AbstractEntry

~ id: UUID

+ getId(): UUID
+ setId(UUID):

Computations

User

- username: String
- user_id: Profile
- password: String
- role: String
- salt: String

+ getters():
+ setters():

Profile

- frst_name String
- last_name String
- age: int
- score: int
- email: String
- saveEpisodes: List<String>
- readEpisode: List<String>
- followAuthors: List<String>

+ getters():
+ setters()

Story

- name: String
- description: String
- rated: String

+ getters():
+ setters():

Episode

- story_id: Story
- name String
- content: Blob
- publish: PublishState

+ getters():
+ setters():

PublishState

+ Published, Draft, Final: Enum

Event

- date: ZoneDateTime
- description: String
- class: String

+ getters():
+ setters():

Achievement

- achievemet_name: string

+ getters():
+ setters():

Banned

- banned_user: Profile
- banned_by: Profile
- start_date: ZoneDateTime
- end_date: ZoneDateTime
- description: Sting

+ getters():
+ setters():

Review

- user_id: Profile
- episode_id: Episode
- rating: int
- comment: String
- likes: Boolean

+ getters():
+ setters():

Warning

- episode_id: Episode
- review_id: Review
- user_id: Profile
- reported_by: Profile
- description: String
- date: ZoneDateTime

+ getters():
+ setters():

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Rest Services

UserService:

- createUser(User): boolean

- changePassword(User, String)

- changeRole(User, String): boolean

ProfileService:

- createProfile(Profile): boolean

- updateProfile(Profile): boolean

- editProfileAuthor(List<String>): boolean

- getUserAuthors(String): List<String>

- updateProfileAchievement(String, Achievement): boolean

- saveReadStory(String): boolean

- getReadStories(): List<String>

- addSaveStory(String): boolean

- deleteSaveStory(String): boolean

- getSaveStories(): List<String>

- getProfile(String): Profile

LogService:

- saveEvent(Event): boolean

RestService:

- Service will be updated

WarningService:

- addWarning(Warning)

- getWarnings(): List<String>

- getWarning(String): Warning

StoryService:

- createStory(Story)

- deleteStory(String)

- updateStory(Story) -> only published stories

- addEpisode(Episode)

- deleteEpisode(String)

- updateEpisode(Episode)-> only published stories

- getStory(story_id): Story

- getEpisode(episode_id): Episode

- getEpisodes(String): List<Episode>

- getStoryCategories(String): List<Category>

- getTopCategoryStories(Category): List<Episode>

- getTopStories(): List<Episode>

ReviewService:

- addReview(Review): boolean

- deleteReview(User, String): boolean

- updateReview(User, Review): boolean

- getReviews(Episode): List<Review>

- getReview(String): Review

- getReviews(Profile): List<Review>

CategoryService:

- createCategory(Category)

- deleteCategory(String)

- updateCategory(Category)

- getCategories(): List<Category>

- getCategory(String): Category

AchievementService:

- createAchievement(Achievement): boolean

- updateAchievement(): boolean

- deleteAchievement(String): boolean

- getAchievements(): List<Achievement>

- getAchievement(String): Achievement

Service Layer

EmailService

- sendEmailAlert(): Event

BatchService:

- computeFeatureAuthors(): Event

- computeFeatureStories(): Event

- getRecommendedStories(): Event

- computeUserRecommendations(): Event

- computeWarnings(): Event