Funktionale Klassen

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Hobby

- hobbyName: String
- hobbyInside: boolean
- hobbyMinutes: int

+ Hobby()
+ Hobby(String input)
+ getName(): String
+ getInside():boolean
+ getMinutes: int
+ setName(String name)
+ setPlace(boolean inside)
+ setMinutes(int minutes)
+ toString(): String

PhrasesAndConstants

+ CARD_TITLE: String

+ ACTIVITY_SLOT: String
+ ACTIVITY_NEW_SLOT: String
+ NUMBER_SLOT: String
+ PLACE_SLOT: String

+ WELCOME: String
+ HELP: String
+ HELP_REPROMT: String
+ FALLBACK: String
+ CANCEL_AND_STOP: String
+ NO_HOBBY_BY_THAT_NAME: String

+ CARDTEXT_ADDACTIVITY: String
+ ADD_HOBBY_FIRST: String
+ ALREADY_EXISTS: String
+ ACTIVITY_ADDED: String

+ CARDTEXT_GETALLACTIVITES: String
+ NO_ACTIVITES_YET: String
+ ACTIVITIES_OUTPUT: String

+ CARDTEXT_CONFIGUREACTIVITY: String
+ CHANGE_SUCCESSFULL: String

+ CARDTEXT_ASKFORACTIVITY: String
+ PROPOSED_HOBBY: String

+ CARDTEXT_DELETEACTIVITY: String
+ DELETED_SUCCESSFULL: String
+ DELETED_ALL_SUCCESSFULL: String

+ CARDTEXT_HOBBYAMOUNT: String
+ AMOUNT_SAVED : String

+ CARDTEXT_INFORMATION: String
+ INFORMATION_NAME: String
+ INFORMATION_DURATION: String
+ INFORMATION_PLACE: String

- PhrasesAndConstants()