DAL: описати клас DataBaseHandler.

Поля:

* private readonly SqliteConnection connection;
* private readonly string fileName;

Методи:

* public FetchDeck(string deckName), returns Deck object;
* public FetchCard(int id), returns Card object;
* public AddCard(Card card), returns void;
* public RemoveCard(int id), returns void;
* public UpdateCard(Card newCard, int id), returns void;
* public AddTagToCard(int cradId, string tagdName), returns void;
* public RemoveTagFromCard(), returns void;
* public AddDeck(Deck deck), returns void;
* public RemoveDeck(Deck deck) or Remove Deck (int id), returns void;
* public UpdateDeck(Deck newDeck, int id), returns void;
* public AddCardToDeck(int deckId, int cardId), returns void;
* public RemoveCardFromDeck(int deckId, int cardId), returns void;

BLL: описати класи

Deck : IEnumerable<Card>, IEquatable<Deck>

Конструктори:

* public Deck();
* public Deck(Deck deck);

Властивості:

* public LinkedList<Card> Cards { get; }
* public DeckName { get; set => is exists -> change, else -> add number to the end; }
* public int CardNumber { get; }
* public string TagName { get; set; }

Індексер:

* public Card this[int index];

Методи:

* public AddCard(Card card), returns void;
* public RemoveCard(int id), returns void;
* public ChangeCardPosition(int oldIndex, int newIndex), returns void;

Card : IComparable<Card>, IEquatable<Card>

Конструктори:

* public Card();
* public Card(string word, string description, string imagePath = ””, string transcription = ””, (enum)Difficulty difficulty = Difficulty.None);
* public Card(Card card);

Властивості:

* public string Name { get; set; }
* public string Description { get; set; }
* public string Transcription { get; set; }
* public Difficulty Difficulty { get; set; }
* public string ImagePath { get; set; }

Методи:

* public IsInDatabase(), returns bool;

Review

Конструктор:

* public Review(Deck deck);

Властивості:

* public Deck Deck { get; }

Методи:

* public StartGame(), returns void;

static Statistics

Поля:

* private static readonly Stopwatch stopwatch;

Корструктори:

* public static Statistics();

Властивості:

* public static DateTime hoursPerDay { get; private set; }
* public static DateTime CardsPeDay { get; private set; }
* public static DateTime averageTimePerDay { get; private set; }

enum Difficulty { None, Beginner, Intermediate, Advanced }