

There wasn't enough room for the rest of the server functions to connect to the LoadPublicEventsPage database in the first page. + INPUT sessionID: int + loadPrivateEventsPage(sessionID) Use LoadUserEventsPage <--- Use----+ INPUT sessionID: int ------Use-----Database + INPUT eventID: int - connection: data + validateUser(email: string, password: string): + loadUserEventsPage(email: string, eventID: int) + createAccount(email: string, password: string, fname: string, lname: string): int CreateEvent + getResetCode(email: string): string + INPUT event: Event + INPUT imageID: int + updatePassword(email:string, tempCode: string, newPassword: string) + OUTPUT evenIDt: int + getEventsByHost(email: string): Event[] + getEventsByAttendee(email: string): Event[] EditEvent . - - - - - Uses - - - - - + getPublicEvents(): Event[] + INPUT event: Event + INPUT imageID: int + getEvent(eventID: int): Event + updateUserFLNames(email: string, fname: string, Iname: string) LoadGuestList ------Uses-----+ addEvent(event: Event, imageID: int): int + INPUT eventID: int + INPUT sessionID: int + updateEvent(event: Event, imageID: int) + getGuests(eventID: int): Guest[] loadGuestList(guests: Guest[]) + addGuest(guest: Guest): Guest[] AddGuest + addGuestResponse(guest: Guest, loggedIn: boolean) INPUT Guest: int ·-----Use-----> + getChat(eventID: int): Message[] + OUTPUT guests: Guest[] + addMessage(message: Message): Message[] + loadGuestList(guests: Guest[]) + isOnGuestList(eventID: int, email: string): boolean SendInvite + getInviteBackground(eventID: int): Image + INPUT eventID: int + getUserImages(email: string): Image + INPUT email: string + updateSent(eventID: int, email: string): Guest[] - sendInvite(eventID: int, email: string)

LoadEventChatPage

- + INPUT sessionID: int
- + INPUT eventID: int
- + loadPrivateEventsPage(sessionID: int, eventID, int)

AddMessage

- ---Use---- + INPUT sessionID: int
 - + INPUT eventID: int
 - + INPUT content: string
 - + OUTPUT messages: Message[]