AddSensor - FieldStation   
Function takes three strings, however class diagram for sensor is missing units in constructor.

The authenticatUser function in the server returns a vector of FieldStations. We have changed this to return a Boolean and created another function called getUserFieldStations which will get the field stations for that user.

Added Vector<SensorData> to HistoricalData

~~Changed addData in the server to take a string of FieldStationID so that it can be added as the key of the historical data.~~

Added getID into field station to be able to access the private id

Added getID into sensor to be able to access the private id

Changed addSensor to have an extra int to take interval time for setting up a new sensor in both Server and FieldStation.

Added units into Sensor.

Changes vector<Sensor> to set of sensors within the field station.

CreateFieldStation on the server changed to take two strings, one for id and one for name to create the field station.

Server AddData now takes another string fieldStationId to get the correct historical data.

Added getSensor to setOfSensors so we can get the sensor that we need to remove.

~~Login doesn’t load the field stations any more. The login will set the current user and then navigate to the next screen, where the field stations will be retrieved from the current user.~~

Added displayManagerScreen to user interface to load the screen after login

On the repot page, the original Gui shows ‘Sensor type’ being displayed in the table. However as the user is selecting the type from the drop down all the sensors displayed would be the same type anyway so no need to display the type unnecessarily.