Activity:

Only getters & setters

PeriodicActivity:

getNextSegment() – generates segment, which have the same parentName, repetition length and clock value is inherited from parent Activity.

ProjectActivity:

getNextSegment() – generates segment, which parentName and length are inherited from parent Activity, and clock value is calculated based on remaining time.

OneTimaActivity:

getNextSegment() – generates segment, which have the same parentName, repetition length and clock value is inherited from parent Activity.

ActivitySegment:

Only getters and setters

Day:

\*segments in the day should be always sorted by occurrenceTime\*

Int putSegment(ActivitySegment) – checks if there is time in the day. If so, then puts segment in the day and returns 0, otherwise returns 1

removeSegment(ActivitySegment) – if given segment is in the day then removes it.

Map<String, Short> getUsage() – returns map with the time int the day which is free/good/bad in percent.

Boolean isSpaceFor(int occurrenceTime, int lenghtInSec) – tells if there is free time in the day during given span.

Calendar:

addActivity(Activity) – adds given activity to list of activities available to buy.

delActivity(Activity) – remove given activity from the list of activities available to buy.

buyActivity(Activity) – enables an activity to be placed in any day as it’s segment and actualize clock count.

sellActivity(Activity) –

buyActivity(Activty) -

putSegment(Day, ActivitySegment) – checks if there is time in the day. If so, then puts segment in the day, otherwise [] (algorithm which considers next day after midnight)

removeSegment(Day, ActivitySegment) - if given segment is in the day then removes it.

addDay(Date) – makes next day in the calendar.