Sequence Diagram – Like an event

This sequence diagram illustrates the process that occurs when a user selects to like an event. The participants involved are the `User`, `EventTabGUI`, `EventController`, and `ProxyDbController`.

The interaction begins when the user initiates the like action through the GUI by clicking the like button. This action triggers the `clickLikeButton(eventName)` method in the `EventTabGUI`, which then delegates the request to the `EventController` via the `likeEvent(eventName)` method.

The controller queries the `ProxyDbController` using `getAccountLikes()` to retrieve the list of users that have already liked. Based on the returned list, the controller checks whether the specific user has previously liked the event.

- If the event **is already liked**, the controller calls `updateLikeCounter()` to remove the like and decrement the like counter.
- If the event **is not yet liked**, it calls the same method to increment the like counter.

In both cases, the updated event object is returned to the `EventTabGUI`, which then refreshes the display using `displayEvent()` to reflect the updated like status.