## **CRC Model**

**Optimistic Newts** 

Enterprise Business Rules	User	
Respor	nsibilities	Collaborators
<ul> <li>id</li> <li>username</li> <li>password</li> <li>location</li> <li>interests</li> <li>rating</li> <li>numRatings</li> <li>loginStatus</li> <li>friends</li> <li>conversations</li> <li>getId()</li> <li>getUsername()</li> <li>setUsername()</li> <li>getPassword()</li> <li>setPassword()</li> </ul>	<ul> <li>getLocation()</li> <li>getInterests()</li> <li>setLocation()</li> <li>addInterest()</li> <li>removeInterest()</li> <li>getRating()</li> <li>addRating()</li> <li>login()</li> <li>logout()</li> <li>addFriend()</li> <li>removeFriend()</li> <li>getFriends()</li> <li>addConversation()</li> <li>removeConversation()</li> <li>getConversations()</li> </ul>	• Conversation

Enterprise Business Rules

## Conversation

Responsibilities		Collaborators	
<ul> <li>id</li> <li>title</li> <li>topic</li> <li>location</li> <li>locationRadius</li> <li>minRating</li> <li>maxSize</li> <li>closingTime</li> <li>isOpen #public</li> <li>messages</li> <li>users</li> <li>getId()</li> <li>getTitle()</li> <li>setTopic()</li> <li>setTopic()</li> </ul>	<ul> <li>getLocation()</li> <li>setLocation()</li> <li>getLocationRadius()</li> <li>setLocationRadius()</li> <li>getMinRating()</li> <li>setMinRating()</li> <li>getMaxSize()</li> <li>setMaxSize()</li> <li>getClosingTime()</li> <li>setClosingTime()</li> <li>getMessages()</li> <li>addMessage()</li> <li>removeMessage()</li> <li>getUsers()</li> <li>addUser()</li> <li>removeUser()</li> </ul>	• User • Message	

Enterprise Business
Rules

## Message

Responsibilities	Collaborators	
<ul> <li>body</li> <li>author</li> <li>writtenAt # set to time of constructor call</li> <li>lastUpdatedAt</li> <li>getBody()</li> <li>setBody()</li> <li>getAuthor()</li> <li>getWrittenAt()</li> <li>getLastUpdatedAt()</li> <li>setLastUpdatedAt() #set to time of method call. Make this private and call inside of setBody()</li> </ul>	• User	

Enterprise Business Rules	ConversationQueue	implements Queue <conversation></conversation>
Respo	onsibilities	Collaborators
For Queue interface     add()     element()     offer()     peek()     poll()     remove()     + some Collection interface methods	ConversationQueue specific:	<ul> <li>Conversation</li> <li>KeyedConversation</li> </ul>

Application Business Rules	UserManager	implements InputBoundar
Res	sponsibilities	Collaborators
<ul> <li>user</li> <li>UserInteractor(User)</li> <li>Create User</li> <li>Login User</li> <li>Delete User</li> </ul>	• request(RequestModel)	RequestModel (data structure)

Application Business Rules	ConversationManage	implements InputBoundar r
Respon	sibilities	Collaborators
<ul> <li>conversation</li> <li>ConversationInteractor(Conversation)</li> <li>Create Conversation</li> <li>Change Conversation Status</li> <li>Add Messages to conversation</li> </ul>	• request()	<ul> <li>Conversation</li> <li>RequestModel</li> </ul>

Application Business Rules	MessageManager	implements InputBounda
Respo	nsibilities	Collaborators
<ul> <li>message</li> <li>MessageInteractor(Message)</li> <li>Creates messages</li> <li>Updates messages</li> </ul>	• request()	Message     RequestModel

Application Business Rules	ConversationQueueManaç	implements InputBoundary ger
Respon	sibilities	Collaborators
<ul> <li>conversationQueue</li> <li>ConversationQueueInteractor(C onversationQueue)</li> <li>Creates a new ConversationQueue</li> <li>Dequeues Conversations from the ConversationQueue</li> </ul>	• request()	<ul> <li>ConversationQueue</li> <li>RequestModel</li> </ul>

Interface Adapters  Controller		
Responsibilities	Collaborators	
<ul> <li>inOut</li> <li>Validate input</li> <li>Call appropriate interactor</li> </ul>	<ul> <li>Application.RequestModel</li> <li>Application.InputBoundary</li> <li>Adapters.InOut (interface)</li> <li>Many Interactors</li> </ul>	

Interface Adapters	Presenter	implements Application.OutputBoundary
Responsi	bilities	Collaborators
<ul><li>inOut</li><li>response()</li><li>outputResponse()</li></ul>		<ul> <li>Adapters.InOut (interface)</li> <li>Application.ResponseModel</li> </ul>

Frameworks & Drivers	CliDriver	implements Adapters.StringInOu
Responsib	ilities	Collaborators
<ul><li>reader</li><li>getInput()</li><li>sendOutput()</li></ul>		

Frameworks & Drivers  CliMain		
Responsibilities		Collaborators
Main method		adapters.Controller