

# add\_child

The **add\_child** message provides information about a metadata item to be added to the database. An add\_child message implies that the user is adding a leaf, folder or container to a given folder or container.

## Add a Node to the Tree

To add a node to the tree, the sequence of events is as follows:

1. The client requests to add a leaf or folder to a given (editable) parent node.
2. The Ontology server performs the following steps:
  - a. Parses the node information to obtain the key / table\_cd
  - b. Queries the TABLE\_ACCESS table for the table name associated with the TABLE\_CD
  - c. Inserts the new leaf, folder or container into the Ontology metadata table
1. The client populates the selected parent node with the new node.

## add\_child Request Message

An **add\_child** message requires the user to specify the node to be added. No additional attribute settings are necessary.

**Example:**

```
<message_body>
<ns6:add_child>
<level>1</level>
<key>\\i2b2\Custom Ontology\Test folder{color:#0000ff}</key>
<name>Test folder</name>
<synonym_cd>N</synonym_cd>
<visualattributes>FAE</visualattributes>
<totalnum>0</totalnum>
<basecode />
<facttablecolumn>concept_cd</facttablecolumn>
<tablename>concept_dimension</tablename>
<columnname>concept_path</columnname>
<columndatatype>T</columndatatype>
<operator>LIKE</operator>
<dimcode>\\Custom Ontology\Test folder{color:#0000ff}</dimcode>
<comment />
<tooltip>\\ Custom Ontology \ Test folder</tooltip>
<sourcesystem_cd />
<valuetype_cd />
</ns6:add_child>
</message_body>
```

## add\_child Response Message

A **status type** of *DONE* or *ERROR* is specified in the response header. No specialized *<message\_body>* is returned to the client.