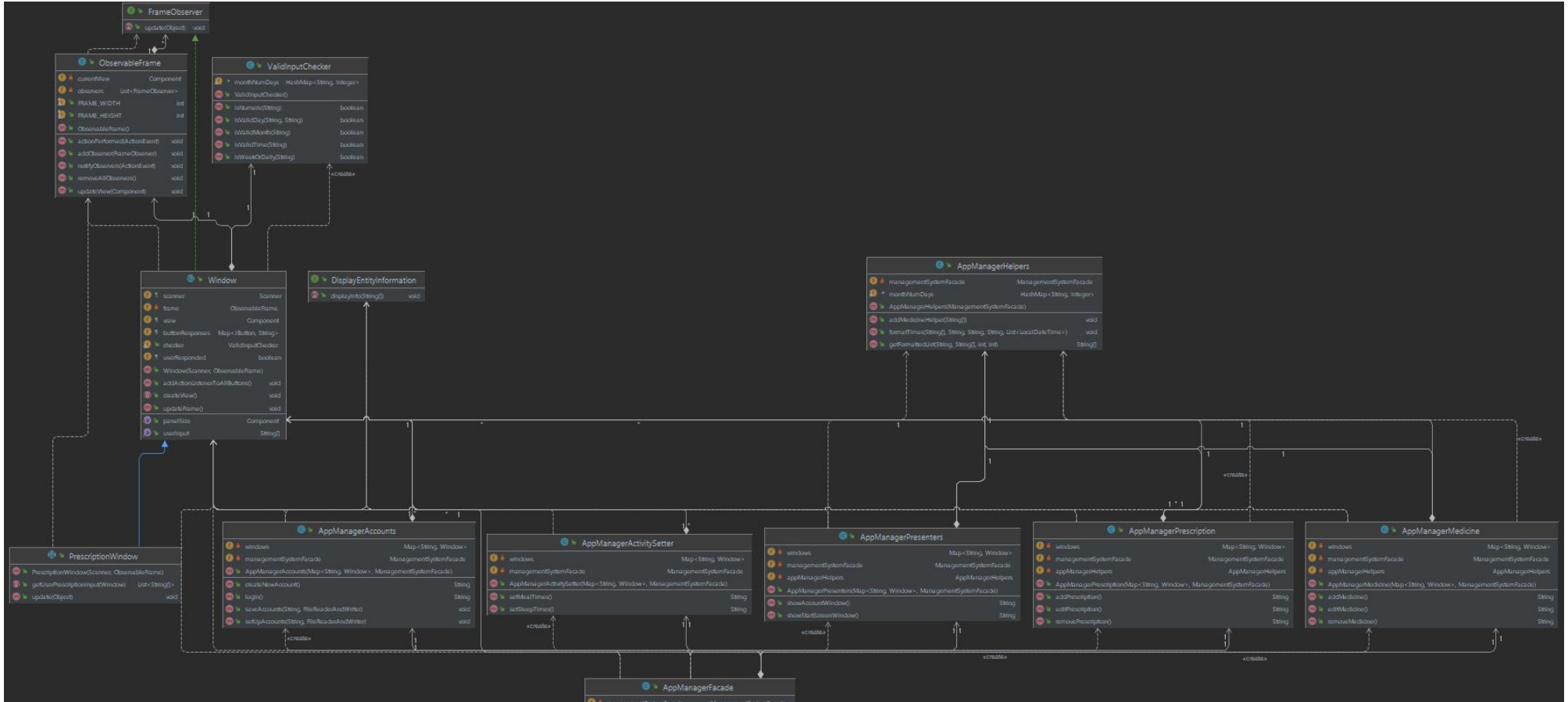
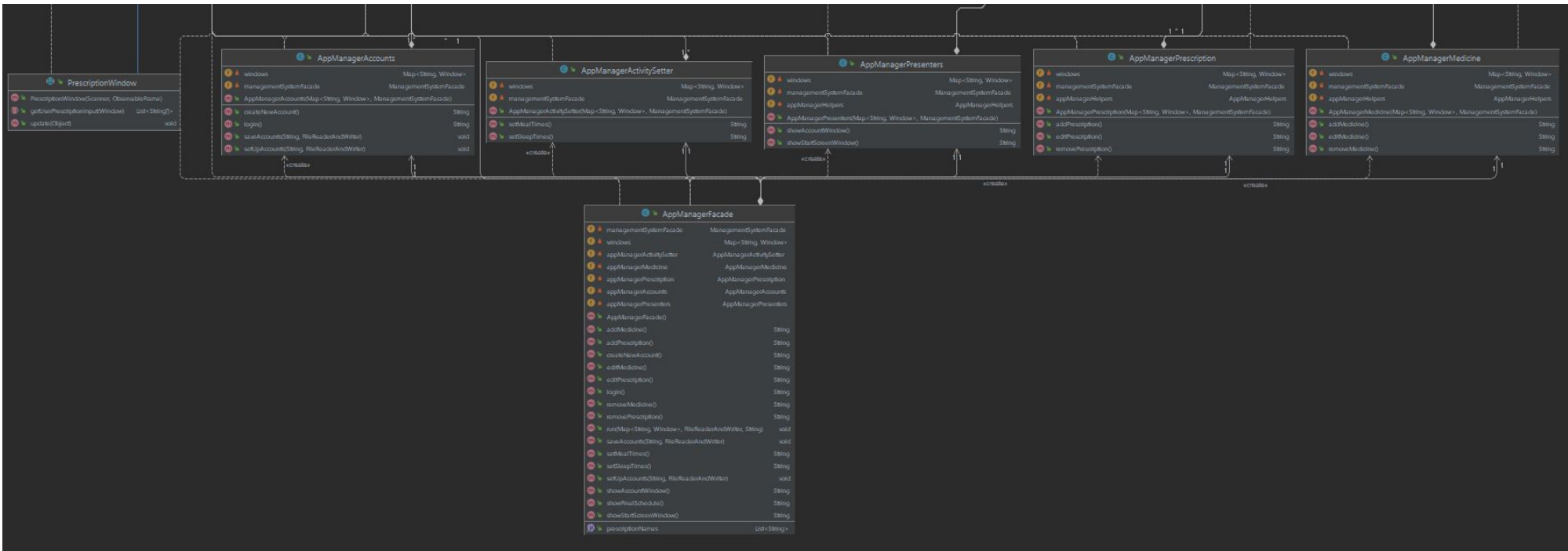
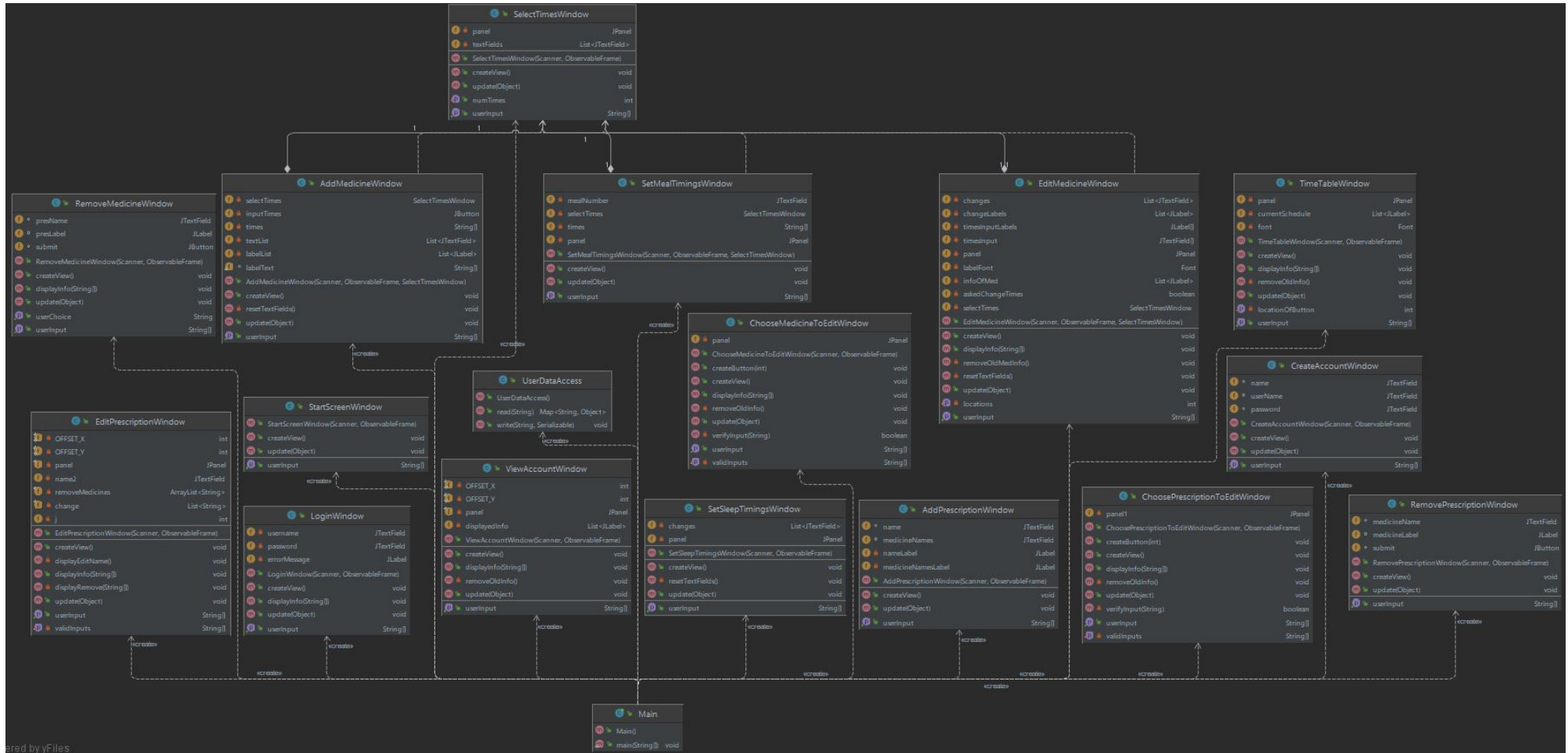


# AppManager Facade

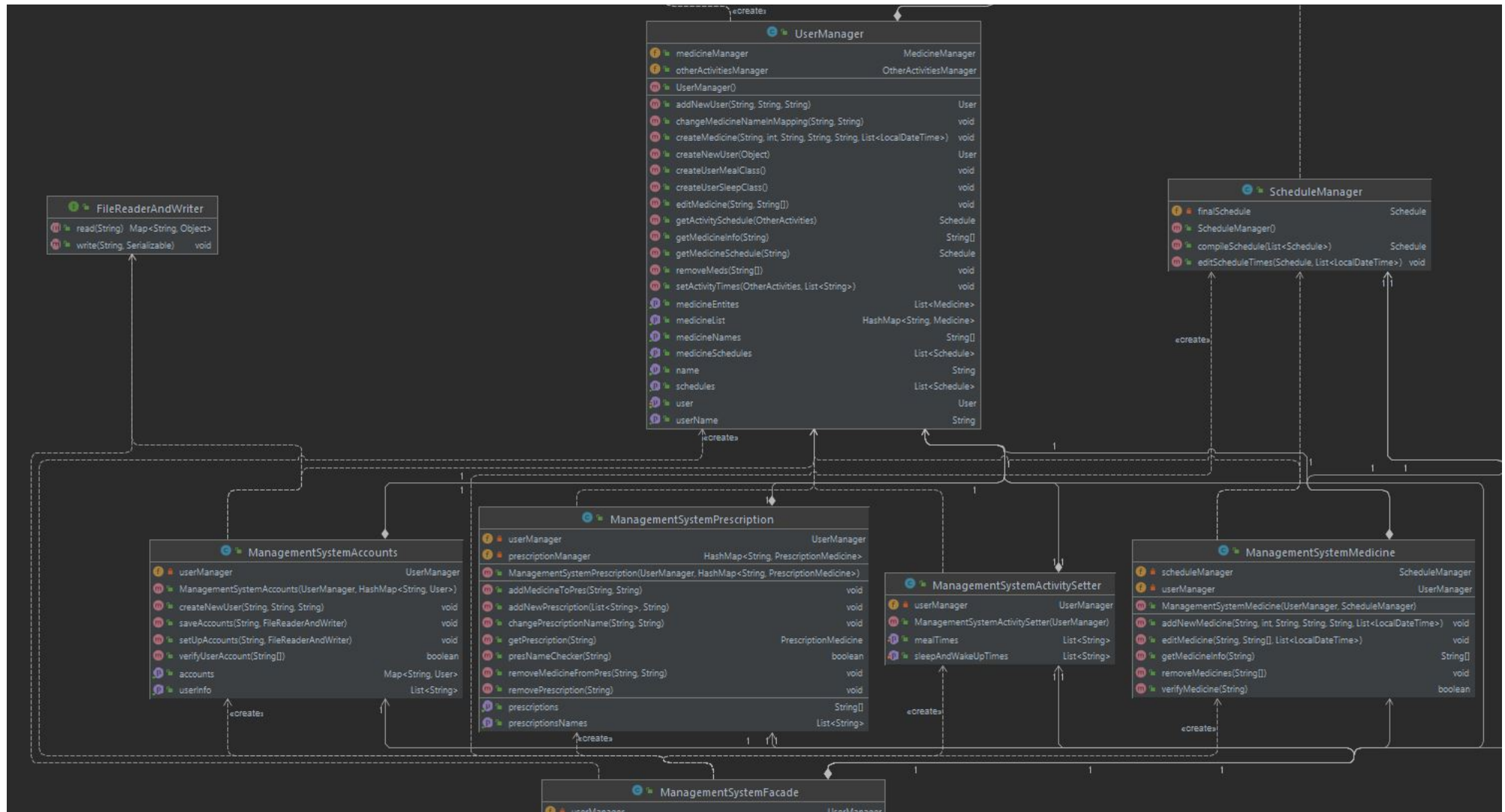


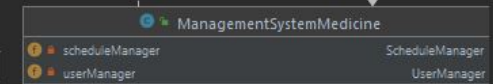
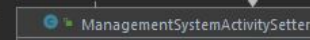
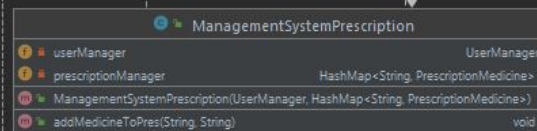
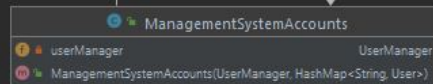
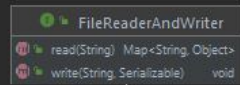
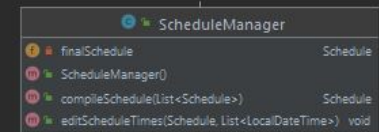
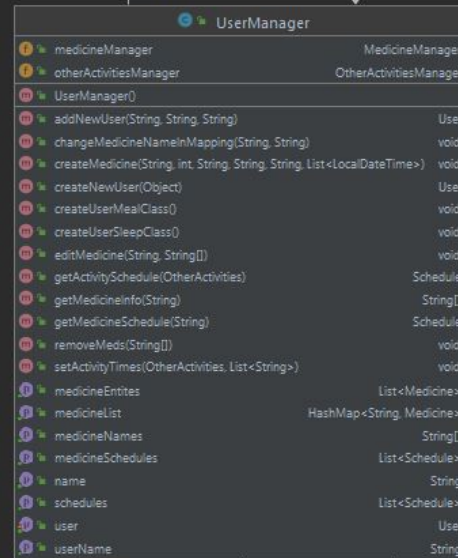
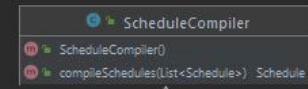
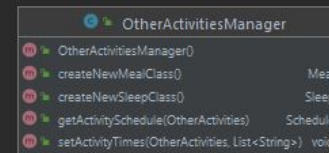
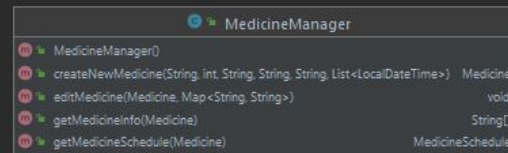


# Frameworks and Drivers



# ManagementSystem Facade







```

class ManagementSystemAccounts {
    userManager: UserManager
    ManagementSystemAccounts(userManager: UserManager, hashMap: HashMap<String, User>)
    createNewUser(string: String, string: String): void
    saveAccounts(string: String, fileReaderAndWriter: FileReaderAndWriter): void
    setUpAccounts(string: String, fileReaderAndWriter: FileReaderAndWriter): void
    verifyUserAccount(string: String[]): boolean
    accounts: Map<String, User>
    userinfo: List<String>
}

```

```

class ManagementSystemPrescription {
    userManager: UserManager
    prescriptionManager: HashMap<String, PrescriptionMedicine>
    ManagementSystemPrescription(userManager: UserManager, hashMap: HashMap<String, PrescriptionMedicine>)
    addMedicineToPres(string: String, string: String): void
    addNewPrescription(list: List<String>, string: String): void
    changePrescriptionName(string: String, string: String): void
    getPrescription(string: String): PrescriptionMedicine
    presNameChecker(string: String): boolean
    removeMedicineFromPres(string: String, string: String): void
    removePrescription(string: String): void
    prescriptions: String[]
    prescriptionsNames: List<String>
}

```

```

class ManagementSystemActivitySetter {
    userManager: UserManager
    ManagementSystemActivitySetter(userManager: UserManager)
    mealTimes: List<String>
    sleepAndWakeUpTimes: List<String>
}

```

```

class ManagementSystemMedicine {
    scheduleManager: ScheduleManager
    userManager: UserManager
    ManagementSystemMedicine(userManager: UserManager, scheduleManager: ScheduleManager)
    addNewMedicine(string: String, int: Int, string: String, string: String, list: List<LocalDateTime>): void
    editMedicine(string: String, string: String, list: List<LocalDateTime>): void
    getMedicineInfo(string: String): String[]
    removeMedicines(string: String[]): void
    verifyMedicine(string: String): boolean
}

```

```

class ManagementSystemFacade {
    userManager: UserManager
    scheduleManager: ScheduleManager
    prescriptionManager: HashMap<String, PrescriptionMedicine>
    managementSystemAccounts: ManagementSystemAccounts
    managementSystemActivitySetter: ManagementSystemActivitySetter
    managementSystemMedicine: ManagementSystemMedicine
    managementSystemPrescription: ManagementSystemPrescription
    ManagementSystemFacade()
    addMedicineToPres(string: String, string: String): void
    addNewMedicine(string: String, int: Int, string: String, string: String, list: List<LocalDateTime>): void
    addNewPrescription(list: List<String>, string: String): void
    changePrescriptionName(string: String, string: String): void
    createNewUser(string: String, string: String, string: String): void
    editMedicine(string: String, string: String, list: List<LocalDateTime>): void
    getMedicineInfo(string: String): String[]
    getPrescription(string: String): PrescriptionMedicine
    makeSchedule(): String[]
    presNameChecker(string: String): boolean
    removeMedicineFromPres(string: String, string: String): void
    removeMedicines(string: String[]): void
    removePrescription(string: String): void
    saveAccounts(string: String, fileReaderAndWriter: FileReaderAndWriter): void
    setUpAccounts(string: String, fileReaderAndWriter: FileReaderAndWriter): void
    verifyMedicineList(string: String): boolean
    verifyUserAccount(string: String[]): boolean
    accounts: Map<String, User>
    mealTimes: List<String>
    prescriptions: String[]
    prescriptionsNames: List<String>
    sleepAndWakeUpTimes: List<String>
    userinfo: List<String>
}

```

# Entities