

## Functionality

### Classes

- User
- Movie (Maybe SQL for search functionality)
- List- use generics

### Movie Class

#### Variables:

- Title, Director, Length, Genre, Synopsis, Release Date, Rating

#### Methods:

- Only Get Methods for each variable
- Constructor to initialize all variables
- CompareTo method (to compare title)
- Equals method

### User Class

#### Variables:

- Username, password, saved list, first name, last name,

#### Methods:

- Get and set Methods for each variable
- Constructor to initialize all variables
- CompareTo method to compare usernames
- Bool addMovieToList(Movie obj)

### List Class (Ordered Array)

#### Variables:

- Capacity, size, list[]

#### Methods:

- Bool insert(E obj)
  - Returns true if insertion was successful, false otherwise.
  - If the object already exist in the list, do not insert
- Bool Delete(E obj)
  - Return true if object was deleted, false otherwise
- Bool contains(E obj)
  - Returns true if the list contains the obj in the array, false otherwise
- Int size()
  - Return the size of the list
- Void clear()
  - Deletes all elements in the list
- Bool isEmpty()
  - Returns true if the list is full, false otherwise
- Int binarySearch()

- Returns the index of the object in the list, if object does not exist return -1
- Void ShiftRight(int start)
  - Shifts elements in the list to the right by 1
- Void shiftLeft()
  - Shifts elements in the list to the left by 1

## UI

