OSM Note Download

Cleaner

deletes data from
NoteController,
NoteEditsController,
MapDataController,
ElementEditsController

Arrows now shown

NotesApi

Notes
Downloader

UserApi

talks with

Avatars
Downloader

triggers

Avatars
InNotesUpdater

listen to updates

OSM Notes

NoteController

manages

NoteDao

update

update

OSM Note Quests

OsmNote
QuestSource

implements

OsmNote
QuestController

manages

NoteQuestsHidden
Dao

listen to updates

Legend

Data
Management /
Transformation — Manage access to persisted data; usually passive; May allow listeners to observe changes to the data managed or observe other data sources itself

Data
Persistence — Persist data in a database or other persistent storage; usually simple CRUD data stores; usually only directly accessed by a presiding *Controller

Data source — Source of data, often allowing listeners to observe changes made on that data; usually interfaces implemented by *Controllers.

Actors — Classes that push/update data to *Controllers; or are in other forms "active"

Comms — Talks with some API over the Internet

OSM Note Upload

NotesApi

NoteEditsUploader

talks with

StreetComplete
ImageUploader

OSM Note Edits

NoteEditsSource

implements

NoteEditsController

manages

NoteEditsDao

get / update

NotesWith
EditsSource

listen to updates

listen to updates

TeamMode
QuestFilter

listen to updates

VisibleQuests
Source

listen to updates

listen to updates

OSM Quests

Osm
QuestSource

implements

Osm
QuestController

manages

OsmQuestsHidden
Dao

Osm
QuestDao

listen to updates

Visible
QuestType
Source

implements

Visible
QuestType
Controller

manages

Visible
QuestType
Dao

OSM Download

MapDataApi

talks with

MapData
Downloader

update

OSM Data

MapData
Controller

manages

ElementDao

Element
GeometryDao

manages

NodeDao

WayDao

RelationDao

MapData
WithEdits
Source

listen to
updates

OSM Edits

ElementEdits
Source

implements

ElementEdits
Controller

manages

ElementId
ProviderDao

ElementEdits
Dao

get / update

Unsynced
ChangesCount
Source

listen to updates

Edits

EditHistory
Source

implements

EditHistory
Controller

update /
listen to updates

OSM Upload

ElementEditsUploader

uses

ElementEditUplader

uses

talks with

update

OpenQuest
ChangesetManager

triggers

MapDataApi

manages

OpenChangesetsDao

Changeset
AutoCloser

StatisticsUpdater