DAL: описати клас DatabaseRepository.

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 cardId, string tagName), returns void;
* public RemoveTagFromCard(int cardId, string tagName), returns void;
* public AddDeck(Deck deck), returns void;
* public RemoveDeck(Deck deck) or RemoveDeck(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 int Id { get; set; }
* public LinkedList<Card> Cards { get; }
* public string DeckName { get; set; }
* public int CardNumber { get; }
* public string TagName { get; set; }

Індексер:

* public Card this[int index];

Методи:

* public AddCard(Card card), returns void;
* public RemoveCard(Card card), returns void;
* public RemoveCardAt(int index), 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 int Id { get; set; }
* 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

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 }