SceneController (italic)

- + onClickgoToPage(String, int ?null) : void
- + loadLoginFrame()
- + loadRegisterFrame()
- + loadParameterFrame()
- + loadHomePageFrame()
- + loadSpecificTravelFrame()
- + loadFriendsFrame()
- + loadTrophiesFrame()
- + loadCollaboratorFrame()

(partially visible classes at right edge)

- + onClickCr...
- + onClickAd...
- + onClickgoT...
- + onClickUp...
- + onClickDe...

C...
- + onClickC...
- + onClickC...
- + onClickg...

s...

Co...
- + onClickUp...
- + onClickgoT...

s...

Co...
- + onClickDe...
- + onClickgoT...

- instan...
- + getC...
- + crea...

CollaboratorFrame

start()

CollaboratorController

eateCollaborator() : void

dUserCollaborator() : void

ToPage(String, int ?null) : void

dateCollaboratorName() : void

leteCollaborator() : void

CollaboratorChooseFrame

start()

CollaboratorChooseController

CreateCollaborator() : void

ChooseCollaboratorName() : void

oToPage(String, int ?null) : void

CollaboratorUpdateFrame

start()

ollaboratorUpdateController

dateCollaboratorName() : void

ToPage(String, int ?null) : void

CollaboratorDeleteFrame

start()

ollaboratorDeleteController

leteCollaborator() : void

ToPage(String, int ?null) : void

Exception

△

DBNotFoundException

<<Singleton>> CollaboratorFacade

+ *facade : CollaboratorFacade*

+ createCollaborator(Collaborator) : void

+ updateCollaborator(Collaborator) : void

+ findCollaboratorByTravel(Travel) : [Collaborator]

+ findCollaboratorByUser(User) : [Collaborator]

+ findCollaboratorByUserAndTravel(User, Travel) : C

+ findCollaboratorById(int) : Collaborator

+ deleteAllCollaboratorByUser(User) : void

+ deleteAllCollaboratorByTravel(Travel) : void

+ deleteCollaborator(Collaborator) : void

+ *getnstance(): CollaboratorFacade*

id_collaborateu

#travel : Travel

#user : User (?n

collaborator_na

+ getId() : int

+ getTravel() : T

+ getIdUser() : U

+ getName() : S

+ setTravel(Tra

+ setUser(User

+ setName(Strir

PostgresFactory

- instance : AbstractFactory

+ getCollaboratorDAO() : collaboratorDAO

+ createInstance : AbstractFactory

AbstractFactory

nce : AbstractFactory

CollaboratorDAO() : collaboratorDAO

teInstance : AbstractFactory

connectionToDB

- url : string

- user : string

- password : string

+ getConnection : Connection

collaboratorDAOPostgres

+ createCollaborator(Collaborator) : void

+ deleteCollaborator(Collaborator) : void

+ deleteAllCollaboratorByTravel(Travel) : void

+ deleteAllCollaboratorByUser(User) : void

+ findCollaboratorById(int) : Collaborator

+ findCollaboratorByUserAndTravel(User, Travel) : Collaborator

+ findCollaboratorByUser(User) : [Collaborator]

+ findCollaboratorByTravel(Travel) : [Collaborator]

Collaborator

r : serial

null)

me : string

Travel

User

String

vel) : void

) : void

ng) : void

<<Interface>> collaboratorDAO

+ createCollaborator(Collaborator) : void

+ deleteCollaborator(Collaborator) : void

+ deleteAllCollaboratorByTravel(Travel) : void

+ updateCollaborator(Collaborator) : void

+ findCollaboratorByTravel(Travel) : [Collaborator

+ findCollaboratorByUser(User) : [Collaborator]

+ findCollaboratorByUserAndTravel(User, Travel)

+ findCollaboratorById(int) : Collaborator

+ updateCollaborator(Collaborator) : void

+ deleteAllCollaboratorByUser(User) : void