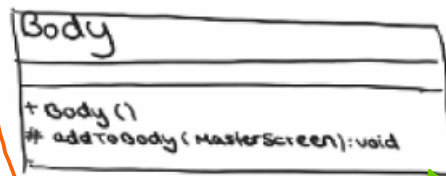
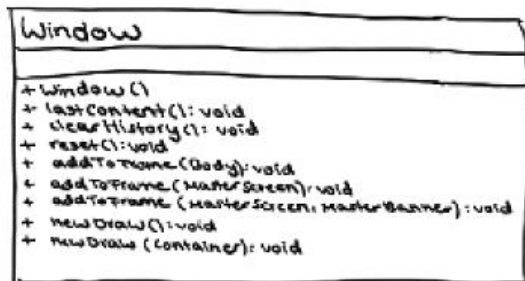
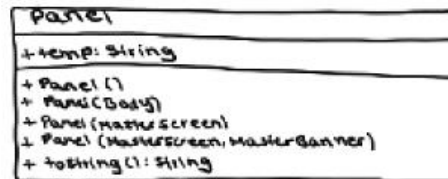
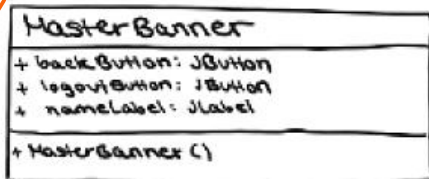
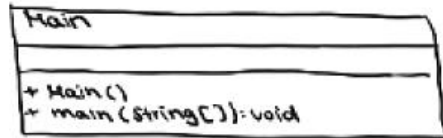
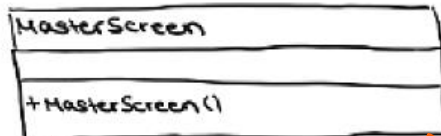
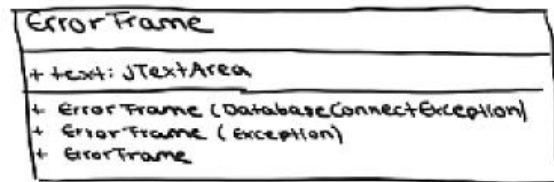


Package master

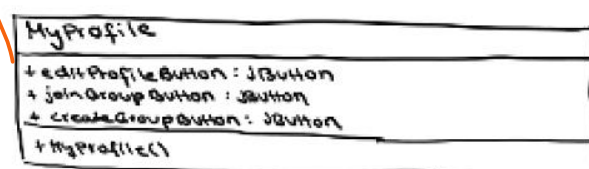
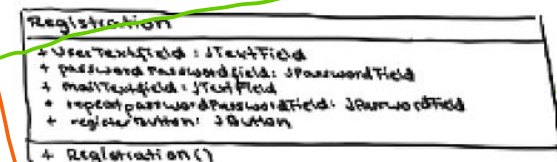
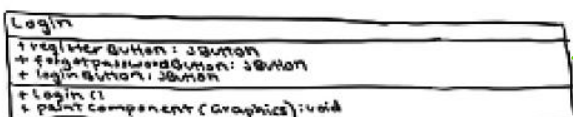
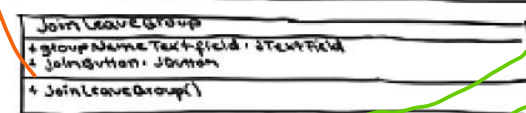
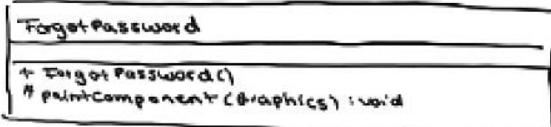
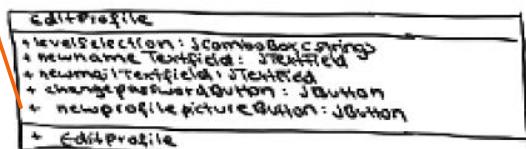
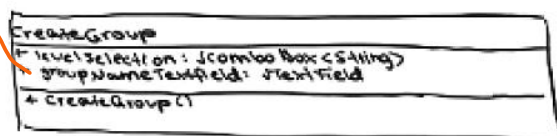
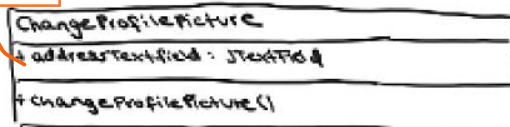
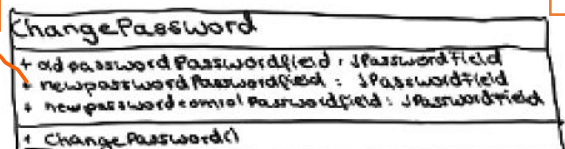


Package screens

Zusammenführung
Pfeile zu einem für
Übersichtlichkeit

Zusammenführung
Pfeile zu einem für
Übersichtlichkeit

Zusammenführung
Pfeile zu einem für
Übersichtlichkeit



Im package screen sind die
klassen enthalten, die die GUI
abbilden

Package connection

package connection

DatabaseConnection

```
+ standardDatabase : String = "wanderoo"
+ usersTable : String = "users"
+ groupsTable : String = "groups"
+ users_groupsTable : String = "users_groups"
+ userCredentialsTable : String = "usercredentials"

+ connectDatabase() : void
+ disconnectDatabase() : void
+ testConnection() : boolean
+ makeQuery(String) : ResultSet
+ makeQuery(String, String) : ResultSet
+ makeUpdate(String) : int
+ makeUpdate(String, String) : int
+ DatabaseConnection
```

Groups

```
# Groups (ResultSet)
+ addNewGroup(String, String) : Groups
+ addNewGroup(String) : Groups
+ getAllGroups() : List<Groups>
+ getGroupID() : int
+ getGroupName() : String
+ getGroupNiveau() : String
+ setGroupName(String) : void
+ setGroupNiveau(String) : void
+ toString() : String
```

User

```
# User (ResultSet)
+ loginUser(User, String) : void
+ logoutUser() : void
+ addNewUser(String, String, String) : User
+ addNewUser(String, String, String, String, int, int, String) : User
# finalize() : void
+ getLoggedUser() : User
+ isInGroup(Groups) : boolean
+ addToGroup(Groups) : void
+ removeFromGroup(Groups) : void
+ getID() : int
+ getName() : String
+ getEmail() : String
+ getNiveau() : String
+ getProfilePic() : String
+ getRouteLength() : int
+ getHeightDifference() : int
+ changePassword(String) : void
+ setName(String) : void
+ setEmail(String) : void
+ setNiveau(String) : void
+ setProfilePic(String) : void
+ setRouteLength(int) : void
+ setHeightDifference(int) : void
```

Validator

```
# finalize() : void
+ getValidator() : Validator
+ createValidator() : void
+ killValidator() : void
+ run() : void
+ getUser(String) : User
+ updateUser(User) : void
+ updateGroup(Groups) : void
+ getGroup(String) : Groups
+ checkPassword(User, String) : boolean
+ checkPassword(User, char[]) : boolean
+ encrypt(String) : int
```

Package Exception

ChangePasswordException

```
+ ChangePasswordException
```

DatabaseConnectException

```
+ DatabaseConnectException(int)
+ getState() : int
```

InputException

```
+ InputException(int)
```

LoginCredentialsException

```
+ LoginCredentialsException(int)
+ getState() : int
```

Package funktionen

Admin Functions

- + AdminFunctions ()
- + addUser (String, int): boolean
- + findUser (String): ResultSet
- + checkPassword (int, ResultSet): boolean
- + addUser (String, String): void
- + encrypt (String): int
- + encrypt (char[]): int
- + findGroup (String): ResultSet
- + gruppeErstellen (String, String): void
- + gruppeErstellen (String): void
- + setGroupMenu (String, String): void
- + getAllGroups (): ResultSet
- + setTablet (ResultSet, String): List<String>

Join Leave Group Function

- + JoinLeaveGroupFunction ()
- + search (): void
- + leaveGroup (): void
- + joinGroup (): void
- + loadGroup (): void

MyProfile Function

- + MyProfileFunction ()
- + loadData (): void
- + addGroups (): void

Change Password Function

- + changePasswordFunction ()
- + changePassword (): void

Create Group Function

- + CreateGroupFunction ()
- + save (): void

Edit Profile Function

- + EditProfileFunction ()
- + saveChanges (): void

Login Function

- + LoginFunction (JTextField, JPasswordField, JLabel, JLabel)
- + login (): void

Register Function

- + userTextfield: JTextField
- + mailTextfield: JTextField
- + password: PasswordField
- + repeatpassword: PasswordField
- + RegisterFunction (JTextField, JTextField, JPasswordField, JPasswordField)
- + register (): void

Im package funktionen sind die klassen enthalten, die die zugehörigen funktionen zu den „screens“-klassen beinhalten.

Wir haben damit versucht zum größten Teil die funktionen aus den GUI-klassen auszulagern