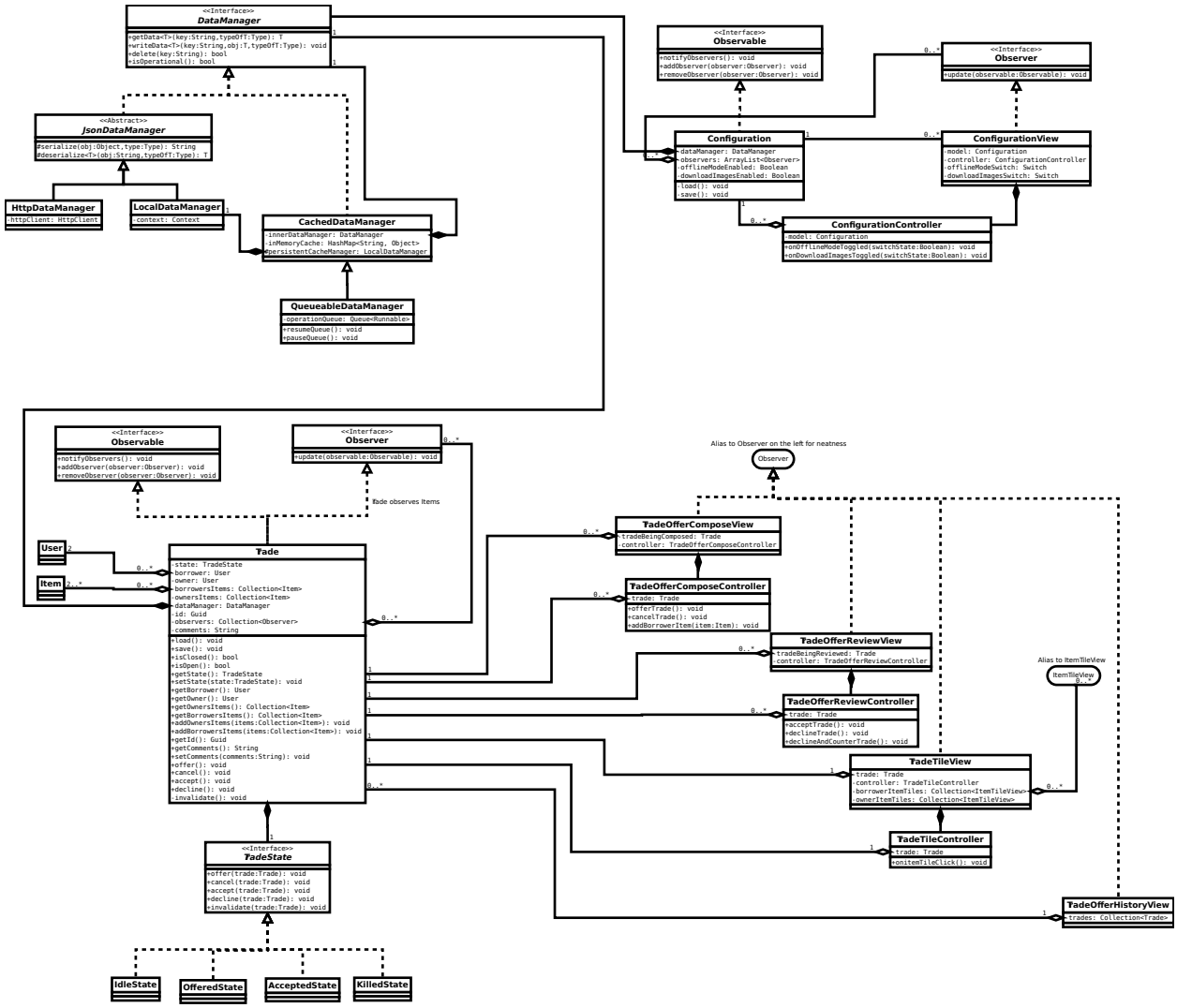
<<Interface>>
DataManager
+getData<T>(key:String,typeOfT:Type): T
+writeData<T>(key:String,obj:T,typeOfT:Type): void
+delete(key:String): bool
+isOperational(): bool
<<Abstract>>
JsonDataManager
#serialize(obj:Object,type:Type): String
#deserialize<T>(obj:String,typeOfT:Type): T
HttpDataManager
-httpClient: HttpClient
LocalDataManager
-context: Context
CachedDataManager
-innerDataManager: DataManager
-inMemoryCache: HashMap<String, Object>
-persistentCacheManager: LocalDataManager
QueueableDataManager
-operationQueue: Queue<Runnable>
+resumeQueue(): void
+pauseQueue(): void
<<Interface>>
Observable
+notifyObservers(): void
+addObserver(observer:Observer): void
+removeObserver(observer:Observer): void
<<Interface>>
Observer
+update(observable:Observable): void
Configuration
-dataManager: DataManager
-observers: ArrayList<Observer>
-offlineModeEnabled: Boolean
-downloadImagesEnabled: Boolean
-load(): void
-save(): void
ConfigurationView
-model: Configuration
-controller: ConfigurationController
-offlineModeSwitch: Switch
-downloadImagesSwitch: Switch
ConfigurationController
-model: Configuration
+onOfflineModeToggled(switchState:Boolean): void
+onDownloadImagesToggled(switchState:Boolean): void
<<Interface>>
Observable
+notifyObservers(): void
+addObserver(observer:Observer): void
+removeObserver(observer:Observer): void
<<Interface>>
Observer
+update(observable:Observable): void
Trade observes Items
Alias to Observer on the left for neatness
Observer
User
Item
Trade
-state: TradeState
-borrower: User
-owner: User
-borrowersItems: Collection<Item>
-ownersItems: Collection<Item>
-dataManager: DataManager
-id: Guid
-observers: Collection<Observer>
-comments: String
+load(): void
+save(): void
+isClosed(): bool
+isOpen(): bool
+getState(): TradeState
+setState(state:TradeState): void
+getBorrower(): User
+getOwner(): User
+getOwnersItems(): Collection<Item>
+getBorrowersItems(): Collection<Item>
+addOwnersItems(items:Collection<Item>): void
+addBorrowersItems(items:Collection<Item>): void
+getId(): Guid
+getComments(): String
+setComments(comments:String): void
+offer(): void
+cancel(): void
+accept(): void
+decline(): void
-invalidate(): void
TadeOfferComposeView
-tradeBeingComposed: Trade
-controller: TradeOfferComposeController
TadeOfferComposeController
-trade: Trade
+offerTrade(): void
+cancelTrade(): void
+addBorrowerItem(item:Item): void
TadeOfferReviewView
-tradeBeingReviewed: Trade
-controller: TradeOfferReviewController
TadeOfferReviewController
-trade: Trade
+acceptTrade(): void
+declineTrade(): void
+declineAndCounterTrade(): void
Alias to ItemTileView
ItemTileView
TadeTileView
-trade: Trade
-controller: TradeTileController
-borrowerItemTiles: Collection<ItemTileView>
-ownerItemTiles: Collection<ItemTileView>
TadeTileController
-trade: Trade
+onitemTileClick(): void
TadeOfferHistoryView
-trades: Collection<Trade>
<<Interface>>
TadeState
+offer(trade:Trade): void
+cancel(trade:Trade): void
+accept(trade:Trade): void
+decline(trade:Trade): void
+invalidate(trade:Trade): void
IdleState
OfferedState
AcceptedState
KilledState