

middleware.js
+ login(email, password) + register(userData) + editAccount(personalData) + deleteAccount(email, password) + getActivities() + createActivity(activityData, email, password) + editActivity(activityData, email, password) + deleteActivity(activityId, email, password) + getActivity(activityId) + getContents(category, difficulty) + getAllPatients(email, password) + createPatient(patientData, email, password) + editPatient(patientData, email, password) + deletePatient(patientId, email, password) + getPatient(patientId, email, password) + getAllContents(email, password) + createContent(contentData, email, password) + editContent(contentData, email, password) + deleteContent(contentId, email, password) + getContent(contentId, email, password) + editUser(userData, email, password) + deleteUser(userEmail, email, password) + getUser(userEmail, email, password)

navigator.js
- pages
- hide() - show() - render()

pubsub.js
- events
+ subscribe(eventName, callback) + publish(eventName, data)

tabs.js
- id - tabsDict
+ build(inputId, inputTabsDict) + render()

sidebar.js
- id - title - list - searchBarContainerId - buttonInfo
+ build(inputId, inputTitle, inputList, inputSearchBarContainerId, inputButtonInfo) + render() + search(inputSearch) + reset() + changeVisibility(visibility) + changeButtonState(state)

searchbar.js
- id - placeholder
+ build(inputId, inputPlaceholder) + render() + changeVisibility(visibility)

authenticator.js
- loginForm - registerForm
+ build(loginFormContainer, registerFormContainer) + render() + isLoggedIn() + clear()

form.js
- id - config
+ build(inputId, inputConfig) + render() + getData() + clear()

patientManager.js
- id - data - sessions - sessionsTable - sessionsGraph
+ build(inputId, inputData, inputSessions) + render() + setData() + getData() + setSessions() + getSessions() + clear()

sessionsTable.js
- id
+ build(inputId) + render(inputSessions)

sessionsGraph.js
- id
+ build(inputId) + render(inputSessions)

contentManager.js
- id - data - imageLoader
+ build(inputId, inputData) + render() + setData() + getData() + clear()

fileLoader.js
- id - config - files
+ build(inputId, inputConfig) + render() + getContent() + clear()

activityManager.js
- id - data
+ build(inputId, inputData) + render() + setData() + getData() + clear()

currentSession.js
- id - session
+ build(inputId, inputSession) + render() + setSession() + getSession() + clear()

activity.js
- id - title - difficulty - data
+ build(inputId, inputTitle, inputDifficulty, inputData) + render() + solve() + restart() + forward() + back()

activitiesList.js
- id - activities
+ build(inputId, inputActivities) + render() + setActivities() + getActivities()

