

APIs

Restaruant

```

classDiagram
    class RestaurantInterface {
        +void addRestaurant()
        +void deleteRestaurant()
        +void updateRestaurant()
    }
    class RestaurantRepository {
        +void addRestaurant()
        +void deleteRestaurant()
        +void updateRestaurant()
    }
    class RestaurantService {
        +void addRestaurant()
        +void deleteRestaurant()
        +void updateRestaurant()
    }
    class RestaurantController {
        +void addRestaurant()
        +void deleteRestaurant()
        +void updateRestaurant()
    }
    RestaurantInterface <|-- RestaurantRepository
    RestaurantInterface <|-- RestaurantService
    RestaurantInterface <|-- RestaurantController
    
```

Events

```

classDiagram
    class EventInterface {
        +void addEvent()
        +void deleteEvent()
        +void updateEvent()
    }
    class EventRepository {
        +void addEvent()
        +void deleteEvent()
        +void updateEvent()
    }
    class EventService {
        +void addEvent()
        +void deleteEvent()
        +void updateEvent()
    }
    class EventController {
        +void addEvent()
        +void deleteEvent()
        +void updateEvent()
    }
    EventInterface <|-- EventRepository
    EventInterface <|-- EventService
    EventInterface <|-- EventController
    
```

Movie

```

classDiagram
    class MovieInterface {
        +void addMovie()
        +void deleteMovie()
        +void updateMovie()
    }
    class MovieRepository {
        +void addMovie()
        +void deleteMovie()
        +void updateMovie()
    }
    class MovieService {
        +void addMovie()
        +void deleteMovie()
        +void updateMovie()
    }
    class MovieController {
        +void addMovie()
        +void deleteMovie()
        +void updateMovie()
    }
    MovieInterface <|-- MovieRepository
    MovieInterface <|-- MovieService
    MovieInterface <|-- MovieController
    
```

Location

```

classDiagram
    class LocationInterface {
        +void addLocation()
        +void deleteLocation()
        +void updateLocation()
    }
    class LocationRepository {
        +void addLocation()
        +void deleteLocation()
        +void updateLocation()
    }
    class LocationService {
        +void addLocation()
        +void deleteLocation()
        +void updateLocation()
    }
    class LocationController {
        +void addLocation()
        +void deleteLocation()
        +void updateLocation()
    }
    LocationInterface <|-- LocationRepository
    LocationInterface <|-- LocationService
    LocationInterface <|-- LocationController
    
```

Utilities

```

classDiagram
    class StringUtils {
        +void isEmpty()
        +void isNotBlank()
        +void trim()
    }
    class DateUtils {
        +void getDate()
        +void getTime()
        +void isToday()
    }
    class FileUtils {
        +void readFile()
        +void writeFile()
        +void deleteFile()
    }
    class EmailUtils {
        +void isValidEmail()
        +void getEmail()
    }
    class PhoneUtils {
        +void isValidPhone()
        +void getPhone()
    }
    class AddressUtils {
        +void isValidAddress()
        +void getAddress()
    }
    class PasswordUtils {
        +void isValidPassword()
        +void getPassword()
    }
    class SecurityUtils {
        +void encrypt()
        +void decrypt()
    }
    class NetworkUtils {
        +void isValidIp()
        +void getIp()
    }
    class SystemUtils {
        +void getSystemInfo()
        +void getSystemPath()
    }
    class DatabaseUtils {
        +void isValidDatabase()
        +void getDatabase()
    }
    class CacheUtils {
        +void isValidCache()
        +void getCache()
    }
    class LoggingUtils {
        +void log()
        +void debug()
    }
    class ValidationUtils {
        +void isValid()
        +void validate()
    }
    class EncryptionUtils {
        +void encrypt()
        +void decrypt()
    }
    class HashingUtils {
        +void hash()
        +void unhash()
    }
    class CompressionUtils {
        +void compress()
        +void decompress()
    }
    class ThreadingUtils {
        +void runAsync()
        +void wait()
    }
    class ReflectionUtils {
        +void getClass()
        +void getMethod()
    }
    class AnnotationUtils {
        +void getAnnotation()
        +void setAnnotation()
    }
    class BeanUtils {
        +void copy()
        +void clone()
    }
    class CollectionUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class MapUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class ListUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class SetUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class QueueUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class StackUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class TreeUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class GraphUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class TreeUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    class GraphUtils {
        +void isEmpty()
        +void isNotEmpty()
    }
    
```

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