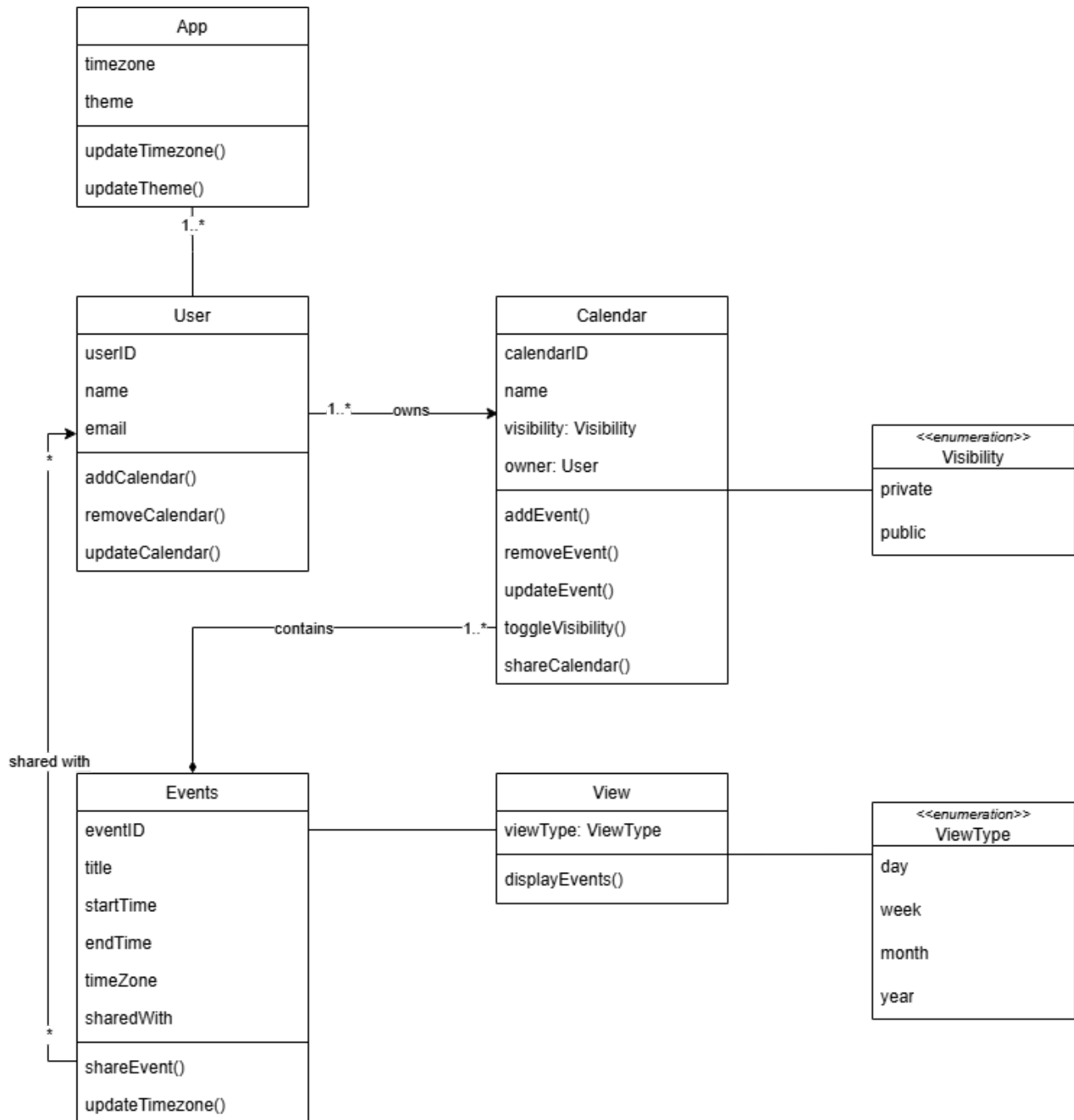
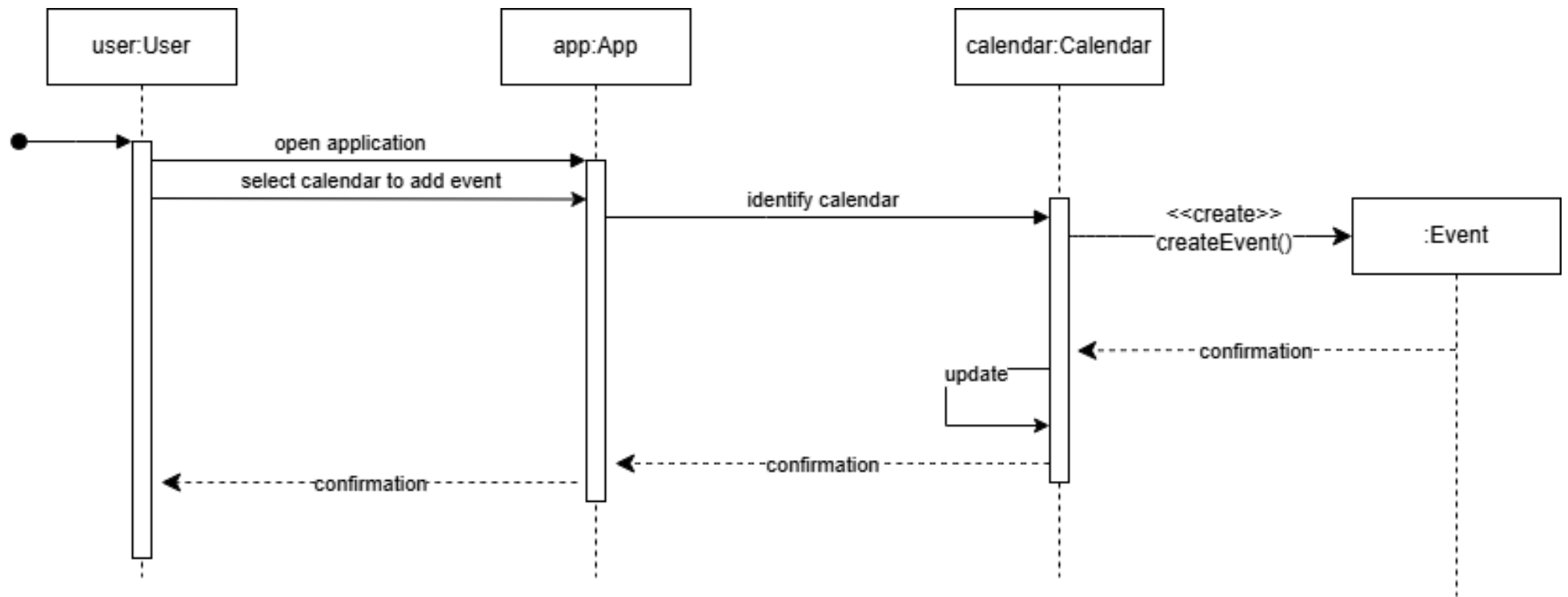


Class Diagram



Sequence Diagram



Explanation

The `App` class handles global settings like `timezone` and `theme`, with methods for updating them. The `User` class represents individual users, identifiable with attributes like `userID`, `name`, and `email`, and allows users to manage their calendars through methods such as `addCalendar()`, `removeCalendar()`, and `updateCalendar()`. The `Calendar` class represents a collection of events, identified by attributes like `calendarID`, `name`, and `visibility` - an enumeration of public or private - and provides methods to add, remove, update, and share events or toggle visibility. Events are represented by the `Event` class, which includes details such as `eventID`, `title`, `startTime`, `endTime`, `timezone`, and `sharedWith`. Finally, the `View` class manages how calendars and events are displayed, with support for day, week, month, or year views through its `displayEvents()` method.

Future Changes

The design is easily changeable because of the modularity of the core components.

Adding a GUI

In order to add a GUI, the `View` class handles the display of events and calendars. It abstracts the visualization logic from the core logic, making it easy to integrate a GUI.

The addition of other types of calendars

The `Calendar` class supports other types of calendars by extending the `Calendar` class or introducing a `CalendarType` enumeration.

Notifications are shown to a particular user when another user shares a calendar event

The `Event` class already has a `sharedWith` attribute, which can be modified to identify users who need to be notified. This could be done by introducing a `Notification` class to manage notifications, with methods like `sendNotification()`.

The ability to support different languages

The design can support localization by using a resource file to store UI text in different languages. A `Localization` utility class could retrieve translated strings based on the app's current `locale`, which could be stored as an attribute in the `App` class.