEPTS the following steps must be taken:

1. All basetables that the experiment uses, and that are not already present for other experiments, must be imported into the database file. Basetables must have the key (the field the relation is based on) as the **first field** in the table definition.
2. New information for existing base tables is added to these tables. This includes new substances.
3. The new experiment table must be imported into the database file. The new table must follow some guidelines explained in paragraph 3.1 below.
4. The relations with existing and new basetables must be added to the database.
5. The table parameters must be updated with information about this new experiment. This is explained in paragraph 3.2.
6. The table metadata must be updated with information about the fields in the new experiment table. This is explained in paragraph 3.3.

3.1 Guidelines for experiment tables

Each experiment table must follow the next guidelines.

- The **first** field in the table contains a long integer with the unique experiment number (primary key). The name of the field is free, but the preferred name is 'Experiment ID'. This field may not be left empty (or null).
- A field 'Substance ID' of type long integer is present, and this field contains the identifier of the substance in the record (foreign key). The 'Substance ID's are as given in the table 'Substances'. New substances **first** have to be added to this table (see point 2 in the 6-step list at the start of this chapter).
- A field 'EnvSystem ID' must be present, and filled with the codes as defined in the table 'EnvSystems' or null values (foreign key). New ID's may be added if needed (see point 2 in the 6-step list at the start of this chapter).

3.2 The parameters table

For **each** EnvSystem present in the new table, one or more records in the table 'Parameters' have to be added. Two cases can be distinguished:

1. An experiment table is added for a new EnvSystem, but the parameter already existed.
2. A whole new parameter is added.

In the first case records have to be added to the parameter table, that use the same value for the field 'Parameter ID' as the already existing tables, in the second case records have to be added that have a new, **unique**, identifier for this parameter.

The field 'EnvSystem ID' has to contain an ID as defined in the table 'EnvSystems'. 'Parameter ID' and 'EnvSystem ID' together form the unique primary key in the parameters table. This means that there can be only one table that contains information about a specific parameter for a specific compartment (EnvSystem).

The field 'Description' gives the name of the parameter as presented to the user. If the addition concerns an already existing parameter, the new name should be exactly the same as the existing name.

The field 'Table ID' gives a unique integer to identify the table with. As long as it is unique within this table, the value is not important.

The field 'Parameter table' gives the name of the table in the database.

3.3 The metadata table

In the table 'Metadata' records may be added for the new table. A new record should be added for each field in the new tables that has

1. a unit which you want to show to the user
and/or
2. contains a pointer to a value in a lookup table instead of just a value **and** you want the end-user to see the looked-up value (and not the integer). For the field 'Substance ID' this is **not** necessary, the application will always replace the 'Substance ID' by the complete information about the substance. For example, the new table contains the field 'EnvSystem ID' which contains a long integer, a foreign key into the table 'EnvSystems'. In the table 'EnvSystems' there are fields 'EnvSystem ID' and 'Description'. The meaning of the integer in the field 'EnvSystem ID' in the new table is looked up in the table 'EnvSystems' and the description is displayed, not the integer.

The field 'Tablename' should contain the name of the new table.

The field 'Fieldname' contains the name of the field.

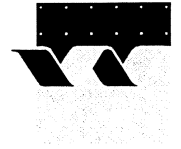
If you want to specify a unit (case 1 above) the field 'Unit' contains the unit.

In case you want to indicate the field is looked-up in a basetable (case 2 above), field 'Lookup' contains 'yes' and field 'LookupTable' contains the name of the basetable.

ADEPTS Application Design

André Hendriks

May, 2000



CLIENT: Ministry of Transport, Public Works and Water Management
 Directorate-General of Public Works and Water Management
 National Institute for Coastal and Marine Management / RIKZ
 Institute for Inland Water Management and Wastewater Treatment / RIZA

TITLE: ADEPTS Application Design

ABSTRACT:
 Technical design document for ADEPTS

REFERENCES:

VER.	ORIGINATOR	DATE	REMARKS	REVIEW	APPROVED BY
1.00	A. Hendriks	november 18, 1999			
1.00.06	A. Hendriks	may 24, 2000		P. Gijbers	

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CONTENTS: TEXT TABLES FIGURES APPENDICES

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I Introduction

This document gives some insight in the design of the ADEPTS application. It is not meant to be a complete functional or technical design document, but covers some topics that might be relevant to a programmer who has to make changes to the application or has to solve problems that occur during the use of the application. During the start of the development, some aspects were covered in "Datamodel and Basic Design DAPHNE" [WL 1999], but as the application and the database developed the original ideas were adapted. This document extends and partly succeeds that document. This document covers Adepts 1.00.04 of November 1999. Until october 1999 the Adepts project was called by its working name, Daphne.

2 Design philosophy

2.1 Packages

Adepts 1.00 consist of one executable. This however contains three packages which may be compiled into separate executables and/or Dynamic Link Libraries (active-X components):

- The Adepts User Interface (AdeptsUI)
- The Data Centric Classes (AdeptsDC)
- The User Centric Classes (AdeptsUC)

In the development environment and the Visual SourceSafe database, these packages are stored in separate folders. Halfway during the development phase a test was conducted where the packages were compiled separately and the AdeptsDC¹ (Active-X exe) package was run on an Windows NT server and the AdeptsUC (Active-X DLL) and AdeptsUI.exe were run on a Windows 95 PC. This test was successful, but the performance left something to be desired. For performance reasons therefore from that moment on all three packages were developed inside one executable: AdeptsA.exe. A separate VB project AdeptsA was made. The other projects are saved in the SourceSafe Database, but might not be up-to-date with respect to the classes used in the application. A compile-time constant ADEPTSALL is used to call DCMain and UCMain if one executable is generated, otherwise this constant has to be undefined and DCMain and UCMain have to be renamed to Main (it is unfortunately impossible in VB to define another start-up routine than *Main*.)

The packaging of ADEPTS follows the principals as described in [Lhotka, 1997].

2.1.1 AdeptsDC package

This package contains all classes that communicate directly with the database. This is the only package that 'knows' which database ADEPTS is connected to². It uses it's own initialisation file AdeptsDC.ini for this purpose. The classes in the AdeptsDC package are described in chapter 3.1. The Buffer class is shared with AdeptsUC, as this is used to share data between AdeptsDC and AdeptsUC. The modules which define 'object properties' are also shared because the persistence classes in AdeptsDC and the normal classes in AdeptsUC have to use the same definitions.

¹ Then still called *DaphneDC*

² Other packages generate SQL statements to send to *DaphneDC*, if the database is changed to one using another SQL dialect, these might need slight modification.

2.1.2 AdeptsUC package

This package contains the *business logic* for ADEPTS. It contains the classes that are not part of AdeptsUI (forms) or the AdeptsDC. The Buffer class is shared with AdeptsDC, as this is used to share data between AdeptsDC and AdeptsUC. The modules which define 'object properties' are also shared because the persistence classes in AdeptsDC and the normal classes in AdeptsUC have to use the same definitions.

2.1.3 AdeptsUI package

This package contains the forms used in the user interface. It does **not** directly use objects from AdeptsDC.

2.2 Application flow

The central object in the application is a Selection.

When the application starts, frmMain creates a Selection, and a reference to this object is passed to other forms that view or edit (parts of) the Selection. Most forms have a *Property Set* for this purpose. The Selection object does **not** 'store' Substance or Experiment objects, because if it did, it would have to store large amounts of data. Instead it maintains a number of NameIDCollection objects that contain the names and ID's of substances in the Selection, experiments in the Selection and envsystems in the Selection. Furthermore frmMain creates three **global** NameIDCollections that are passed to the Selection it creates, one with a list of available substances in the database, one with available parameters and one with available envsystems. These are used by a Selection to find the names associated with an ID (for substance, parameter or envsystem). If these global NameIDCollections are not present the Selection uses the ID as name, but this will not be appreciated by the user.

FrmMain also creates a **global** ExperimentInfoCollection, that is passed to all Experiments that are created in frmSelectionEdit. This collection contains the information about all experiments in the database and their fields. It **must** be present before an Experiment can be loaded.

From the Main Window (frmMain) four other forms are called:

- frmSubstances to edit the list of substances in the Selection;
- frmParameters to edit the list of parameters in the Selection;
- frmSelectionEdit to view and edit the Selection and
- frmAbout to display information about the application.

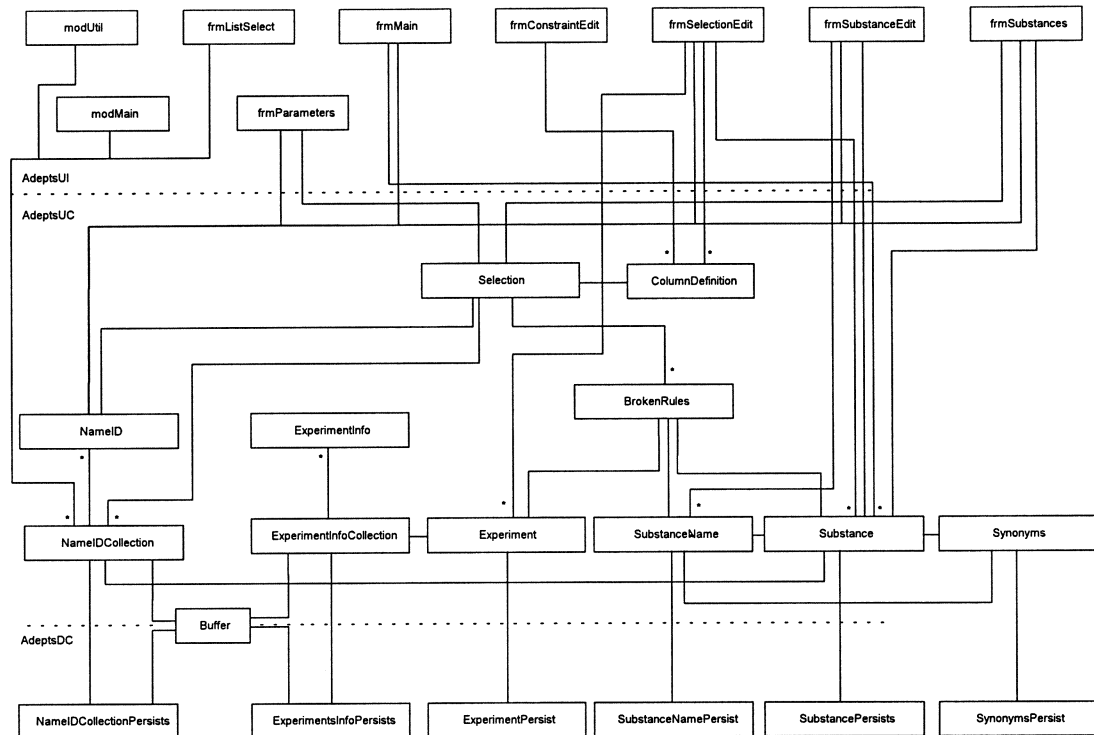
FrmSelectionEdit also creates/fills other Selection properties, like the ColumnDefinition objects. From frmSelectionEdit the user may either go to frmPrintPreview for previewing the Selection as it would be printed, or to

frmConstraintEdit to edit the properties of individual ColumnDefinition items from the Selection.

By cloning, Selections may also be created in frmSelectionEdit (a new frmSelectionEdit with its own Selection is created when a clone is made). They may be passed back to frmMain (*Property Set* Object) to allow their substances, parameters and envsystems to be edited.

3 Classes

In the next Class Diagram all the classes are depicted:



The diagram is simplified, in that classes may have several associations with the same other class, each with different cardinalities. E.g. the Selection class has an association 'Available Substances' with the NameIDCollection class, where each Selection object has 0 or 1 'Available Substances' NameIDCollection object associated with it. This same object may be associated with 0 or more Selections. Another association of a Selection object with the NameIDCollection class is for the 'actual substances' in the Selection. This instance is only associated with one Selection, and each Selection has exactly one such NameIDCollection associated with it.

Various attributes of objects are defined as *String*, but stored in *User Defined Types* of type *String * N*, where *N* is a positive integer. When setting these attributes an error is generated when you attempt to store a string longer than *N* characters. The length of the strings in these *UDT's* is defined in the 'Properties'-modules. When these fixed length strings are returned by the *Property Get* the leading and trailing spaces are removed using `Trim$()`.

The next paragraphs describe all classes and their public attributes and operations.

3.1 Classes in the AdeptsDC package

ADEPTS 1.00 is an application that only reads from the database. Some objects have operations for saving (as described in [Lhotka, 1997]), but these were not tested extensively. For information about the design of the objects, especially the `Fetch`, `GetState` and `SetState` methods, we refer to [Lhotka, 1997].

3.1.1 Buffer

This class supplies the buffer for communication between the AdeptsDC objects `NameIDCollectionPersist` and `ExperimentsPersist` and the AdeptsUC objects `NameIDCollection` and `ExperimentInfoCollection` respectively.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Item	GL	String	lngIndex	Sets/Gets the lngIndex-th item from the buffer.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Add	-	strData	Adds strData to the buffer.
Count	Long	-	The number of items in the buffer.
GetState	String	-	Gets the state of the internal datastructure.
Initialize	-	intLength, lngEst	Initialise the buffer for use with app. lngEst items of length intLength
Length	Long	-	Return the length of an element.
SetState	-	strBuffer	Sets the state of the internal datastructure.

3.1.2 ExperimentPersist

Deals with the persistence of the Experiment object.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
SubstanceIDField	G	Long	-	The column position of the SubstanceID field.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
DeleteObject	-	strTable, lngID	Delete an experiment from the table.
Fetch	-	strTable, lngID, objExperiment-InfoCollection	Fetch the data for an experiment. Use objExperiment-InfoCollection to determine the 'columns' for this experiment.
GetState	VARIANT	-	Gets the state of the internal datastructure.
Save	-	-	Save the data.
SetState	-	varBuffer	Sets the state of the internal datastructure.

3.1.3 ExperimentsInfoPersist

Deals with the persistence of the ExperimentInfoCollection object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Fetch	-	-	Fetch the data for all experiments.
GetState	String	-	Gets the state of the internal datastructure.

3.1.4 NameIDCollectionPersist

Deals with the persistence of the NameIDCollection object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Fetch	-	strSQL, strFieldID, strFieldName.	Fetch the collection from database. strSQL contains the SQL query that gives the correct set of names and IDs, the field containing the ID is given in strFieldID and the Field containing the name in strFieldName. Both fieldnames may be empty. If strFieldID is empty, the first field in the table is taken, if strFieldName is empty, Str\$(strFieldID) is returned as the name.
GetState	String	-	Gets the state of the internal datastructure.

3.1.5 SubstNamePersist

Deals with the persistence of the SubstName object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
DeleteObject	-	lngID	Delete an object from the table.
Fetch	-	lngID	Fetch the data for an name with SubstName ID lngID.
FetchPrimary	-	lngID	Fetch the primary name for the substance with ID lngID.
GetState	String	-	Gets the state of the internal datastructure.
Save	-	-	Save the data.
SetState	-	strBuffer	Sets the state of the internal datastructure.

3.1.6 SubstancePersist

Deals with the persistence of the Substance object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
DeleteObject	-	lngID	Delete a substance from the table.
Fetch	-	lngID	Fetch the data for a substance.
GetState	String	-	Gets the state of the internal datastructure.
Save	-	-	Save the data.
SetState	-	strBuffer	Sets the state of the internal datastructure.

3.1.7 SynonymsPersist

Deals with the persistence of the Synonyms object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Fetch	-	lngID, lngNameIDs()	Fetch the synonyms for a substance.

3.2 Classes in the AdeptsUC package

ADEPTS 1.00 is an application that only reads from the database. Some objects have operations for saving (as described in [Lhotka, 1997]), but these were not tested extensively. For information about the design of the objects, especially the ApplyEdit, BeginEdit, CancelEdit, Load, GetState and SetState methods and IsDeleted, IsDirty, IsNew and IsValid properties, we refer to [Lhotka, 1997].

3.2.1 BrokenRules

The BrokenRules object guards if an object is complete. It is described in [Lhotka, 1997].

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Count	G	Integer	-	The number of rules broken.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
RuleBroken	-	strRule, blnBroken	Sets a rule (strRule) to be broken or not.

Events

<u>name</u>	<u>description</u>
BrokenRule	Fires when a rule changes and at least one rule is broken.
NoBrokenRules	Fires when a rule changes and no rule is broken.

3.2.2 Buffer

The Buffer object is defined in the AdeptsDC package **and** the AdeptsUC package. See the description in paragraph 3.1.1 for details.

3.2.3 ColumnDefinition

The ColumnDefinition object contains information about a column in the display (frmSelectionEdit). ColumnDefinitions are maintained in a Selection if the experiment is not in the collection, so settings are preserved in case the user want to extend his selection with other experiments. Watch the similarities between this object and the ExperimentInfo object.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Active	GL	Boolean	-	Is the definition for a column that is active (present in the current selection)?
Constraints	GL	String	-	The constraints for the column.
Format	GL	String	-	The formatting (VB string) to apply to the column.
Hidden	GL	Boolean	-	Is the column visible?
ID	G	String	-	The unique identifier for the column.
IsDeleted	G	Boolean	-	See Lhotka.
IsDirty	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.
KeyTyp	GL	String	-	The type of the key-field for the column.
PrimaryField	GL	String	-	The primary field for the column.
PrimaryTable	GL	String	-	The primary table for the column.
PropertyNr	GL	Long	-	The number of the Experiment property this column describes.
SecondaryField	GL	String	-	The secondary field (field in look-up table) for the column.
SecondaryKey	GL	String	-	The key field in the secondary table (look-up table).
SecondaryTable	GL	String	-	The secondary table (look-up table) for the column.
Typ	GL	String	-	The type of the column.
Unit	GL	String	-	The Unit for the column.
Width	GL	Single	-	The width of the column in millimetres.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Delete	-	-	See Lhotka.
Load	-	intHandle	Load the ColumnDefinition from ASCII file (Selection file) that is open with handle intHandle.
Save	-	intHandle	Save the ColumnDefinition to ASCII file (Selection file) that is open with handle intHandle.

3.2.4 Experiment

An actual experiment.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
ExperimentID	G	Long	-	The ID of the experiment.
ExperimentInfo Collection	S	Experiment- Info- Collection	-	Set a reference to the information about all experiments. Must be called prior to loading.
IsDeleted	G	Boolean	-	See Lhotka.
IsDirty	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.
IsValid	G	Boolean	-	See Lhotka.
NrProperties	G	Long	-	The number of properties for this experiment.
Property	G	Variant	lngIndex	Property number lngIndex.
SubstanceID	G	Long	-	The ID of the substance as given in the database.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Delete	-	-	See Lhotka.
Load	-	strTable, lngID	Load from database. Set ExperimentInfoCollection first!

Events

<u>name</u>	<u>description</u>
Valid	Fires when the validity of the object changes.

3.2.5 ExperimentInfo

Information about a field in an experiment. Watch the similarities between this object and the ColumnDefinition object.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
ID	G	String	-	The unique identifier for the info.
IsNew	G	Boolean	-	See Lhotka.
KeyTyp	GL	String	-	The type of the key-field for the column.
LookUp	GL	Boolean	-	Is it a field that is looked-up in a look-up table?
PrimaryField	GL	String	-	The primary field for the column.
PrimaryTable	GL	String	-	The primary table for the column.
SecondaryField	GL	String	-	The secondary field (field in look-up table) for the column.
SecondaryKey	GL	String	-	The key field in the secondary table (look-up table).
SecondaryTable	GL	String	-	The secondary table (look-up table) for the column.
Typ	GL	String	-	The type of the column.
Unit	GL	String	-	The Unit for the column.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.

3.2.6 ExperimentInfoCollection

Collection of ExperimentInfo objects, contains information about **all** possible fields in **all** possible experiments.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
IsNew	G	Boolean	-	See Lhotka.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Count	Long	-	The number of elements in the collection.
Item	Experiment-Info	Index	Return item Index from the collection.
Load	-	-	See Lhotka.
NewEnum	IUnknown	-	Enumeration function to be able to use For ... Each

3.2.7 NameID

Combination of a unique ID (long) together with a name (max. 300 characters). Is used extensively throughout the application.

Attributes

<u>name</u>	<u>Get/</u> <u>Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
ID	GL	Long	-	The ID part.
IsDeleted	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.
Name	GL	String	-	The name part.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	lngSubstanceID	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Delete	-	-	See Lhotka.

3.2.8 NameIDCollection

Collection of NameID objects. Is used extensively throughout the application to store lists. E.g. the global list of available substances, the list of substances participating in a Selection, but also the list of Selections that may be lined up are all NameIDCollections.

Attributes

<u>name</u>	<u>Get/</u> <u>Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
IsNew	G	Boolean	-	See Lhotka.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Add	NameID	lngID, strName	Add a NameID object to the collection. Returns a reference to the object added.
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Count	Long	-	The number of elements in the collection.
Delete	-	-	See Lhotka.
Item	NameID	Index	Return item Index by ID or index from the collection.
Key	NameID	Index	Return item Index by Name or index from the collection.
Load	-	strSQL, strFieldID, strFieldName	Load the collection from database. The arguments are passed to the NameID-CollectionPersist object. See there for a description of the arguments..
NewEnum	IUnknown	-	See Lhotka.
Remove	-	Index	Remove item Index from the collection (by ID or index).

3.2.9 Selection

The central object in the application. See [WL, 1999].

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
AllEnvSystems	S	NameID- Collection	-	Sets a reference to the collection with all EnvSystems. May be set without calling BeginEdit!
AllParameters	S	NameID- Collection	-	Sets a reference to the collection with all Parameters. May be set without calling BeginEdit!
AllSubstances	S	NameID- Collection	-	Sets a reference to the collection with all Substances. May be set without calling BeginEdit!
Column- Definitions	GS	Collection	-	The column definitions for this selection.
Constrained- ExperimentIDs	G	NameID- Collection	strTable, strColMin- Max, strDescMin- Max	Gets a list if IDs and names of experiments that are present in the Selection if all constraints are taken into consideration. If the constraints for the table contain 'MIN', 'MEAN' or 'MAX', the arguments strColMinMax and strDescMinMax are filled with the ID of the ColumnDefinition that has this constraint and the constraint itself respectively.
Constrained- SubstanceIDs	G	NameID- Collection	-	Gets a list if IDs and names of Substances that are present in the Selection if all constraints are taken into consideration.
Constraint- Description	G	String	-	One string describing all constraints.
EnvSystems	G	NameID- Collection	-	The systems in the Selection.
Experiment- Tables	G	NameID- Collection	-	All tables in the Selection.
File	GL	String	-	The name of the file where the selection is saved to/read from.
IsDeleted	G	Boolean	-	See Lhotka.
IsDirty	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.

Parameters	G	NameID-Collection	-	The parameters in the selection.
ReadOnly	GL	Boolean	-	Is the selection read-only.
Substances	G	NameID-Collection	-	The substances in the selection.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
AddEnvSystem	-	lngID, strName	Add system to the collection.
AddParameter	NameID	lngID, strName	Add parameter to the collection.
AddSubstance	-	lngID, strName	Add substance to the collection.
ApplyEdit	-	lngSubstanceID	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Clone	Selection	-	Create a clone of the Selection.
Completed	Boolean	-	Is the Selection complete (real selection) or incomplete (profile).
Delete	-	-	See Lhotka.
Load	-	strFilename	Load a selection from file.
MakeDirty	-	-	Sets the IsDirty flag.
Remove-EnvSystem	-	lngID	Remove envsystem lngID from the Selection..
Remove-Parameter	-	lngID	Remove parameter lngID from the Selection..
Remove-Substance	-	lngID	Remove substance lngID from the Selection.
ResetColumns	-	-	Set all columns in the selection to inactive.
Save	-	strFilename	Save the Selection to file.
UnMakeDirty	-	-	Resets the IsDirty flag.
WellFormed	-	strQuery, Optional lngPoint	Check if query strQuery conforms to the rules defined in Adepts. If not the optional lngPoint points to the first character that is not correct.

Events

<u>name</u>	<u>description</u>
Complete	Fires when the object changes from complete (Selection) to incomplete (Profile).

3.2.10 Substance

An actual substance.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
CAS_Number	GL	String	-	The CAS number
Classes	G	NameID- Collection	-	The classes for the substance.
EC_Number	GL	String	-	The EC number
Formula	GL	String	-	The empirical formula.
IsDeleted	G	Boolean	-	See Lhotka.
IsDirty	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.
IsValid	G	Boolean	-	See Lhotka.
MolWeight	GL	Double	-	The molecular mass.
PrimaryName	GL	String	-	The substance name.
PrimaryName- Type	GL	String	-	The type of the name.
RiskPhrase1	GL	String	-	Not used. Moved to Norms table.
RiskPhrase2	GL	String	-	Not used. Moved to Norms table.
SMILES	GL	String	-	The SMILES formula.
SubstanceID	G	Long	-	The ID of the substance as given in the database.
Synonyms	G	Synonyms	-	The synonyms for the substance name.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Delete	-	-	See Lhotka.
Load	-	IngID	Load substance with ID IngID.

Events

<u>name</u>	<u>description</u>
Valid	Fires when the validity of the object changes.

3.2.11 SubstName

A substance primary name or synonym.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
IsDeleted	G	Boolean	-	See Lhotka.
IsDirty	G	Boolean	-	See Lhotka.
IsNew	G	Boolean	-	See Lhotka.
IsValid	G	Boolean	-	See Lhotka.
Name	GL	String	-	The substance name or synonym.
NameType	GL	String	-	The type of the name.
Primary	GL	Boolean	-	Is it a primary name?
SubstanceID	G	Long	-	The ID of the substance as given in the database.
SubstNameID	G	Long	-	The ID of the substance name as given in the database.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
ApplyEdit	-	-	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Delete	-	-	See Lhotka.

Events

<u>name</u>	<u>description</u>
Valid	Fires when the validity of the object changes.

3.2.12 Synonyms

Deals with the persistence of the Synonyms collection object.

Attributes

none

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Add	SubstName	-	Add an empty SubstName object to the collection.
ApplyEdit	-	IngSubstanceID	See Lhotka.
BeginEdit	-	-	See Lhotka.
CancelEdit	-	-	See Lhotka.
Count	Long	-	The number of elements in the collection.
Delete	-	-	See Lhotka.
Item	SubstName	Index	Return item Index from the collection.
NewEnum	IUnknown	-	See Lhotka.

3.3 Classes in the AdeptsUI package.

3.3.1 frmAbout

Shows information about the application and the operating system.

Attributes

none

Operations

none

3.3.2 frmConstraintEdit

This form edits the constraints and visibility/width of columns for a Selection.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Canceled	G	Boolean	-	Was the form closed with OK or Cancel?
Object	GS	Selection	-	Set/get the Selection the form is operating on.

Operations

none

3.3.3 frmListSelect

Edits a list NameIDCollection. The user may select one or more names from this list, non-selected items are removed before returning (OK pressed) or the list is returned unchanged (Cancel pressed).

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
List	S	NameID- Collection	-	The list to work on.
RightAlign	L	Integer	-	Right align the strings in the listbox in a string at least this many spaces.

Operations

none

3.3.4 frmMain

The main window for the application.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Object Selection	GS L	Selection String (!)	- -	The object that the form is using. The (file)name of the object that the form is using.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Update- ParameterList	-	-	Used to force update of list from frmSelectionEdit, so the screens stay in sync.
Update- SubstancesList	-	-	Used to force update of list from frmSelectionEdit, so the screens stay in sync.

3.3.5 frmParameters

The form to edit which parameters are included in a Selection.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Selection	S	Selection	-	The Selection the form is using.

Operations

none

3.3.6 frmPrintPreview

The form to preview the grid with a Selection as it will be printed.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Description	L	String	-	The description to print above the grid in the print.
Object	SG	vsFlexArray	-	The grid to print.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
Redraw	-	-	Redraw the preview window.

3.3.7 frmPrintSetup

The form to alter the printer and the page set-up.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Canceled	G	Boolean	-	Was the form cancelled?

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
UpdatePreview	-	-	Update the preview.

3.3.8 frmProgress

Shows a progress bar during time-consuming operations.

Attributes

none

Operations

none

3.3.9 frmSelectionEdit

Show a grid with the Selection and edit the properties of the Selection. Column 0 is invisible, but contains identifiers that are unique for a combination of substance and experiments. These make it possible to line-up Selections.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Object	GS	Selection	-	The Selection the form is using.
RowIDs	G	Collection	-	The unique identifiers for each row of the Selection in this form.

Operations

<u>name</u>	<u>returntype</u>	<u>arguments</u>	<u>description</u>
AddEmptyRow	-	strID	Add an empty row with a unique identifier.
LineUp	-	-	LineUp this Selection on the unique identifiers.

3.3.10 frmSubstanceEdit

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
EditMode	GL	Boolean	-	Determines if the form allows the user to edit the Substance or not. Should always be False in version 1.00.
Object	GS	Substance	-	The Substance the form is using.

Operations

none

3.3.11 frmSubstances

This form edits the list of substances for a Selection.

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
Selection	S	Selection	-	The Selection the form is using.

Operations

none

3.3.12 frmSynonymEdit

Attributes

<u>name</u>	<u>Get/ Set</u>	<u>type</u>	<u>arguments</u>	<u>description</u>
EditMode	GL	Boolean	-	Determines if the form allows the user to edit the SubstName or not. Should always be False in version 1.00.
Object	GS	SubstName	-	The SubstName the form is using.

Operations

none

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• Delft

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