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| **Boundary Class** | **Description** |
| **MainMenuUI** | This is the Main Menu or the home page of our application. this can be used to access the other boundary classes |
| **FriendsUI** | This is the class that displays all the user’s current friends, and methods like adding and deleting friends can be accessed from here |
| **LoginUI** | This class displays the user’s login details and asks the user to input their details. |
| **EventUI** | This class displays the currently available events and other methods like joining or validating date/time can be accessed. |
| **RestaurantUI** | This displays the restaurant’s info by calling its manager class and asking for information |

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| **Control Class** | **Description** |
| **FriendsMgr** | This contains methods like deleting and adding friends and communicates with the UI and the entity class User |
| **LoginMgr** | This validates login email and /or account by communicating with entity User |
| **EventMgr** | This class validates the class and time of event, moreover it can delete/join events and validate the participants of an event. Done by communicating to the restaurant, event and user entity classes |
| **RestaurantMgr** | This fetched the information of the restaurant from the restaurant entity class. It also gets its location from location entity class |
| **GoogleMapsAPIMgr** | This gets the coordinates of the restaurant by using Google API and location entity class, |