

LabelingMechanism <<abstract>> labellingMechanismType: String labelInstanceWithUser(UserInfo, Instance, ClassLabel[]) RandomLabeling + RandomLabelling() + labelInstanceWithUser(UserInfo, Instance, ClassLabel[]): ClassLabel

Instance

- id: int
- instance: String
- maxNumberOfLabels: int
- numberOfLabels: int
- hasLabeled: boolean
- labelPairs: List<LabelledInstance>
- + Instance(int, String, int)
- + addLabel(UserInfo, ClassLabel)
- + getID(): int
- + setID(int): void
- + getInstance(): String
- + setInstance(String): void
- + getNumberOfLabels(): int
- + setNumberOfLabels(int): void
- + getHasLabeled(): bool
- + setHasLabeled(bool): void
- + getLabelPairs(): List<LabbeledInstance>
- + setLabelPairs(List<LabelledInstance): void

LabelledInstance

- whoLabelled: UserInfo
- label: ClassLabel
- date: LocalDate

LabelledInstance(UserInfo, ClassLabel, LocalDate)

ClassLabel

- labelID: int
- labelText: String
- + ClassLabel(int, String)
- + getLabelID(): int
- + setLabelID(int): void
- + getLabelText(): String
- + setLabelText(String): void

Dataset

- datasetID: int
- datasetName: String
- maxNumberOfLabelsPerInstance: int
- labels: List<ClassLabel>
- instances: List<Instance>
- + Dataset(int, String, String, int, List<ClassLabel>, List<Instance>)
- + getDatasetID(): int
- + setDatasetID(int): void
- + getDatasetName(): String
- + setDatasetName(String): void
- + getInstanceType(): String
- + setInstanceType(String): void
- + getMaxNumberOfLabelsPerInstance(): int
- + setMaxNumberOfLabelsPerInstance(int): void
- + getLabels(): List<Label>
- + setLabels(List<Label>): void
- + getInstances(): List<Instance>
- + setInstances(List<Instance>): void

UserInfo

- userID: int
- username: String
- userType: String
- + User(int, String, String)
- + labelInstance(Instance, ClassLabel[], LabellingMechanism): void
- + getUserID(): int
- + setUserID(int): void
- + getUsername(): String
- + setUsername(String): void
- + getUserType(): String
- + setUserType(String): void

User

- userInfos: List<User>
- + getUsers(): List<Userl>
- + setUsers(List<UserI>): void