task **USER** -UserID: int -TaskID: static int =0 -Title : string -Password:int -TaskDescription: string -UserID:int -*tasks[n]:task -DueDate : string -toDo: bool -pending: bool -done: bool + sign_in(string p, string u):void + sign_up(string p, string u):void +Create Task() +UpdateStatus(toDo,pending,done):void +AssignUserToTask(taskID, TaskDescription):void +DeleteTask(taskID) Manager -ManagerID:int -Username:string -Password:string -rows, coloms:int -*users[n]:user -*teams[rows][coloms]:user

+createteam(user id, int r, int c):void

A friend function is used to pass an object of type user to the manager class

isk being assigned.

Assign Task

- -TaskID //A unique identifier for the task being assigned.
- -AssigneeID //A unique identifier for the user or team member being assigned the task
- -AssignorID //A unique identifier for the user who is assigning the task.
- -AssignmentDate //The date and time when the task was assigned.
- -AssigneStatues //The current state of the task assignment, such as "assigned," "in progress," or "completed."
- +AssignTask() //allows the user to assign a task.
- **+ViewTask()** //allpws the team member to view tasks assign to them.
- **+UpdateTask()** //Update the status of the task.