Detailed Design with Design Patterns

Login GUI
accepted:boolean
Login(uname:String, pass:String

User Database <<Singleton>>
Users:array
Login(uname:String, pass:String

Register GUI
msg:String

User Database <<Singleton>>
Users:array
createProfile(uInfo:String)

Walk/Run GUI

Start()

<<Create>>

Walk/Run Recorder GUI

WalkSummary:String

Start()
Stop()

User Database
<<Singleton>>

RunRecords:array

SaveEx(sv:string)
getEntireSummary()
getSummary(n:integer)

EnterData

savedSuccessful:boolean
tab:String

saveSuccessful()

User Database
<<Singleton>>

WeightSumm: array
CalorieSum:array
RoutineInfio:array

saveWeight(we:String,date,String)
saveCalories(cal:int,date:string)
saveRoutine(name:string,rou:String)

AppSettings

savedSuccessful:boolean
tab:String

UpdateInfo(i:String)
editGoals(g:string)
desiredWindow(win:String)

User Database
<<Singleton>>

windowSettings:String
Goals:array
pInfo:String

savePInfo(in:String)
saveGoals(g:String)
editWin(w:string)