UML Diagram

Model [Entity]

~teamMembers:TeamMember[*]; (Hashtable)
~choices:Choice[*]
~loggedInUser: TeamMember

+makeChoice: Choice
+setLoggedInUser(username: String, password: String):
boolean
+Model() : Model

Choice

~uniqueID: String
~alternativeChoices:AlternativeChoice[2..5]
~participatingMembers:TeamMember[1..*]
~description: String
~daysOld:float
~isCompleted:boolean

+getReport(member: TeamMember):String
+completeChoice(choice: Choice): boolean
+Choice(uniqueID: String, description: String):
Choice

TeamMember

~uniqueName: String
~password: String

+TeamMember(name:String,password:String):
TeamMember

Admin

+createReport(choices: Choice[*]): String
+deleteChoice(daysOld:int): void

+Admin() (set uniqueName to admin and no
password)

AlternativeChoice

~approvals:TeamMember[*]
~disapprovals:TeamMember[*]
~feedback: Feedback [*]
~description: String

+AlternativeChoice(approvals:TeamMember[],
disapprovals:TeamMember[],feedback:Feedback):
AlternativeChoice
+AlternativeChoice(): AlternativeChoice
+flipApproval(): boolean
+flipDisapproval(): boolean
+createFeedback(): Feedback

Feedback

~timestamp: String
~user: TeamMember
~text: String