

```
classDiagram
    class SensorWindow {
        class Attributes
        +chooseEncodingType()
        +createSensor()
    }
    class DatabaseWindow {
        class Attributes
        +chooseObservationType()
        +chooseSensor()
        +createSensor()
        +chooseProperty()
        +createProperty()
        +addUnit()
        +createDatabase()
    }
    class ThingWindow {
        class Attributes
        +addProperty()
        +chooseLocation()
        +createLocation()
        +createThing()
    }
    class MegaWindow {
        class Attributes
        +addEntry()
        +removeEntry()
    }
    class LocationWindow {
        class Attributes
        +chooseEncodingType()
        +createLocation()
    }
    class PropertyWindow {
        class Attributes
        +createProperty()
    }
    class MainWindow {
        class Attributes
        +browse()
        +chooseThing()
        +createThing()
        +chooseTimeZone()
        +addColumn()
        +chooseConfig()
        +chooseDataStream()
        +createDataStream()
        +addDataStream()
        +saveConfiguration()
        +showPreview()
        +resetConfig()
        +import()
        +help()
        +downloadErrors()
        +addMegaNumbers()
    }
```

The diagram illustrates the Frontend structure, showing seven windows and their associated attributes and methods:

- SensorWindow**: Attributes; +chooseEncodingType; +createSensor
- DatabaseWindow**: Attributes; +chooseObservationType; +chooseSensor; +createSensor; +chooseProperty; +createProperty; +addUnit; +createDatabase
- ThingWindow**: Attributes; +addProperty; +chooseLocation; +createLocation; +createThing
- MegaWindow**: Attributes; +addEntry; +removeEntry
- LocationWindow**: Attributes; +chooseEncodingType; +createLocation
- PropertyWindow**: Attributes; +createProperty
- MainWindow**: Attributes; +browse; +chooseThing; +createThing; +chooseTimeZone; +addColumn; +chooseConfig; +chooseDataStream; +createDataStream; +addDataStream; +saveConfiguration; +showPreview; +resetConfig; +import; +help; +downloadErrors; +addMegaNumbers