

Class User

java.lang.Object  
ultramirinc.champs\_mood.models.User

```
public class User
extends java.lang.Object
```

Created by Amir Osman on 2017-04-23. This is the template for a typical user.

Field Summary

Fields

Modifier and Type	Field and Description
private java.util.ArrayList<Break>	<b>breaks</b> A list of his breaks
private java.lang.String	<b>breakText</b> The break text of the user
private int	<b>floor</b> The floor of the user
private java.util.ArrayList<java.lang.String>	<b>friendList</b> A list of his friends
static int	<b>IN_BREAK</b> Code for if the user is in break
private boolean	<b>isFriend</b> Whether he is a friend or not with another user
private boolean	<b>isLocationShared</b> If the user's location is shared
private MyLocation	<b>lastLocation</b> The user's location
private java.lang.String	<b>mood</b> The mood of the user
private java.lang.String	<b>name</b> The user's name
private java.lang.String	<b>nameLowered</b> The user's name lowered

static int	<b>NOT_IN_BREAK</b> Code for if the user is not in break
private java.lang.String	<b>uId</b> The user's Id

### Constructor Summary

Constructors
Constructor and Description
<b>User()</b>
<b>User</b> (java.lang.String userId, java.lang.String name)

### Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method and Description	
boolean	<b>addToFriendList</b> (java.lang.String userId)	Adds a user to the friendList.
boolean	<b>addToFriendList</b> ( <b>User</b> user)	Adds a user to the friendList.
java.util.ArrayList< <b>Break</b> >	<b>getBreaks</b> ()	Gets the user's breaks.
java.lang.String	<b>getBreakStatus</b> ()	Getter for the break status.
java.lang.String	<b>getBreakText</b> ()	Getter for the breakText.
int	<b>getFloor</b> ()	Getter for the user's floor.
java.util.ArrayList<java.lang.String>	<b>getFriendList</b> ()	Returns the friendList of the user.
java.lang.String	<b>getFriendStatus</b> ( <b>User</b> user)	Gets the friend status.
java.lang.String	<b>getId</b> ()	Getter for the user's id.
<b>MyLocation</b>	<b>getLastLocation</b> ()	Getter for the user's location.
java.lang.String	<b>getMood</b> ()	Getter for the mood.
java.lang.String	<b>getName</b> ()	Getter for the user's name.

java.lang.String	<b>getNameLowered()</b> Gets the user's name lowered
java.lang.String	<b>getuId()</b> Gets the user Id.
boolean	<b>isFriend()</b> Getter for isFriend.
boolean	<b>isFriend(java.lang.String userId)</b> Returns whether or not the user is friend with another user.
boolean	<b>isFriend(User user)</b> Returns whether or not the user is friend with another user.
boolean	<b>isLocationShared()</b> Getter for isLocationShared.
boolean	<b>removeFromFriendList(User user)</b> Removes a user from the user's friendList
void	<b>setBreaks(java.util.ArrayList&lt;Break&gt; breaks)</b> Sets the user's breaks.
void	<b>setBreakText(java.lang.String breakText)</b> Setter for the breakText.
void	<b>setFloor(int floor)</b> Setter for the user's floor.
void	<b>setFriend(boolean friend)</b> Setter for isFriend.
void	<b>setFriendList(java.util.ArrayList&lt;java.lang.String&gt; friendList)</b> Sets the user's friendList.
void	<b>setId(java.lang.String id)</b> Setter's for the user's id.
void	<b>setLastLocation(MyLocation lastLocation)</b> Setter for the user's location.
void	<b>setLocationShared(boolean locationShared)</b> Setter for isLocationShared.
void	<b>setMood(java.lang.String mood)</b> Setter for the mood.
void	<b>setName(java.lang.String name)</b> Setter for the user's name.
void	<b>setNameLowered(java.lang.String nameLowered)</b> Sets the user's name lowered
void	<b>setuId(java.lang.String uId)</b> Sets the user Id.

### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

## Field Detail

### IN\_BREAK

```
public static final int IN_BREAK
```

Code for if the user is in break

**See Also:**

[Constant Field Values](#)

### NOT\_IN\_BREAK

```
public static final int NOT_IN_BREAK
```

Code for if the user is not in break

**See Also:**

[Constant Field Values](#)

### uld

```
private java.lang.String uId
```

The user's Id

### name

```
private java.lang.String name
```

The user's name

### nameLowered

```
private java.lang.String nameLowered
```

The user's name lowered

### mood

```
private java.lang.String mood
```

The mood of the user

### isLocationShared

```
private boolean isLocationShared
```

If the user's location is shared

### breakText

```
private java.lang.String breakText
```

The break text of the user

#### isFriend

```
private boolean isFriend
```

Whether he is a friend or not with another user

#### friendList

```
private java.util.ArrayList<java.lang.String> friendList
```

A list of his friends

#### breaks

```
private java.util.ArrayList<Break> breaks
```

A list of his breaks

#### lastLocation

```
private MyLocation lastLocation
```

The user's location

#### floor

```
private int floor
```

The floor of the user

### ***Constructor Detail***

#### User

```
public User()
```

#### User

```
public User(java.lang.String userId,  
            java.lang.String name)
```

### ***Method Detail***

#### getId

```
public java.lang.String getId()
```

Getter for the user's id.

#### **setId**

```
public void setId(java.lang.String id)
```

Setter's for the user's id.

#### **getName**

```
public java.lang.String getName()
```

Getter for the user's name.

#### **setName**

```
public void setName(java.lang.String name)
```

Setter for the user's name.

#### **getMood**

```
public java.lang.String getMood()
```

Getter for the mood.

#### **setMood**

```
public void setMood(java.lang.String mood)
```

Setter for the mood.

#### **addToFriendList**

```
public boolean addToFriendList(User user)
```

Adds a user to the friendList.

#### **addToFriendList**

```
public boolean addToFriendList(java.lang.String userId)
```

Adds a user to the friendList.

#### **getFriendList**

```
public java.util.ArrayList<java.lang.String> getFriendList()
```

Returns the friendList of the user.

#### **getBreakStatus**

```
public java.lang.String getBreakStatus()
```

Getter for the break status.

#### **isFriend**

```
public boolean isFriend(User user)
```

Returns whether or not the user is friend with another user.

#### **isFriend**

```
public boolean isFriend(java.lang.String userId)
```

Returns whether or not the user is friend with another user.

#### **getFriendStatus**

```
public java.lang.String getFriendStatus(User user)
```

Gets the friend status.

#### **setBreakText**

```
public void setBreakText(java.lang.String breakText)
```

Setter for the breakText.

#### **getBreakText**

```
public java.lang.String getBreakText()
```

Getter for the breakText.

#### **getBreaks**

```
public java.util.ArrayList<Break> getBreaks()
```

Gets the user's breaks.

#### **setBreaks**

```
public void setBreaks(java.util.ArrayList<Break> breaks)
```

Sets the user's breaks.

#### **getuId**

```
public java.lang.String getuId()
```

Gets the user Id.

#### **setuId**

```
public void setuId(java.lang.String uId)
```

Sets the user Id.

#### **isLocationShared**

```
public boolean isLocationShared()
```

Getter for isLocationShared.

#### **setLocationShared**

```
public void setLocationShared(boolean locationShared)
```

Setter for isLocationShared.

#### **isFriend**

```
public boolean isFriend()
```

Getter for isFriend.

#### **setFriend**

```
public void setFriend(boolean friend)
```

Setter for isFriend.

#### **setFriendList**

```
public void setFriendList(java.util.ArrayList<java.lang.String> friendList)
```

Sets the user's friendList.

#### **getLastLocation**

```
public MyLocation getLastLocation()
```

Getter for the user's location.

#### **setLastLocation**

```
public void setLastLocation(MyLocation lastLocation)
```

Setter for the user's location.

#### **getFloor**

```
public int getFloor()
```

Getter for the user's floor.

#### **setFloor**

```
public void setFloor(int floor)
```



Setter for the user's floor.

#### **removeFromFriendList**

```
public boolean removeFromFriendList(User user)
```

Removes a user from the user's friendList

#### **getNameLowered**

```
public java.lang.String getNameLowered()
```

Gets the user's name lowered

#### **setNameLowered**

```
public void setNameLowered(java.lang.String nameLowered)
```

Sets the user's name lowered