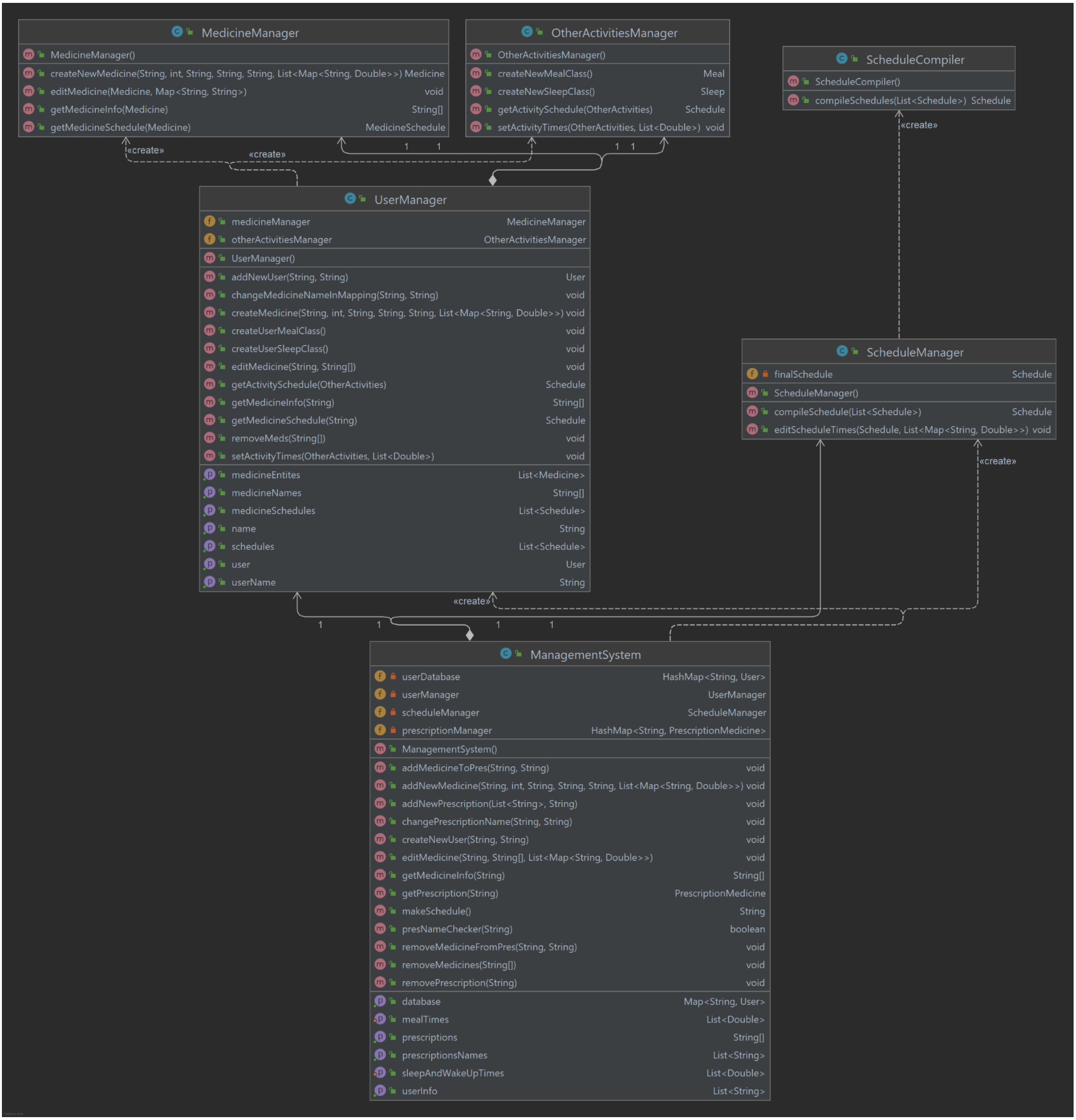
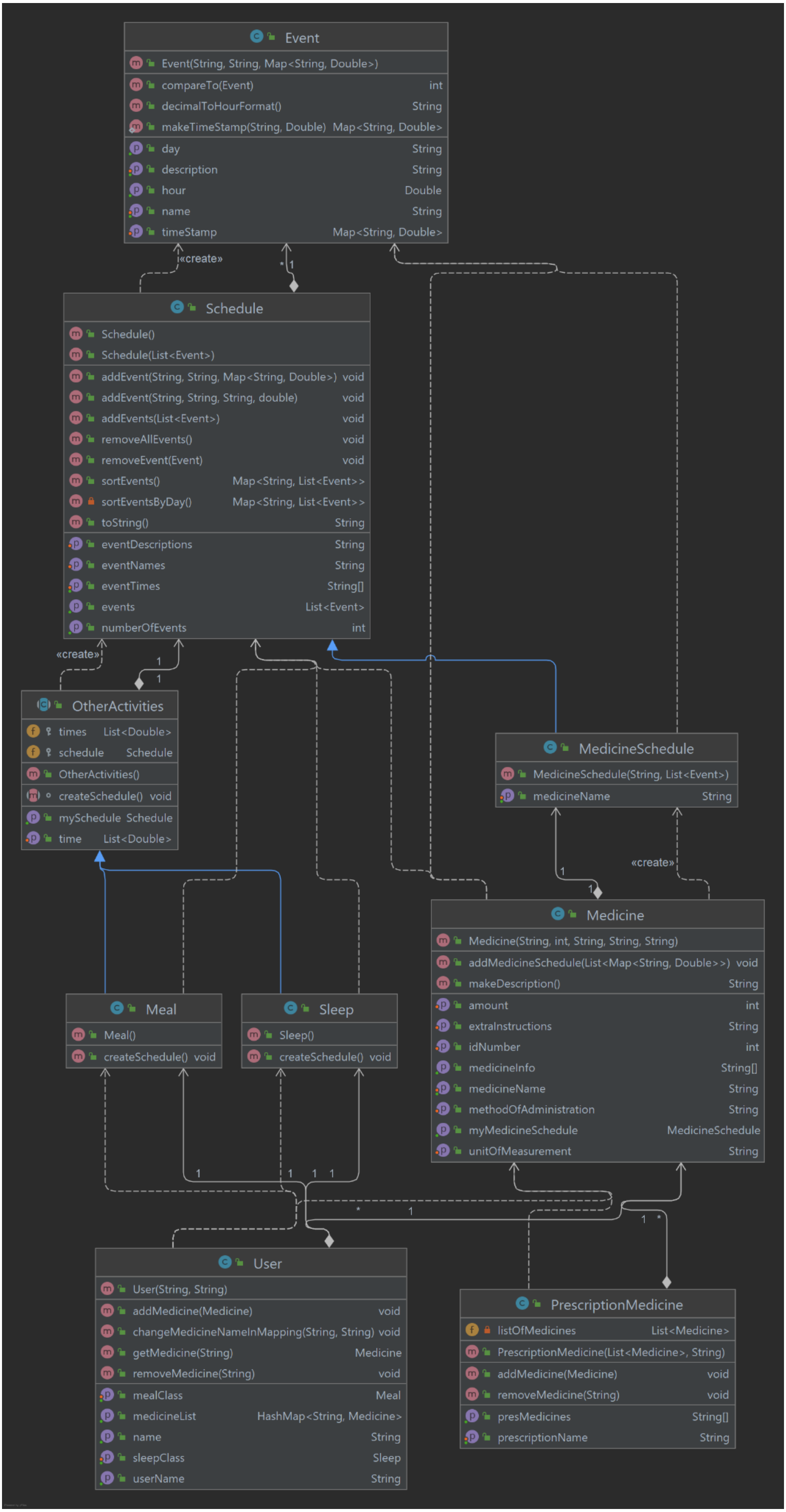
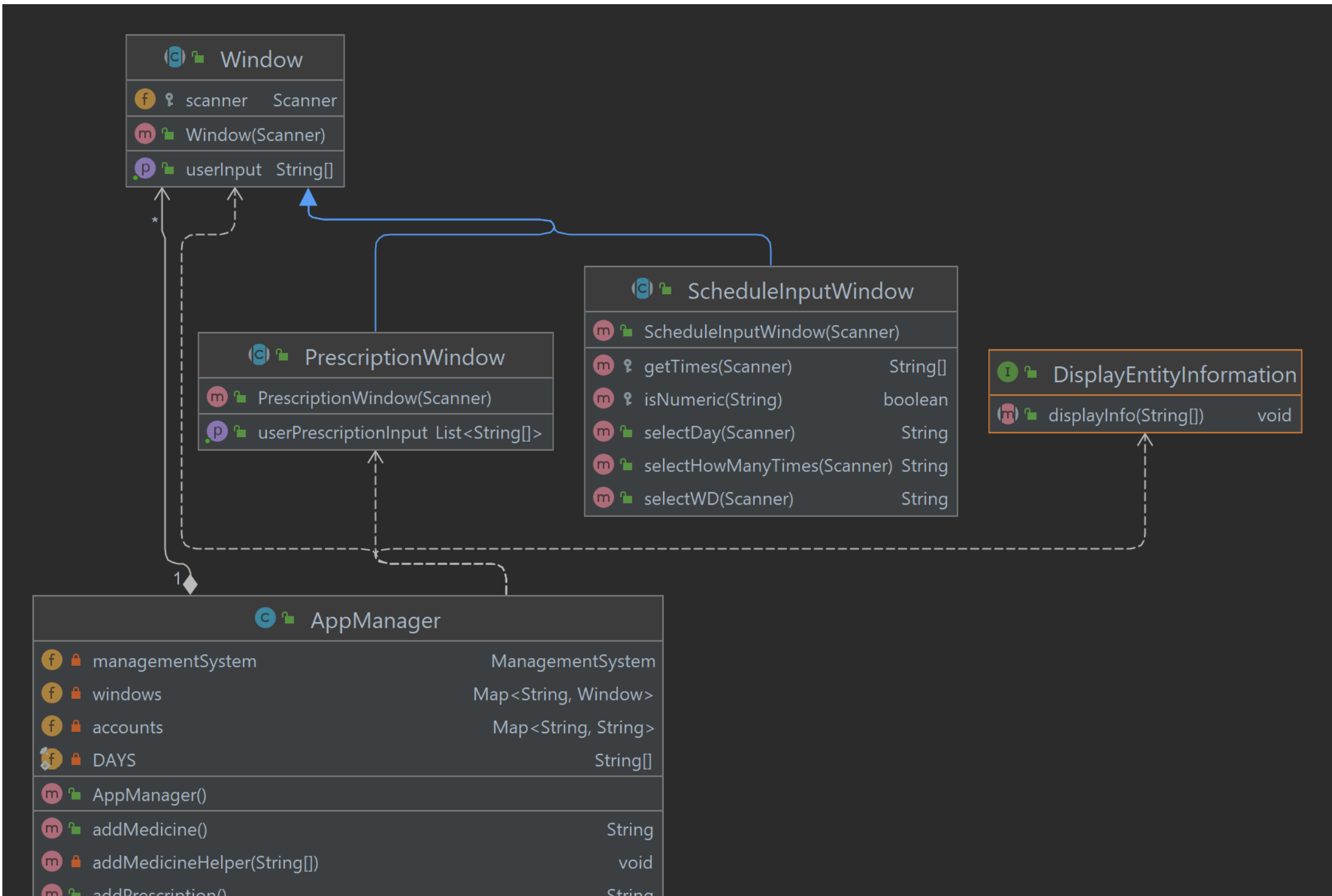
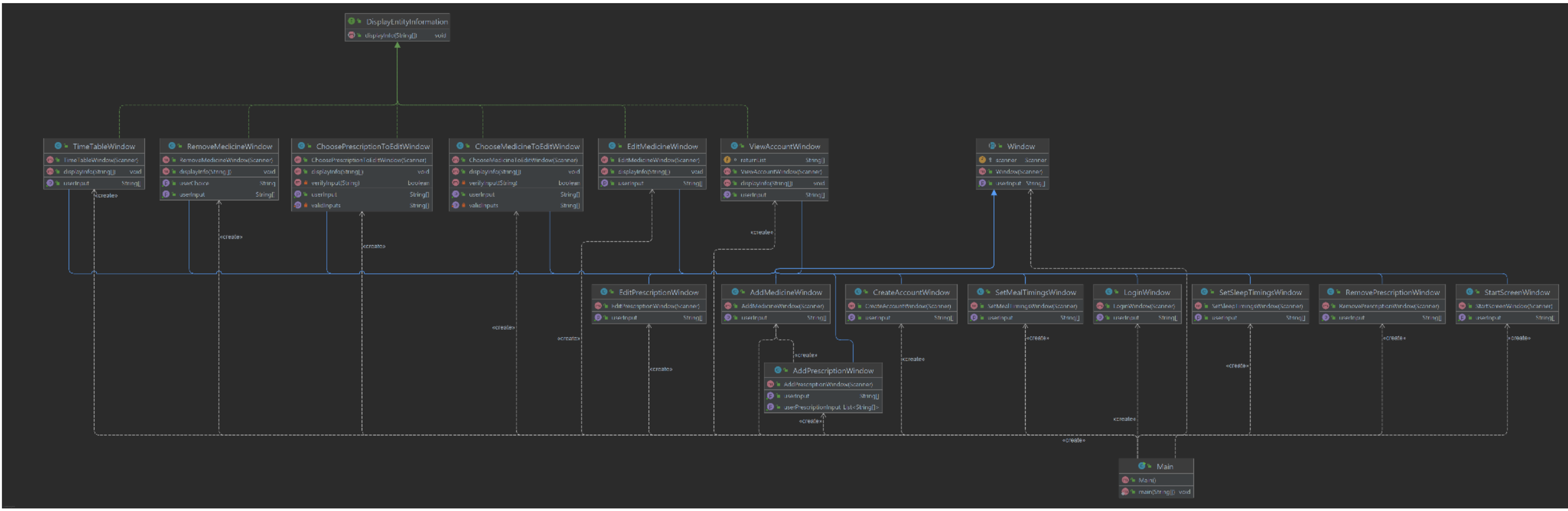
Application Business Rules UML Diagram



Entities


Event
Event(String, String, Map<String, Double>)
compareTo(Event) int
decimalToHourFormat() String
makeTimeStamp(String, Double) Map<String, Double>
day String
description String
hour Double
name String
timeStamp Map<String, Double>
«create»
*
1
Schedule
Schedule()
Schedule(List<Event>)
addEvent(String, String, Map<String, Double>) void
addEvent(String, String, String, double) void
addEvents(List<Event>) void
removeAllEvents() void
removeEvent(Event) void
sortEvents() Map<String, List<Event>>
sortEventsByDay() Map<String, List<Event>>
toString() String
eventDescriptions String
eventNames String
eventTimes String[]
events List<Event>
numberOfEvents int
«create»
1
1
OtherActivities
times List<Double>
schedule Schedule
OtherActivities()
createSchedule() void
mySchedule Schedule
time List<Double>
MedicineSchedule
MedicineSchedule(String, List<Event>)
medicineName String
«create»
1
1
Medicine
Medicine(String, int, String, String, String)
addMedicineSchedule(List<Map<String, Double>>) void
makeDescription() String
amount int
extraInstructions String
idNumber int
medicineInfo String[]
medicineName String
methodOfAdministration String
myMedicineSchedule MedicineSchedule
unitOfMeasurement String
Meal
Meal()
createSchedule() void
Sleep
Sleep()
createSchedule() void
1
1
1
1
*
1
1
*
User
User(String, String)
addMedicine(Medicine) void
changeMedicineNameInMapping(String, String) void
getMedicine(String) Medicine
removeMedicine(String) void
mealClass Meal
medicineList HashMap<String, Medicine>
name String
sleepClass Sleep
userName String
PrescriptionMedicine
listOfMedicines List<Medicine>
PrescriptionMedicine(List<Medicine>, String)
addMedicine(Medicine) void
removeMedicine(String) void
presMedicines String[]
prescriptionName String

Interface Adapters



Frameworks and Drivers with Inheritance Shown