UML for Main and UserUI and Facade
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Main

+ main(args: String[])

UserUI

- ls: LoginSystem
- facade: Facade
- sc: Scanner
- userType: String
- userId: int
- email: String
- scheduleUI: ScheduleUI
- templateUI: TemplateUI
- messageUI: MessageUI
- frw: FileReadWriter

+ UserUI(facade: Facade)
+ run(): void
- process(): void
- editFriend(): void
- friendEdition(option: String): void
- changePwd(): void
- login(logDirect: boolean): int
- signUp(createAdmin: boolean): boolean
- pwdNotice(): void

Facade

+ ts: TemplateSystem
+ tm: TemplateManager
+ sm: ScheduleManager
+ ss: ScheduleSystem
+ um: UserManager
+ ls: LoginSystem
+ frw: FileReadWriter
+ mm: MessageManager
+ ms: MessageSender

+ Facade(params)
- setFileObservable(): void
- setMsgObservable(): void
+ getSm(): ScheduleManager
+ getMm(): MessageManager
+ createTemp(TemplateType: String): void
+ getTempData(): HashMap<Integer, String>
+ exitTemp(): void
+ saveSchedule(id: String): void
+ createTemp1(sc: Scanner): void