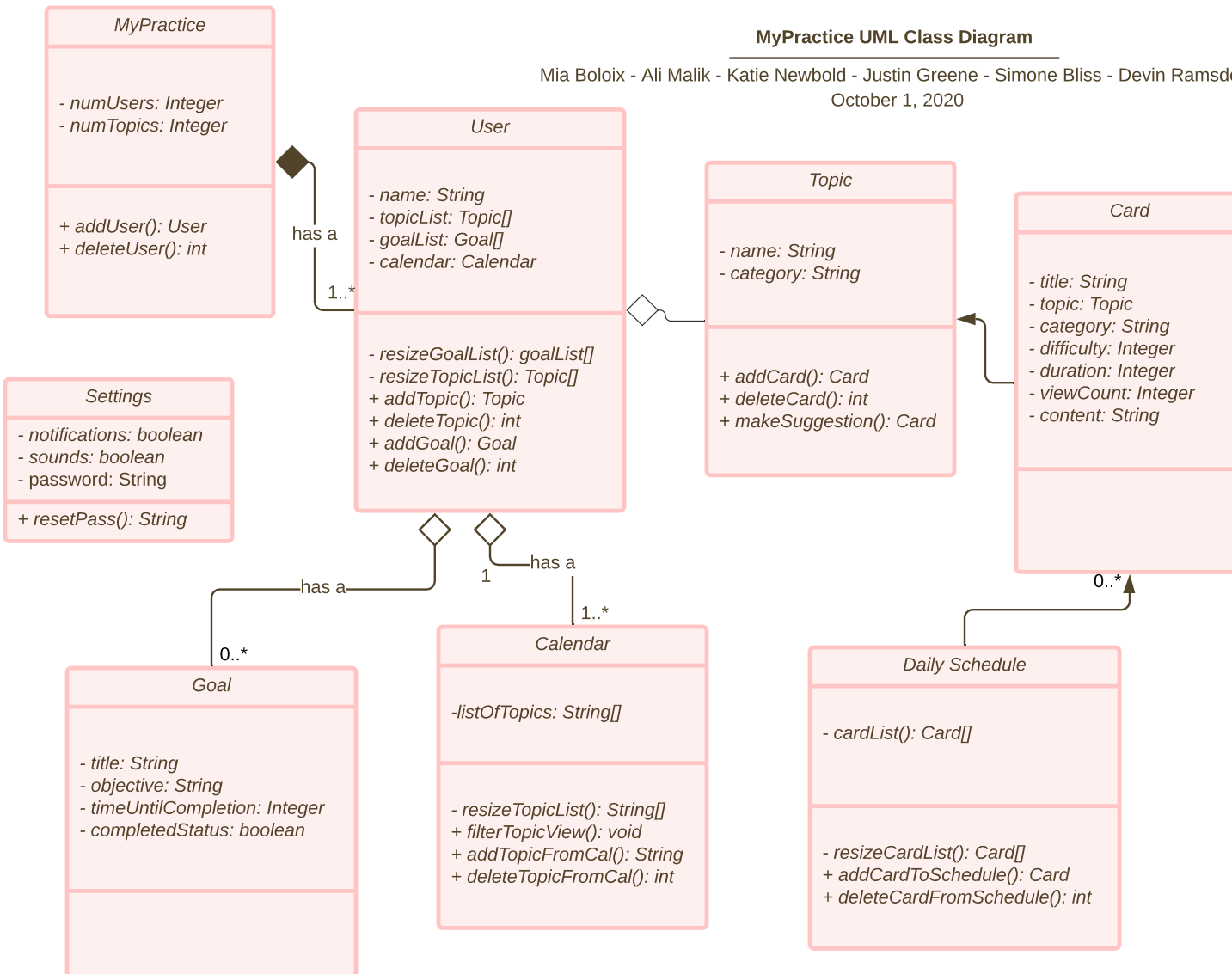# MyPractice UML Class Diagram

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*setters and getters ommitted as per the UML section of the readings on the OOSE website

MyPractice

- numUsers: Integer
- numTopics: Integer

+ addUser(): User
+ deleteUser(): int

User

- name: String
- topicList: Topic[]
- goalList: Goal[]
- calendar: Calendar

- resizeGoalList(): goalList[]
- resizeTopicList(): Topic[]
+ addTopic(): Topic
+ deleteTopic(): int
+ addGoal(): Goal
+ deleteGoal(): int

has a   1..*

Topic

- name: String
- category: String

+ addCard(): Card
+ deleteCard(): int
+ makeSuggestion(): Card

Card

- title: String
- topic: Topic
- category: String
- difficulty: Integer
- duration: Integer
- viewCount: Integer
- content: String

Settings

- notifications: boolean
- sounds: boolean
- password: String

+ resetPass(): String

has a   0..*

1   has a

1..*

Goal

- title: String
- objective: String
- timeUntilCompletion: Integer
- completedStatus: boolean

Calendar

-listOfTopics: String[]

- resizeTopicList(): String[]
+ filterTopicView(): void
+ addTopicFromCal(): String
+ deleteTopicFromCal(): int

Daily Schedule

- cardList(): Card[]

- resizeCardList(): Card[]
+ addCardToSchedule(): Card
+ deleteCardFromSchedule(): int

0..*

KEY

Generalization
Inheritance
Composition
Aggregation
Dependencies
<< >> Properties
1   * Multiplicity