



UserManager

□ users: Map<String, User>

□ filePath: String

○ UserManager():

○ getUser(String): User

○ authenticate(String, String): boolean

○ updateUser(User): void

□ saveUserToFile(User): void

□ loadUsersFromFile(String): void

users

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«creates»



User

□ password: String

□ name: String

□ wonGames: int

□ lostGames: int

□ avatarPath: String

□ highscore: int

□ gamesPlayed: int

○ User(String, String):

○ setGamesPlayed(int): void

○ getAvatarPath(): String

○ getUsername(): String

○ incrementGamesPlayed(): void

○ getName(): String

○ setLostGames(int): void

○ getPassword(): String

○ setWonGames(int): void

○ getGamesPlayed(): int

○ setHighScore(int): void

○ getWonGames(): int

○ getLostGames(): int

○ getHighScore(): int

○ setAvatarPath(String): void