

Place Class

String name

double location

String address

String description

String[] tags

Road road

double estTimeCommitment

Place(String name, double location, String address, String description, String[] tags, Road road, double estTimeCommitment)

 this.name = name

 this.location = location

 this.description = description

 this.tags = tags

 this.road = road

 estTimeCommitment = null

setName(String name)

 this.name = name

getName()

 return name

setLocation(double location)

 this.location = location

getLocation()

 return location

setDescription(String description)

 this.description = description

getDescription()

 return description

getTags():

return tags

setTags(String[] tags)

this.tags = tags

getAddress()

return address

setAddress(String address)

this.address = address

getEstTimeCommitment()

return estTimeCommitment

setEstTimeCommitment(double timeCommitment)

estTimeCommitment = timeCommitment

associateAddressCoordinate(address, Place)

Map.get(address) //hashmap, address maps to a Place

setRoad(Road road)

this.road = road

getRoad()

return road

public void destroy()

destroy object

Road Class

String name

double distanceOnRoad

int trafficEstimate

int speedLimit

Road connectsTo

Road(String name, double distanceOnRoad, int trafficEstimate, int speedLimit, Road connectsTo)

this.name = name

```
        this.distanceOnRoad = distanceOnRoad

        this.trafficEstimate = trafficEstimate

        this.speedLimit = speedlimit

        this.connectsTo = connectsTo

        timeLeft = distanceOnRoad / speedLimit + trafficEstimate
    setTime()

        timeLeft = distanceOnRoad / speedLimit + trafficEstimate
    getTime()

        return time
    setName(String name)

        this.name = name
    getName()

        return name
    setDistanceOnRoad(int distanceOnRoad)

        this.distanceOnRoad = distanceOnRoad
    getDistanceOnRoad()

        return distanceOnRoad
    setTrafficEstimate(int trafficEstimate)

        this.trafficEstimate = trafficEstimate
    getTrafficEstimate()

        return trafficEstimate
    setSpeedLimit(int speedLimit)

        this.speedLimit = speedLimit
    getSpeedLimit()

        return speedLimit
    getConnectsTo()

        return connectsTo
    setConnectsTo(Road connectsTo)

        this.connectsTo = connectsTo
```

destroy()

destroy object

Navigation Class //client class, doesn't need to be instantiated

Place destination

int timeEstimate

double distance

Road[] route

setRoute(Road[] newRoute)

route = newRoute

timeEstimate = 0

distance = 0

for each road in route

timeEstimate += road.getTime()

distance += road.getDistanceOnRoad()

getRoute()

return route

setTimeEstimate(int timeEstimate)

this.timeEstimate = timeEstimate

getTimeEstimate()

return timeEstimate

getDistance()

return distance

setDistance(double distance)

this.distance = distance

setDestination(Place newDestination)

destination = newDestination

```
getDestination()  
    return destination
```

```
destroy()  
    destroy object
```

Map Class

```
Place[] places
```

```
int clientRenderDistance
```

```
String region
```

```
double[] regionalCoordinates
```

```
double coordinateGranularity
```

```
\\Determines effectively the distance between points on the grid of the map,  
Scaled up or down dependent on urban density.
```

```
double endpointCoordinate
```

```
getEndpointCoordinate()  
    return endpointCoordinate
```

```
setEndpointCoordinate(double coord)  
    endpointCoordinate = coord
```

```
populateMap(Place[] places, locationTags[] tags)  
    for each Place in places  
        if places distance from client < clientRenderDistance  
            render place
```

```
searchPlaces(String searchedFor)  
    for each place in places  
        if place == searchedFor  
            return place
```

```
displayUserLocation()  
    render client.getProfilePicture() at client.getLocation()
```

```
displayRoads()
```

```
        for each road in navigation.getRoute()
            render road
```

```
destroy()
```

```
    destroy object
```

Class Client Abstract

//not to be confused with Navigation class that acts as a client for the user to interact with, this is a class to store user information

```
String firstName
```

```
String lastName
```

```
String dateOfBirth
```

```
String username
```

```
String password
```

```
double contactPhone
```

```
String emailAddress
```

```
int renderDistancePreference
```

```
file profilePicture
```

```
double location
```

```
locationPermissions: Boolean
```

```
verifyLogin(String username, String password, String emailAddress)
```

```
    return this.username == username and this.password == password and this.emailAddress =
    emailAddress
```

```
getFirstName()
```

```
    return firstName
```

```
setFirstName(String newName)
```

```
    this.firstName = newName;
```

```
getLastName()
```

```
    return lastName
```

```
setLastName(String newName)
```

```
    this.lastName = newName
```

```
getDateOfBirth()
    return dateOfBirth
setDateOfBirth(String newDate)
    dateOfBirth = newDate
getUsername()
    return username
setUsername(String newUsername)
    username = newUsername
//No get password, shouldn't be accessed outside this class
setPassword(String oldPassword, String newPassword):
    if oldPassword == password
        password = newPassword
getContactPhone()
    return contactPhone
setContactPhone(double newPhone)
    contactPhone = newPhone
getEmailAdress()
    return emailAddress
setEmailAddress(String newAddress)
    emailAdress = newAddress
getProfilePicture()
    return profilePicture
setProfilePicture(file newPicture)
    profilePicture = newPicture
getLocation()
    return location
setLocation(double newLocation)
    location = newLocation
getRenderDistancePreference()
```

```
        return renderDistancePreference
setRenderDistancePreference(int distance)
    renderDistancePreference = distance
getLocationPermissions(): Boolean
    return locationPermissions
setLocationPermissions(boolean permission)
    locationPermissions = permission
destroy()
    destroy object
```

Class ClientBusiness extends Client

```
int operationHours
String businessName
String businessType
String address
double businessPhone

clientBusiness(int operationHours, String bussinessName, String type, String address, double
phone)
    this.operationHours = operationHours
    this.bussinessName = bussinessName
    businessType = type
    this.address = address
    businessPhone = phone
setBusinessName(String name)
    businessName = name
getBusinessName()
    return businessName
getBusinessType()
```



```
        return businessType
setBusinessType(String type)
    businessType = type
getOperationHours()
    return operationHours
setOperationHours(int hours)
    operationHours = hours
getBusinessAddress(): String
    return businessAddress
setBusinessAddress(String address)
    businessAddress = address
getBusinessPhone(): double
    return businessPhone
setBusinessPhone(double phone)
    businessPhone = phone
destroy()
    destroy object
```

Class ClientUser extends Client

```
Boolean visibility
ClientUser(Boolean visibility)
    this.visibility = visibility
getVisibility(): Boolean
    return visibility
setVisibility(Boolean visibility)
    this.visibility = visibility
destroy()
    destroy object
```

Class Event extends Place

```
String eventName
```

String[] eventTags

Boolean inviteOnly

ClientUser[] guestList

Boolean ageRestricted

event(String name, String[] tags, Boolean inviteOnly, ClientUser[] guests, Boolean restricted)

 eventName = name

 eventsTags = tags

 this.inviteOnly = inviteOnly

 guestlist = guests

 ageRestricted = restricted

getEventName()

 return eventName

setEventName(String name)

 eventName = name

getEventTags()

 return eventTags

setEventTags(String[] tags)

 eventTags = tags

getGuestList()

 return guestList

setGuestList(ClientUser[] guests)

 guestlist = guests

getAgeRestricted()

 return ageRestricted

setAgeRestricted(Boolean restricted)

 ageRestricted = restricted