### **CRC Cards**

## Entities:

		NOT abstract	
Task		Folder	Project, Label
Attributes:  name due day description (optional, depends on user) project (priority) Methods: getName, setName getTime, setTime getDesc, setDesc getProj, setProj	Project	Attributes:  name a collection of tasks renameable (bool)?  Methods: getName, setName (throw exception) viewTasks (from chronological order) addTask, delTask	Task
	Folder		Folder
Project		Label	

	Folder		Folder
Project		Label	
Attributes:	Task	Attributes:	Task
Methods:		Methods:	

## Use cases:

ProjectManager		LabelManager		
Attributes:  a collection of all projects Inbox	System Project	Attributes:  a collection of all labels  Starred	System Label	
Methods:      addProj, modProj, delProj, viewProj      listProjs: return a sorted list of all projects      getProj: return a project by name		Methods:      addLab, modLab, delLab, viewLab     listLabs: return a sorted list of all labels     getLab: return a label by name		

TaskManager		ManagerState		
Attributes:  a collection of all tasks (mapping names to tasks) projManager, labManager  Methods: upcoming: return a sorted list of all tasks createTask, completeTask star, unstar rename, redesc, retime reproj, tasklabadd, tasklabdel	System Task	Attributes:  taskManager projManager labManager  Methods: get each of the three managers	TaskManager ProjectManager LabelManager	

## Controllers:

		1	Abstract	
CommandExecuter			Command	
Attributes:  a map of (valid) commands to their command objects managerState	ManagerState Command		Methods:  • executeCommand: takes  ManagerState as argument	ManagerState
execute a command from the map of commands, passing in managerState and user input string (with parameters)     getManagerState				

Presenter					
Attributes:					
Methods:					

# Driver:

Driver		DataManager		
Methods::  Main:  initialize the system (read files)  while running, ask user for commands, execute them, and print results returned exit the system (write files)	CommandExecu ter DataManager	Attributes:  commandExecuter  Methods:  read data from local files and execute commands to mutate (initialize) the system  write data into local files by executing commands to get system info	CommandExecu ter	