

UserManager UserAccount * currUser

- alpha::vector< UserAccount
 - > users
- ApiClient client
- - Parser parse
 - + UserManager(QObject
 - *parent=nullptr)

 - + ~UserManager()
 - + UserAccount * getCurrUser Ref()

 - + void addUser(const
 - QString username, const
 - QString password, const
 - bool admin)
 - + void modifyUser(const
 - QString username, const
 - QString password, const bool admin)
 - + void deleteUser(QString
 - username)
 - + void deleteAllUsers()
 - + void loadUsers() + void saveUsers()
 - + void authenticate(const
 - QString username, const
 - QString password)
 - void onGoodGetResponse (const QString &json)
 - void onBadGetResponse
 - (const QString &errorMsg)
 - void onGoodPostResponse()
 - void onBadPostResponse (const QString &errorMsg)
 - void onGoodDeleteResponse()
 - void onBadDeleteResponse (const QString &errorMsg)
 - UserAccount * currUser
 - alpha::vector< UserAccount ' > users
 - ApiClient client
 - Parser parse UserManager(QObject
 - *parent=nullptr)
 - ~UserManager()
 - UserAccount * getCurrUser
 - Ref() void addUser(const
- QString username, const
- QString password, const
- bool admin)
- void modifyUser(const QString username, const
- QString password, const
- bool admin) void deleteUser(QString
- username) void deleteAllUsers()
- void loadUsers()
- void saveUsers()
- void authenticate(const QString username, const
- QString password)
- void userChanged()
- void userNotChanged (const QString &message)
 - void statusMessage
 - (const QString &message)

 - void userAuthenticated

 - (const UserAccount *currUser)
 - void authenticationFailed (const QString &message)
 - void onGoodGetResponse (const QString &json)
- void onBadGetResponse (const QString &errorMsg)
- void onGoodPostResponse() void onBadPostResponse
- (const QString &errorMsg) void onGoodDeleteResponse()
- void onBadDeleteResponse (const QString &errorMsg)