

Functions for condition filter (GPU) (GPUDB-14)

 **[GPUDB-48] Operácia rekonštrukcie** Created: 04/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Andrej Fúsek	Assignee:	Nikolas Hamran
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 day		
Original Estimate:	1 day		

Sprint:	Anakin
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Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Schválené Kubom a merge-nuté do develop-u.

Functions for condition filter (GPU) (GPUDB-14) **[GPUDB-47] Operácie nad pamäťou** Created: 04/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Andrej Fúsek	Assignee:	Andrej Fúsek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	3 hours		
Original Estimate:	2 hours		

Sprint:	Anakin
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CommentsComment by [Andrej Fúsek](#) [14/Oct/18]

Schválené Kubom a merge-nuté do develop-u.

Analyse FE (GPUDB-24)

 [GPUDB-46] [Vytvorit' testovacie dáta.](#) Created: 03/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Petráš	Assignee:	Martin Petráš
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	5 hours		
Original Estimate:	1 hour		

Sprint:	Anakin
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Description

Vytvorit' jednoduché testovacie dáta pre Grafanu a Angular.

Comments

Comment by [Andrej Fúsek](#) [11/Oct/18]

@Martin prosím nezabudni na tento task

Analyse FE (GPUDB-24)[GPUDB-45] **Vytvorit' prezentáciu** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Petráš	Assignee:	Alexandra Smolova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	2 hours		
Original Estimate:	2 hours		

Sprint:	Anakin
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Description

Vytvorit' prezentáciu s porovnaním jednotlivých nástrojov a technológií.

Functions for condition filter (GPU) (GPUDB-14)

 **[GPUDB-44] [Interface do C#](#)** Created: 03/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Andrej Fúsek	Assignee:	Andrej Fúsek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 day, 3 hours		
Original Estimate:	1 day		

Sprint:	Anakin
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Description

Stanovit' konvencie pre interface medzi C# a C++

Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Schválené Kubom a merge-nuté do develop-u.

Functions for condition filter (GPU) (GPUDB-14)

 **[GPUDB-43] Porovnávanie vrámci riadku** Created: 03/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Nikolas Hamran	Assignee:	Nikolas Hamran
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	1 day, 4 hours		
Time Spent:	2 days, 4 hours		
Original Estimate:	3 days		

Sprint:	Anakin
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Description

Pre porovnávanie vrámci riadku napísať kernely + interface do C#

Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Schválené Kubom a merge-nuté do develop-u.

Functions for condition filter (GPU) (GPUDB-14)

 **[GPUDB-42] Porovnanie s konstantami** Created: 03/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Andrej Fúsek	Assignee:	Andrej Fúsek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	1 day, 6 hours		
Time Spent:	2 days, 2 hours		
Original Estimate:	3 days		

Sprint:	Anakin
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Description

Pre porovnanie s konstantami napísať kernely + interface do C#

Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Schválené Kubom a merge-nuté do develop-u.

[Query parser](#) (GPUDB-8)

 **[GPUDB-41] [Generovanie bytecode](#)** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Staňo	Assignee:	Martin Staňo
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 day, 4 hours		
Original Estimate:	1 day, 2 hours		

Sprint:	Anakin
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Comments

Comment by [Martin Staňo](#) [10/Oct/18]

Na základe prechodu AST stromu GpuSql treba vygenerovať intermiediate jazyk. Každá inštrukcia tohoto jazyka vyvolá jednu operáciu. Formát jazyka pripomína Assembler inštrukcie vo formáte:

```
<operacny kod> <operand> <operant> <register na vysledok>;
```


Query parser (GPUDB-8)

 **[GPUDB-40] Zadefinovanie prikazov** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Staňo	Assignee:	Martin Staňo
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 day, 2 hours		
Original Estimate:	1 day		

Sprint:	Anakin
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Description

Parsovanie príkazov: select, create table, create database, insert.

Formát je totožný so štandardným SQL jazykom (aj podpora výrazov). Kontrola sémantiky je zatiaľ minimálna. Parsovanie výrazov je vykonávané prechodom stromu (*LL gramatika). Počas prechodu sa do zásobníka ukladajú obsahy koncových uzlov a pri operáciách sa príslušný počet operandov zo zásobníka vytiahne, vygeneruje sa inštrukcia intermediate jazyka a uloží sa do zásobníka jej výsledok. (aby bol dostupný pre operácie vyššie v strome).

Analyse FE (GPUDB-24)

 **[GPUDB-39] [Vyhľadaj JavaScript grafovacie knižnice](#)** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Alexandra Smolova	Assignee:	Alexandra Smolova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	2 hours		
Original Estimate:	2 hours		

Sprint:	Anakin
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Description

Nájsť a porovnať JS knižnice na zobrazovanie grafov.

[Analyse FE](#) (GPUDB-24)

 **[GPUDB-38] [Vyskusat Grafanu](#)** Created: 03/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Alexandra Smolova	Assignee:	Martin Petráš
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	1 hour		
Time Spent:	5 hours		
Original Estimate:	6 hours		

Sprint:	Anakin
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Description

Nakonfigurovať a vyskúšať Grafanu.

Comments

Comment by [Andrej Fúsek](#) [12/Oct/18]

Martin, prosím nezabudni urobiť aj tento task.

[Analyse FE](#) (GPUDB-24)

 [\[GPUDB-37\] Vytvorit Wireframes](#) Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Petráš	Assignee:	Alexandra Smolova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 day		
Original Estimate:	1 day		

Sprint:	Anakin
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Analyse FE (GPUDB-24)[GPUDB-36] **Vyskusat Angular** Created: 03/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Alexandra Smolova	Assignee:	Martin Petráš
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	2 hours		
Time Spent:	1 day		
Original Estimate:	1 day, 2 hours		

Sprint:	Anakin
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CommentsComment by [Martin Petráš](#) [03/Oct/18]

Vytvoriť jednoduchú aplikáciu s Angularom, ktorá by nám dala lepšiu predstavu, aké ťažké by niečo takéto bolo spraviť.

Analyse FE (GPUDB-24)[GPUDB-35] **Vygooglit alternativy** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Martin Petráš	Assignee:	Alexandra Smolova
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	2 hours		
Original Estimate:	2 hours		

Sprint:	Anakin
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Description

Nájsť prípadné alternatívy ku Grafane a porovnať ich.

Data persistence (GPUDB-5)

 [GPUDB-34] Navrhnut hlavicku bloku Created: 03/Oct/18 Updated: 11/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Dávid Kubík	Assignee:	Dávid Kubík
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	3 hours		
Original Estimate:	3 hours		

Sprint:	Anakin
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Description

Navrhnut hlavicku bloku. Vygooglit sposoby ukladania na disk v C# a nacistavanie z neho.

Data persistence (GPUDB-5)

 [GPUDB-33] Zapisovanie dat Created: 03/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Dávid Kubík	Assignee:	Dávid Kubík
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	6 hours, 30 minutes		
Original Estimate:	4 hours		

Sprint:	Anakin
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Description

Vyhľadat a implementovat rychly sposob zapisovania dat na disk. Na disku budu dva subory .col a .db.

Subor .col:

type_of_column

index, dlzka, data

index, dlzka, data

...

Subor .db:

meno_db

pocet tabuliek

meno_tabulky1

meno_column1

meno_column2

...

meno_tabulky2

meno_column1

meno_column2

...

Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Reviewed (with small edits), merged.

Data persistence (GPUDB-5)

 [GPUDB-32] Nacitavanie dat Created: 03/Oct/18 Updated: 14/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Dávid Kubík	Assignee:	Dávid Kubík
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	7 hours		
Original Estimate:	4 hours		

Sprint:	Anakin
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Description

Vyhľadat a implementovat rychly sposob nacistavania dat z disku do instancii tried v pamati.

Comments

Comment by [Andrej Fúsek](#) [14/Oct/18]

Reviewed, merged.

[CSV import](#) (GPUDB-4)

 [\[GPUDB-30\]](#) [Naplnenie tabulky](#) Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Bc. Veronika Včelková	Assignee:	Bc. Veronika Včelková
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	5 hours		
Original Estimate:	5 hours		

Sprint:	Anakin
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Description

Umožnit pridavanie do tabulky napriamo, nech si to samo alokuje bloky, (t.j. poslem tabulke Dictionary<string,object>[] kde string je meno stlpca a object je to co chcem insertnut, ona bud appendne do existujuceho bloku alebo creatne sama nový blok).

[CSV import](#) (GPUDB-4)

 **[GPUDB-29] [Vytvorenie tabulky](#)** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Bc. Veronika Včelková	Assignee:	Bc. Veronika Včelková
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	4 hours		
Original Estimate:	5 hours		

Sprint:	Anakin
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Description

Pridat do triedy database metodu na vytvorenie tabulky so zoznamom mien columnov a typov columnov.

CSV import (GPUDB-4)

 **[GPUDB-28] Vytvorenie DB** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Jakub Veselý	Assignee:	Jakub Veselý
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 hour		
Original Estimate:	4 hours		

Sprint:	Anakin
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CSV import (GPUDB-4)

 **[GPUDB-27] Typová inferencia podľa N riadkov** Created: 03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Jakub Veselý	Assignee:	Jakub Veselý
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	6 hours		
Original Estimate:	1 day		

Sprint:	Anakin
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[CSV import](#) (GPUDB-4)

 [\[GPUDB-26\] Logovanie](#) Created: 03/Oct/18 Updated: 11/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Dávid Kubík	Assignee:	Dávid Kubík
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	3 hours		
Time Spent:	2 hours		
Original Estimate:	5 hours		

Sprint:	Anakin
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Description

Pohladat vhodnu kniznicu na logovanie. Pridat kniznicu do projektu, vytvorit konfiguracny subor a nastavit logger.

Comments

Comment by [Dávid Kubík](#) [06/Oct/18]

Spravit loggovanie, natiahnut kniznicu na loggovanie a nastavit ho

Comment by [Dávid Kubík](#) [06/Oct/18]

Mozno bude treba doinstalovat u kazdeho lokalne log4net pomocou NuGet package manageru.

[CSV import](#) (GPUDB-4)

 **[GPUDB-25] [Zakomponovať do projektu CSV knižnicu na parsovanie](#)** Created:

03/Oct/18 Updated: 15/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Sub-task	Priority:	Medium
Reporter:	Jakub Veselý	Assignee:	Jakub Veselý
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	1 hour, 30 minutes		
Original Estimate:	4 hours		

Sprint:	Anakin
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Comments

Comment by [Dávid Kubík](#) [05/Oct/18]

V branchi GPUDB-4 je package DataImport, tam treba dorobit ErrorHandler

[GPUDB-24] [Analyse FE](#) Created: 03/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Medium
Reporter:	Martin Petráš	Assignee:	Martin Petráš
Resolution:	Unresolved	Votes:	0
Labels:	None		
Σ Remaining Estimate:	3 hours	Remaining Estimate:	Not Specified
Σ Time Spent:	4 days	Time Spent:	Not Specified
Σ Original Estimate:	3 days, 7 hours	Original Estimate:	Not Specified

Sub-tasks:	Key	Summary	Type	Status	Assignee
	GPUDB-35	Vygooglit alternativy	Sub-task	Done	Alexandra Smolova
	GPUDB-36	Vyskusat Angular	Sub-task	Done	Martin Petráš
	GPUDB-37	Vytvorit Wireframes	Sub-task	Done	Alexandra Smolova
	GPUDB-38	Vyskusat Grafanu	Sub-task	Done	Martin Petráš
	GPUDB-39	Vyhladat javascript grafovacie kniznice	Sub-task	Done	Alexandra Smolova
	GPUDB-45	Vytvorit prezentáciu	Sub-task	Done	Alexandra Smolova
	GPUDB-46	Vytvorit testovacie dáta.	Sub-task	Done	Martin Petráš

Sprint: Anakin

[GPUDB-14] [Functions for condition filter \(GPU\)](#) Created: 02/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Medium
Reporter:	Peter Kratky	Assignee:	Andrej Fúsek
Resolution:	Unresolved	Votes:	0
Labels:	None		
Σ Remaining Estimate:	3 days, 2 hours	Remaining Estimate:	Not Specified
Σ Time Spent:	1 week, 2 days, 4 hours	Time Spent:	Not Specified
Σ Original Estimate:	1 week, 3 days, 2 hours	Original Estimate:	Not Specified

Sub-tasks:	Key	Summary	Type	Status	Assignee
	GPUDB-42	Porovnanie s konštantami	Sub-task	Done	Andrej Fúsek
	GPUDB-43	Porovnanie vrámci riadku	Sub-task	Done	Nikolas Hamran
	GPUDB-44	Interface do C#	Sub-task	Done	Andrej Fúsek
	GPUDB-47	Operácie nad pamäťou	Sub-task	Done	Andrej Fúsek
	GPUDB-48	Operácia rekonštrukcie	Sub-task	Done	Nikolas Hamran

Sprint: Anakin

Description

Filtre pre výber riadkov z tabuľky - porovnanie číselných hodnôt

Comments

Comment by [Jakub Veselý](#) [14/Oct/18]

Testy passuju pri vsetkych taskoch.
V BinarOpLogicTests bola nepouzita premenna.

V main_header.cuh bol zle naformatovany include.

Comment by [Andrej Fúsek](#) [14/Oct/18]

Vetva  [GPUDB-14](#) Done schválená a merge-nutá do develop-u.

[GPUDB-8] [Query parser](#) Created: 02/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Medium
Reporter:	Peter Kratky	Assignee:	Martin Staňo
Resolution:	Unresolved	Votes:	0
Labels:	None		
Σ Remaining Estimate:	0 minutes	Remaining Estimate:	Not Specified
Σ Time Spent:	2 days, 6 hours	Time Spent:	Not Specified
Σ Original Estimate:	2 days, 2 hours	Original Estimate:	Not Specified

Sub-tasks:	Key	Summary	Type	Status	Assignee
	GPUDB-40	Zadefinovanie prikazov	Sub-task	Done	Martin Staňo
	GPUDB-41	Generovanie bytecode	Sub-task	Done	Martin Staňo
Sprint:	Anakin				

Description

Parsovanie standardneho SQL dopytu, ktory vytvori nejaku internu reprezentaciu s moznostou vypisu do konzoly

[GPUDB-5] [Data persistence](#) Created: 02/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Medium
Reporter:	Peter Kratky	Assignee:	Dávid Kubík
Resolution:	Unresolved	Votes:	0
Labels:	None		
Σ Remaining Estimate:	0 minutes	Remaining Estimate:	Not Specified
Σ Time Spent:	2 days, 30 minutes	Time Spent:	Not Specified
Σ Original Estimate:	1 day, 3 hours	Original Estimate:	Not Specified

Sub-tasks:	Key	Summary	Type	Status	Assignee
	GPUDB-32	Nacitavanie dat	Sub-task	Done	Dávid Kubík
	GPUDB-33	Zapisovanie dat	Sub-task	Done	Dávid Kubík
	GPUDB-34	Navrhnut hlavicku bloku	Sub-task	Done	Dávid Kubík
Sprint:	Anakin				

Description

Data je mozne ulozit na disk.

Zachovaju sa pritom nazvy stlpcov, typy, bloky dat.

Akualne su samotne stlpcy ulozene v subore columnname.col, kde prve cislo na zaciatku udava typ a potom nasleduju data. Je tam aj subor .blo, ktory obsahuje pointre na jednotlivé bloky, id bloku a dlzku blokov. To by mozno mohlo byt v jednom subore .col, kde bude mat kazdy blok nejaku svoju hlavicku (id bloku, zaciatok, dlzka...)

[GPUDB-4] [CSV import](#) Created: 02/Oct/18 Updated: 17/Oct/18

Status:	Done
Project:	GPU-DB
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Story	Priority:	Medium
Reporter:	Peter Kratky	Assignee:	Jakub Veselý
Resolution:	Unresolved	Votes:	0
Labels:	None		
Σ Remaining Estimate:	3 hours	Remaining Estimate:	Not Specified
Σ Time Spent:	2 days, 3 hours, 30 minutes	Time Spent:	Not Specified
Σ Original Estimate:	3 days, 7 hours	Original Estimate:	Not Specified

Sub-tasks:	Key	Summary	Type	Status	Assignee
	GPUDB-25	Zakomponovať do projektu CSV knižnicu...	Sub-task	Done	Jakub Veselý
GPUDB-26	Logovanie	Sub-task	Done	Dávid Kubík	
GPUDB-27	Typová inferencia podľa N riadkov	Sub-task	Done	Jakub Veselý	
GPUDB-28	Vytvorenie DB	Sub-task	Done	Jakub Veselý	
GPUDB-29	Vytvorenie tabulky	Sub-task	Done	Bc. Veronika Včelková	
GPUDB-30	Naplnenie tabulky	Sub-task	Done	Bc. Veronika Včelková	

Sprint: Anakin

Description

Do databazy bude mozne naimportovat csv subor do pamate.

Idealne tak, ze cez konzolu zadam prikaz import a cestu k suboru. DB vytvori tabulku s prislusnym poctom stlpcov, odhadne typy, pomenuje stlpce podľa prveho riadka

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