1. User should be able to add an event
2. User should be able to edit an event.
3. User should be able to remove an event.
4. User should be able to search for finalized and non-finalized events in a period of time
5. User should be able to search for sponsors for newsletter
6. User should be able to find events/lecturers in a given category
7. User should be able to search for members who have paid or haven’t paid membership fee and see their emails’
8. User should be able to send remainders to the members who have not paid.
9. Additional: User should be able to send an e-mail about new events to members based on their preferences, category or specific lecturer.

* Implement system in Java
* Make the system maintainable (easy to modify later)
* Use files for secondary storage only – with a loose coupling to the java model (persistence may later be changed to database instead of files).
* Functionality is more important than a good looking user interface because the UI may be changed later.

Members (name, address phone, email, date for membership and payment year)

Just Bob: “The two office computers should only have access to the member part of the program. We only need to search for members who haven’t paid the membership fee”.

Patterns:

https://www.tutorialspoint.com/design\_pattern/flyweight\_pattern.htm

* **Singleton**
* **Adapter**
* **Flyweight**
* Observer
* **Proxy**