

# Category\_menu Logic Plan

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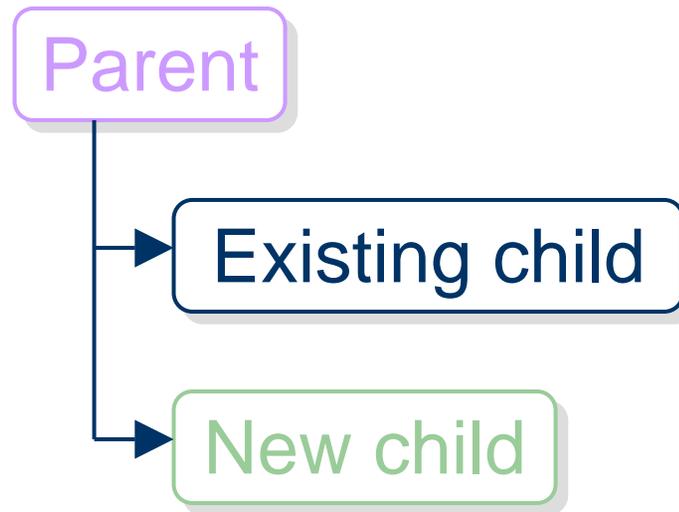
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# Introduction

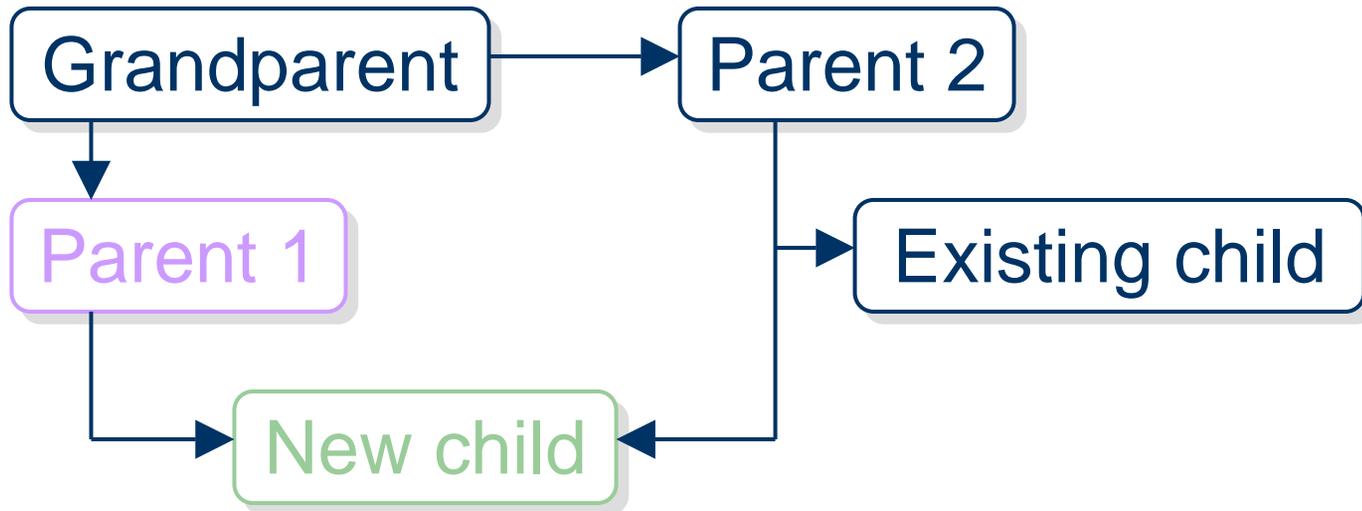
- 3 key types of events that can trigger an action: insert, update, and delete
- Entity in question can be category, container, or assigned node
- Categories / containers can have  $\geq 0$  parents
- Nodes can be assigned to  $\geq 0$  categories
- Categories / containers can have  $\geq 0$  children
- All possible combinations of the above must be catered for

# Insert Case 1: category / container with 0-1 parents



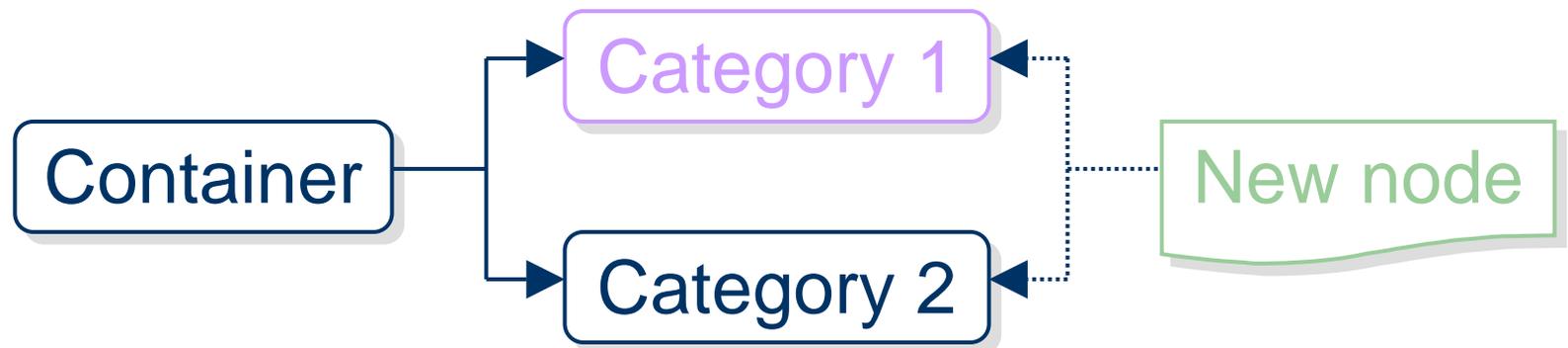
- Parent cat/cont becomes menu parent
- Default menu group becomes parent if root

## Insert Case 2: category / container with >1 parent



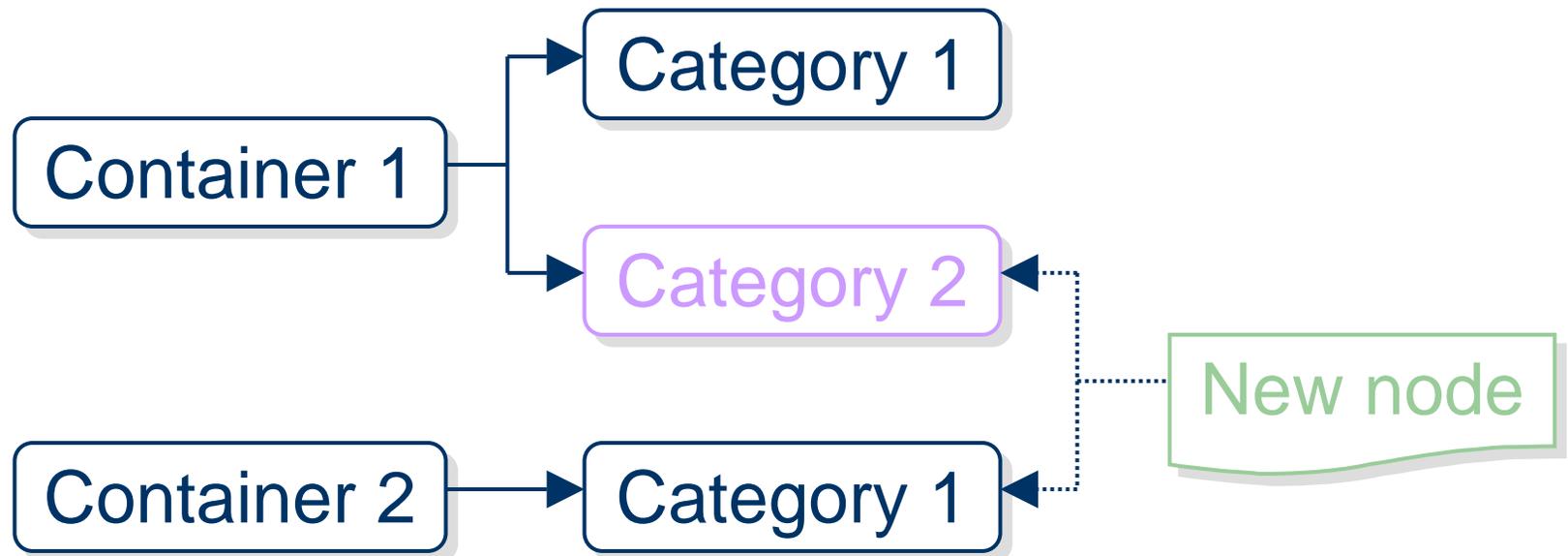
- Parent with lightest weight becomes menu parent

# Insert Case 3: node tagged with $\geq 1$ category from 1 container



- Category with lightest weight becomes menu parent

# Insert Case 4: node tagged with $\geq 1$ category from $>1$ container

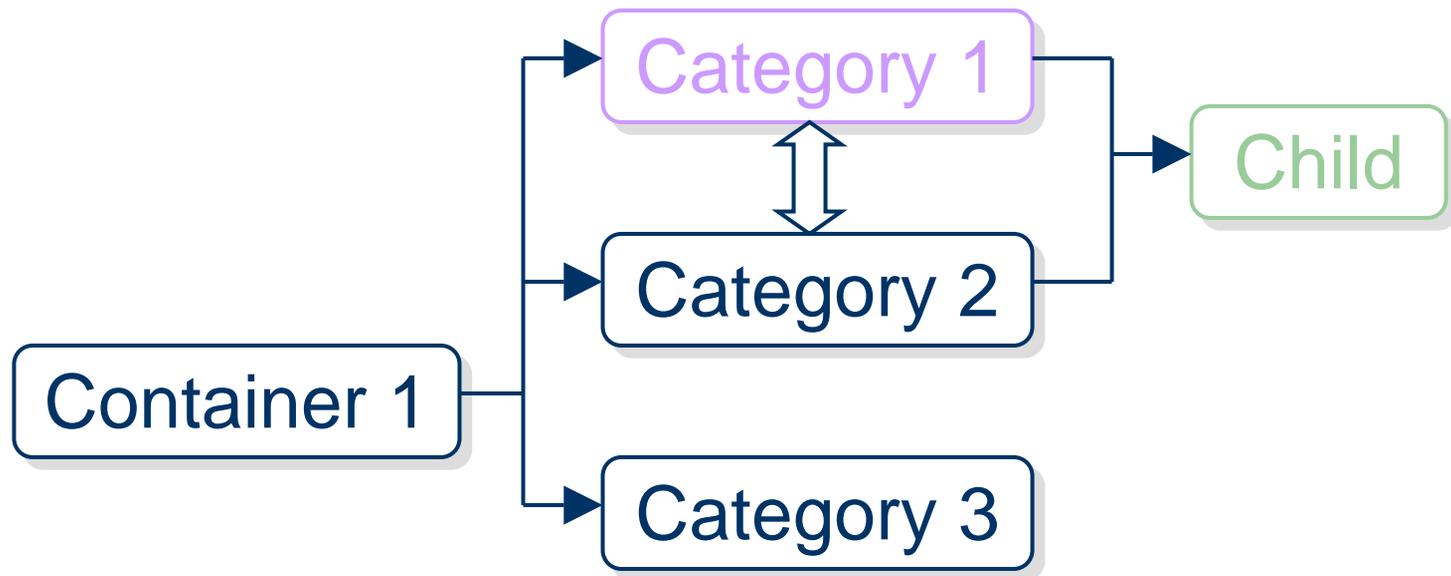


- Lightest category in lightest container becomes menu parent

# Update Cases

- Most of the time, the same action can be taken for update as for insert
- In previous examples, ‘new node’ becomes ‘updated node’
- Exception: a node that was previously tagged with  $\geq 1$  category, and now has 0
- In this case, delete the menu item for that node
- Why not keep menu item, and set parent to 0? Because cat module no longer responsible

# Update Special Case: cat / cont where children have >1 parent



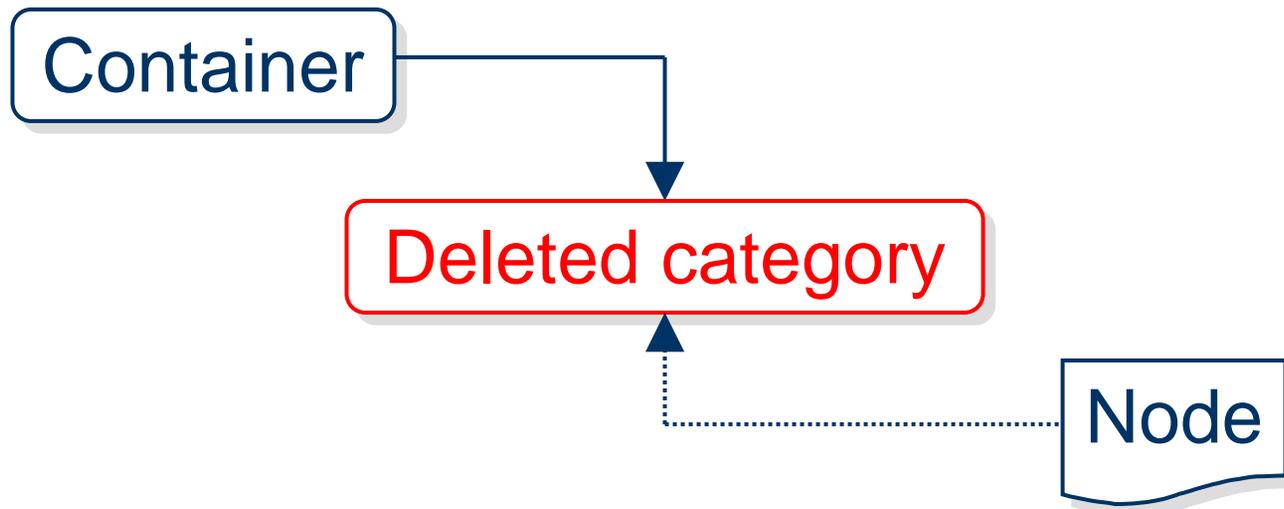
- Menu items for all direct children also need to be updated
- Each child may have a new ‘primary parent’

# Delete Case 1: node tagged with $\geq 1$ category



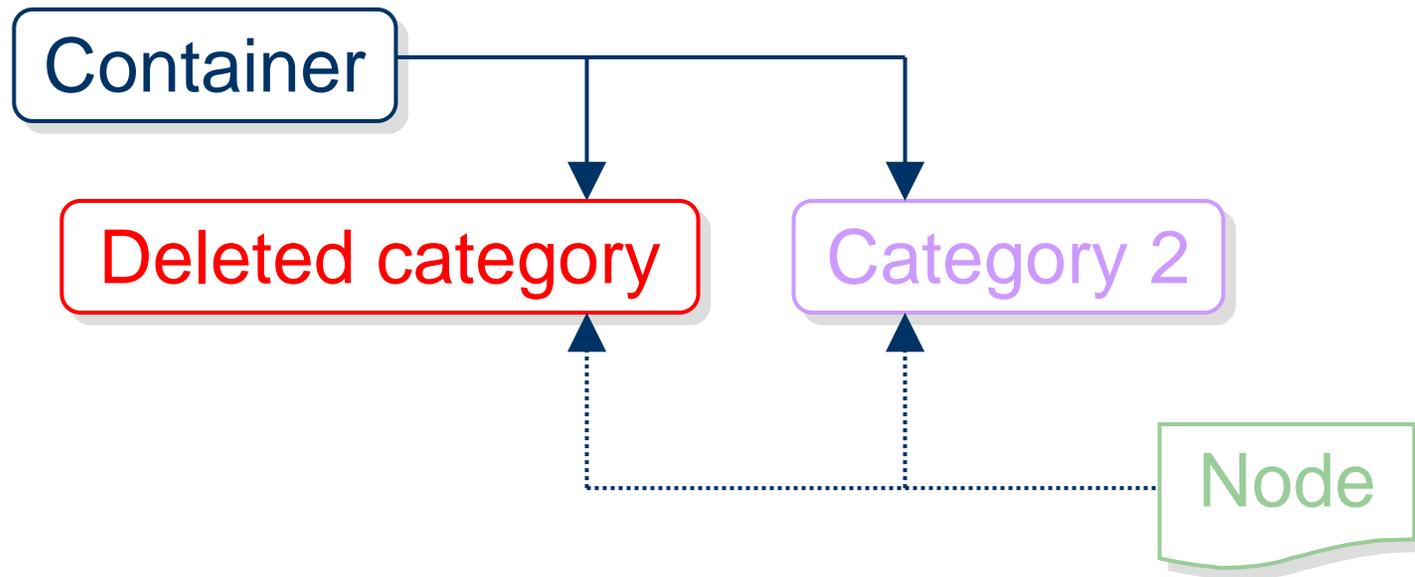
- Just delete menu item for that node
- Simplest delete case of all

# Delete Case 2: category with $\geq 1$ node, node has no other categories



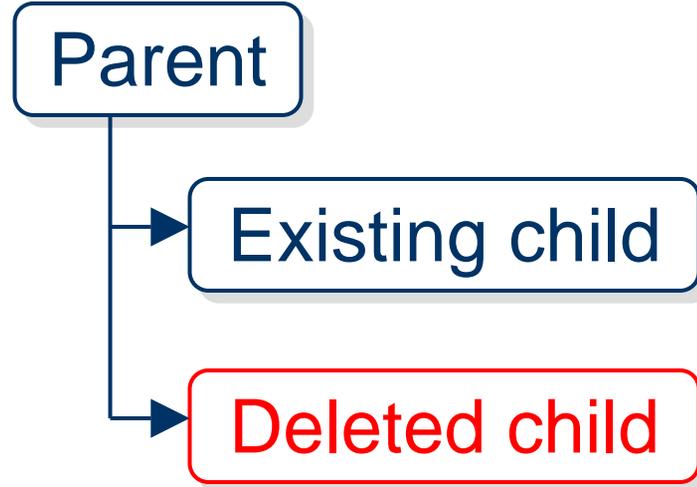
- Delete menu item for category and for tagged node

# Delete Case 3: category with $\geq 1$ node, node has $\geq 1$ other category



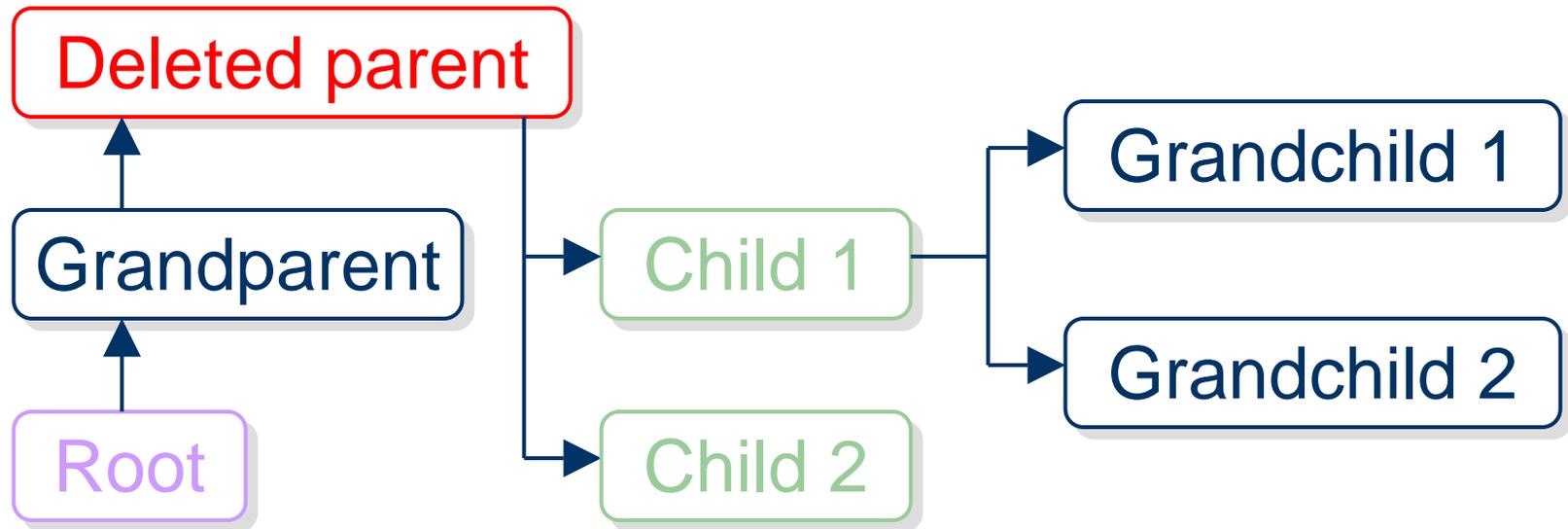
- Lightest remaining category in lightest container becomes menu parent

# Delete Case 4: category / container with 0 children



- Delete menu item for category / container

# Delete Case 5: category / container with $\geq 1$ child



- All direct children have their parent menu item set to root (i.e. default menu group)
- Deeper descendents are not touched

# Notes on the diagrams

- **Green**: entity has new menu parent after action takes place
- **Purple**: entity becomes new menu parent
- **Red**: entity is deleted
- **→**: parent-child link
- **⋯→**: assigned content
- **Green** entity is also the one being inserted / updated (for insert and update cases only)

**That's all!**

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