1. **Registration Screen**

* Open MPM Application
* Check co ton tai User Account bool HaveUserAccount() – Layer 01
* Neu HaveUserAccount = false -> Login Screen
* Tren Login Screen Click SignUp Button void OnClickSignUp(View v) -> Move to Signup Screen
* Tren SignUp Screen nhap 2 thong tin Name, Email, Password
* Call method string SignUp(User user) - Layer 02

{

bool UserInfoValidation(string name, string email, string password) Layer 02{

bool IsValidName(string name); Layer 02

bool IsValidEmail(string email); Layer 02

bool IsValidPassword(string password); Layer 02

if UserInfoValidation = true

string encryptedpassword = string EncryptPassword(string password) Layer 02 // MD5

}

User user = new User (name, email, encryptedpassword);

int Insert(User user) Layer 03

}

* Move to Login Screen

1. **Authentication Screen**

* Tren Login Screen Nhap thong tin Email, Password
* Click on Login Button void OnClickLogin(View v) Layer 01
* string Login(string email, string password) Layer 02{

string EncryptPassword(string password) Layer 02

User user = new User(string email, string password)

User GetUser(int userid) Layer 03

Void SaveAccount(JSONObject user); Layer 01

}

* Move to Home Screen

1. **Home Screen**

* Void BindData(int userid) Layer01
* LoadProjectbyUser(int userid) Layer 02
* GetProjectbyUserID(int userid) Layer 03
* OnClickMessage(View v) Layer 01
* OnClickUserManagement(View v) Layer 01
* OnClickProjectDetal(View v) Layer 01
* OnClickAddProject(View v) Layer 01

1. **User Management Screen**

* OnClickHome(View v) Layer 01
* OnClickMyTask(View v) Layer 01
* OnClickSetting(View v) Layer 01
* OnClickLogout(View v) Layer 01

1. **Add New Project Dialog Screen**

* Click + Button bool CheckAdminPermssion(int userid) Layer 01-> string CheckPermission(int userid) Layer 02 - > string GetUserType(int userid) Layer03
* Dialog xuat hien, nhap ten Project
* Void OnClickCancel(View v) Layer 01
* Void OnClickOKSave(View v) Layer 01
* String AddNewProject(string projectname, int userid) Layer 02
* Bool IsValidProjectName(string projectname); Layer02
* Project project = new Project();
* int InsertProject(Project project);
* State state1 = New State(project.ProjectID, “ToDo”);
* State state2 = New State(project.ProjectID, “Doing”);
* State state3 = New State(project.ProjectID, “Done”);
* Move to Home Screen

1. **State Broad Screen**

* BindData(int userid) Layer 01
* LoadTaskbyUser(int userid) Layer 02
* GetTaskbyUserID(int userid) Layer 03
* UpdateOverdue(List<Task> list) Layer 02
* UpdateTask Status(int userid) Layer 03
* GetTaskbyUserID(int userid) Layer 03
* OnClickAddTask(View v) Layer 01
* OnClickProjectSetting(View v) Layer 01
* OnClickEditTask(View v) Layer 01
* OnClickUserDetail(View v) Layer 02

1. **UserDetail Screen**

* BindData(int userid) Layer 01
* LoadUserDetail(int userid) Layer 02
* User GetUser(int userid) Layer 03

1. **Add Task Dialog Screen**

* Click + Button bool CheckAdminPermssion(int userid) Layer 01-> string CheckPermission(int userid) Layer 02 - > string GetUserType(int userid) Layer03
* Dialog xuat hien, nhap ten Task
* Void OnClickCancel(View v) Layer 01
* Void OnClickOKSave(View v) Layer 01
* String AddNewTask(string taskname, int userid, int stated, int projectid ) Layer 02
* Bool IsValidTaskName(string tasktname); Layer02
* int InsertTask(Task task);

1. **Edit Task Screen**

* BindData(int taskid) Layer 01
* LoadTaskDetail(int taskid) Layer 02
* GetTaskDetail(int taskid) Layer 03
* OnClickSave(View v) Layer 01
* string CheckTeamRole(int userid) Layer 01-> string CheckTeamRole (int userid) Layer 02 - > string GetTeamRole(int userid) Layer 03
* if CheckTeamRole() == Mem CheckTaskAssignment(int userid) Layer 01-> string ChekTaskAssignment(int userid) Layer 02 -> boolean GetTaskAssignment(int userid) Layer 03
* UpdateTask(Task task) Layer 02
* UpdateTask(Task task) Layer 03
* LoadTaskComment(int taskid) Layer 02
* GetCommentbyTask(int taskid) Layer 03
* OnClickAssignTask(View v) Layer 01

1. **Assign Task Screen**

* BindData( int projectid) Layer 01
* LoadUserbyProject(int projected) Layer 02
* GetUserbyProjectID(int projected) Layer 03
* OnClickSelectUser(View v) Layer 03

1. **Project Settings Screen (Drop Menu)**

* OnClickProjectSetting(View v) Layer 01
* OnClickProjectMember(View v) Layer 01
* OnClickStateBroad(View v) Layer 01

1. **My Task Screen**

* BindData(int userid) Layer 01
* LoadTaskbyUser(int userid) Layer 02
* GetTaskbyUserID(int userid) Layer 03
* UpdateOverdue(List<Task> list) Layer 02
* UpdateTask Status(int userid) Layer 03
* GetTaskbyUserID(int userid) Layer 03
* OnClickAddTask(View v) Layer 01
* OnClickProjectSetting(View v) Layer 01
* OnClickEditTask(View v) Layer 01
* OnClickUserDetail(View v) Layer 02

1. **State Broad Setting Screen**

* BindData(int projectid) Layer 01
* LoadStatebyProject(int projectid) Layer 02
* GetStatebyProjectID(int projectid) Layer 03
* OnClickStateDetail(View v) Layer 01

1. **State Detail Screen**

* BindData(int stateid) Layer 01
* LoadStateDetail(int stateid) Layer 02
* GetStateDetail(int stateid) Layer 03
* OnClickSave(View v) Layer 01
* UpdateState(string statename) Layer 02
* UpdateState(string statename) Layer 03
* OnClickCancel(View v) Layer 01

1. **Project Member Screen**

* BindData(int projectid) Layer 01
* LoadUserbyProject(int projectid) Layer 02
* GetUserbyProject(int projectid) Layer 03
* OnClickAddMember(View v) Layer 01

1. **Add New Member Dialog**

* SearchUser() Layer 01
* OnClickCancel(View v) Layer 01
* OnClickSave(View v) Layer 01
* AddMember(int userid) Layer 02
* InsertJoinProject() Layer 03

1. **Member Detail Dialog**

* BindData(int userid) Layer 01
* LoadUserDetail(int userid) Layer 02
* GetUserDetail(int userid) Layer 03
* OnClickRemove(View v) Layer 01
* RemoveUserFormProject(int userid) Layer 02
* DeleteJoinProject(int userid, int projectid) Layer 03
* OnClickSendMessage(View v) Layer 01

1. **Notification Screen**

* BindData(int userid) Layer 01
* LoadOfflineMessage(int userid) Layer 02
* GetOfflineMessage(int userid) Layer 03
* LoadOfflineNotification(int userid) Layer 02
* GetOfflineNotification(int userid)

1. **User Profile Screen**

* BindData(int userid) Layer01
* LoadUserDetail(int userid) Layer 02
* GetUserDetail(int userid) Layer 03

1. **Send Message Screen**

* OnClickSend(string message) Layer 01
* SendMessage(int sender, int receiver, string message) Layer 02