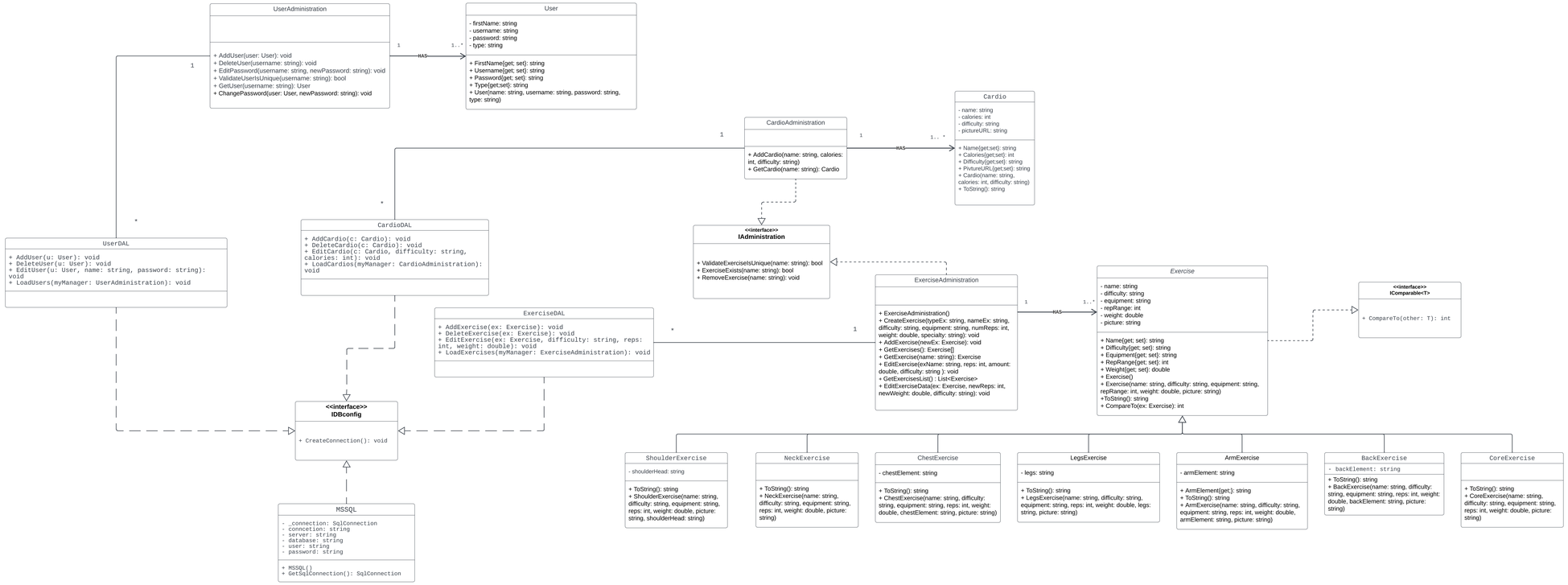
UserAdministration
+ AddUser(user: User): void
+ DeleteUser(username: string): void
+ EditPassword(username: string, newPassword: string): void
+ ValidateUserIsUnique(username: string): bool
+ GetUser(username: string): User
+ ChangePassword(user: User, newPassword: string): void
1
HAS
1..*
User
- firstName: string
- username: string
- password: string
- type: string
+ FirstName{get; set}: string
+ Username{get; set}: string
+ Password{get; set}: string
+ Type{get;set}: string
+ User(name: string, username: string, password: string, type: string)
CardioAdministration
+ AddCardio(name: string, calories: int, difficulty: string)
+ GetCardio(name: string): Cardio
1..*
Cardio
- name: string
- calories: int
- difficulty: string
- pictureURL: string
+ Name{get;set}: string
+ Calories{get;set}: int
+ Difficulty{get;set}: string
+ PivtureURL{get;set}: string
+ Cardio(name: string, calories: int, difficulty: string)
+ ToString(): string
*
CardioDAL
+ AddCardio(c: Cardio): void
+ DeleteCardio(c: Cardio): void
+ EditCardio(c: Cardio, difficulty: string, calories: int): void
+ LoadCardios(myManager: CardioAdministration): void
UserDAL
+ AddUser(u: User): void
+ DeleteUser(u: User): void
+ EditUser(u: User, name: string, password: string): void
+ LoadUsers(myManager: UserAdministration): void
<<interface>>
IAdministration
+ ValidateExerciseIsUnique(name: string): bool
+ ExerciseExists(name: string): bool
+ RemoveExercise(name: string): void
ExerciseAdministration
+ ExerciseAdministration()
+ CreateExercise(typeEx: string, nameEx: string, difficulty: string, equipment: string, numReps: int, weight: double, specialty: string): void
+ AddExercise(newEx: Exercise): void
+ GetExercises(): Exercise[]
+ GetExercise(name: string): Exercise
+ EditExercise(exName: string, reps: int, amount: double, difficulty: string): void
+ GetExercisesList() : List<Exercise>
+ EditExerciseData(ex: Exercise, newReps: int, newWeight: double, difficulty: string): void
Exercise
- name: string
- difficulty: string
- equipment: string
- repRange: int
- weight: double
- picture: string
+ Name{get; set}: string
+ Difficulty{get; set}: string
+ Equipment{get; set}: string
+ RepRange{get; set}: int
+ Weight{get; set}: double
+ Exercise()
+ Exercise(name: string, difficulty: string, equipment: string, repRange: int, weight: double, picture: string)
+ToString(): string
+ CompareTo(ex: Exercise): int
<<interface>>
IComparable<T>
+ CompareTo(other: T): int
ExerciseDAL
+ AddExercise(ex: Exercise): void
+ DeleteExercise(ex: Exercise): void
+ EditExercise(ex: Exercise, difficulty: string, reps: int, weight: double): void
+ LoadExercises(myManager: ExerciseAdministration): void
<<interface>>
IDBconfig
+ CreateConnection(): void
MSSQL
- _connection: SqlConnection
- conncetion: string
- server: string
- database: string
- user: string
- password: string
+ MSSQL()
+ GetSqlConnection(): SqlConnection
ShoulderExercise
- shoulderHead: string
+ ToString(): string
+ ShoulderExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, picture: string, shoulderHead: string)
NeckExercise
+ ToString(): string
+ NeckExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, picture: string)
ChestExercise
- chestElement: string
+ ToString(): string
+ ChestExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, chestElement: string, picture: string)
LegsExercise
- legs: string
+ ToString(): string
+ LegsExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, legs: string, picture: string)
ArmExercise
- armElement: string
+ ArmElement(get;): string
+ ToString(): string
+ ArmExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, armElement: string, picture: string)
BackExercise
- backElement: string
+ ToString(): string
+ BackExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, backElement: string, picture: string)
CoreExercise
+ ToString(): string
+ CoreExercise(name: string, difficulty: string, equipment: string, reps: int, weight: double, picture: string)