PrivateChat

sender: User
receiver: User

GroupChat

sender: User
groupMember: User[]

Chat

class Message
msgs: Message[]

addMessage(): Chat
ArrayList<Message>

Message

sender: User
receiver: User
text: String

User

String name;
String ID;
Photo photo;
Traits;   (ArrayList<**Trait**>)

leaveReview(user User): Review
fileReport(user User)
requestToJoin(event Activity): ?
inviteToJoin(event Activity,
participant User): ?
initiateChat(user User): Chat
addTraitToSelf(trait Trait): ?
addTrainToOthers(user User,
trait Trait): ?

Trait

name: String

Report

content: String
questionableUser: User

Review

content: String
reviewer: **User**
reviewee: **User**

Post

activity: Activity

createNew(host User,
time Time, tags: Tag[]):
Activity

History

activities: Activity[]
user: User

Activity

host: User
participants: ArrayList<User>
location: Location
time: Time
tags: ArrayList<Tag>

start(): Activity
finish(): Activity
addTag(tag Tag): activity
postpone(newTime Time):
Activity

Tag

text: String

Notification

msg: String

State

NOT_STARTED: int = 0
STARTED: int = 1
FINISHED: int = -1

Location

address: String
longitude: Double
latitude: Double

Time

time: int

Legend:

: main classes (core of the system)

: classes only used by 1 main class
(not of system skeleton)

: subclasses