



- friendDatabase: HashMap<String, FriendManagementDataBase>
- addFriendData(userId: String, friendData:

FriendManagementDataBaze): void

- getFriendData(userId: String): FriendManagementDataBase
- updateFriendData(userId: String, friendData:

FriendManagementDataBaze): void

- removeFriendData(userId: String): void

FriendManagement

- backEnd: BackEnd
- friendManagementInstance: FriendManagement (Singleton)
- sendFriendRequest(senderName: String, receiverName: String): boolean
- acceptFriendRequest(senderName: String, receiverName: String): boolean
- declineFriendRequest(senderName: String, receiverName: String): boolean
- blockUser(senderName: String, receiverName: String): boolean
- unblockUser(senderName: String, receiverName: String): boolean
- getInstance(): FriendManagement (Singleton)

FriendManagementData

- userId: String
- friendsListIds: ArrayList<String>
- blockedListIds: ArrayList<String>
- requestListIds: ArrayList<String>
- pendingInvitesListIds: ArrayList<String>
- addToFriendList(friendId: String): void
- removeFromFriendList(friendId: String): void
- addToBlockedList(friendId: String): void
- removeFromBlockedList(friendId: String): void
- addToRequestList(friendld: String): void
- removeFromRequestList(friendId: String): void
- addToPendingInvitesList(friendId: String): void
- removeFromPendingInvitesList(friendId: String): void

retrieves