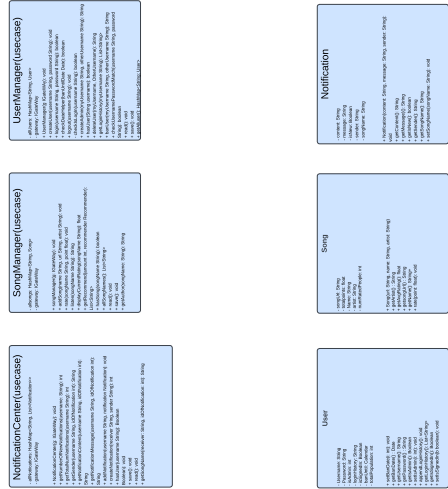
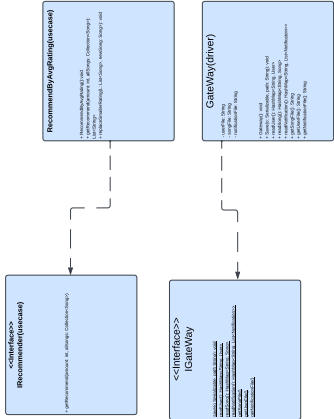
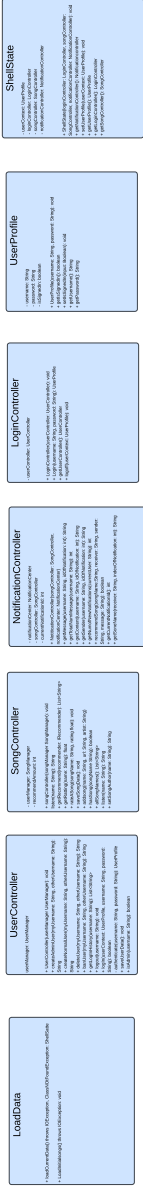


Interface



Inheritance



Why the GUI Class is not in the uml diagram?

We have a lot of GUI classes, each class is very similar but they represent a separate page of the GUI, if we include it all into the UML diagram it will make it very messy so we will not include it. Instead, we will provide a brief description here:

Every GUI class will take in ShellState class as a parameter as ShellState class is responsible for keeping track of the current user's information. Other than the GuiChooseLanguage class, every GUI class will also take in a String as a parameter because this String will represent which language we are displaying to the user. The GuiChooseLanguage class is responsible for receiving this information through the ActionListener added to the button for user to choose language and pass this string through out the GUI. Other than String and ShellState, GuiAdminTask.java will take in another String parameter, this is because we combined the page for search user to ban, search user to delete, search user to promote to admin user as one page called GuiAdminTask, we need this String parameter to know what kind of operation(delete/ban/promote) the user wants to do.