



# **Brawler**

**CRC Model**

# Brawlr

Controller Cards

Entity Cards

Use Case Cards

Presenter Cards

# Brawlr

## Method

main

## Attributes

## Collaborators

UserManager

Swipe

# DatabaseManager

## Method

getUser

getUserMap

addUser

removeUser

sendMessage

## Attributes

userMap

chatlog

## Collaborators

UserManager

Chat

# ViewManager

## Method

displayHome

displayChat

displayCard

displayCardExtended

displayLogin

displayProfile

displayUserCreation

## Attributes

None

## Collaborators

UserCardView

ChatView

HomeView

LoginView

ProfileView

UserCreationView

# InputManager (Controller)

## Method

## Attributes

## Collaborators

sendChatInput

None

UserCardView

sendUserCreationInput

ChatView

HomeView

LoginView

sendLoginInput

ProfileView

sendProfileInput

UserCreationView

UserManager

sendHomeInput

Chat

Brawlr

# UserManager (Entities)

## Method

## Attributes

## Collaborators

createUser

setPFP

IDList

User

login

addPicture

UserCards

forgotPassword

removePicture

DatabaseManager

addLike

setOpinion

addMatch

setName

addSeenUser

setPassword

getUser

setBio

# UserDatabase (dummy for database interface)

## Method

add

getUser

## Attributes

Map<String,  
User>

## Collaborators

User

User Manager



# User

User Cards

## Method

constructor  
getMatches  
getLikes  
getLocation  
setLoginInfo  
setPersonalStats  
setFightingStyle  
setBiography  
setControversialOpinions  
getFightingStyle  
getControversialOpinions  
getBiography  
getPersonalStats  
getLoginInfo  
addSeenUser  
addLike  
addMatch  
login  
logout  
loggedIn

## Attributes

pictures  
fightingStyle  
profilepicture  
personalStats (height, weight, etc.)  
loginInfo  
biography  
controversialOpinions  
matches  
likes  
seenUsers  
ID  
isLoggedIn

## Collaborators

Brawlr

Chat

LocationManager

userManager

# GymFinder

## Method

constructor

getNearestGyms

## Attributes

User1

User2

## Collaborators

Location Manager

User

# Chat

## Method

constructor

sendMessage

displayLog

getGym

## Attributes

User1

User2

fightLocations

chatLog

## Collaborators

User

Brawlr

UserCard

ChatView

GymFinder

DatabaseManager

# Swipe

## Method

swipeRight

swipeLeft

## Attributes

None

## Collaborators

Brawlr

UserManager

# LocationManager

## Method

constructor

getLocation

## Attributes

mapHash

## Collaborators

UserManager

# ChatView (Presenter)

Method	Attributes	Collaborators
constructor	Inherits all from user	Chat
displayChat		

# HomeView (Presenter)

**Method**

**Attributes**

**Collaborators**

constructor

None

UserCardView

displayHome

# LoginView (Presenter)

## Method

## Attributes

## Collaborators

constructor

None

displayLogin



# UserCreationView (Presenter)

## Method

## Attributes

## Collaborators

constructor

None

displayUserCreation

# UserCardView

Method	Attributes	Collaborators
constructor	Inherits all from user	User
displayCard	expanded (true/false)	Brawlr
displayExtendedCard		

# ProfileView (Presenter)

## Method

## Attributes

## Collaborators

constructor

None

displayProfile

# Presenter (Interface)

All methods that are displays must implement 'Display' method.