**public** class BucketList

{

**public** string Id;

**public** string Name;

**public** List<Destination> Destinations;

}

**public** class Destination

{

**public** string Id;

**public** string Location;

**public** string Description;

**public** string Category;

**public** string Rules;

**public** string OwnerId;

**public** List<Photo> Photos;

}

**public** class Photo

{

**public** int Id;

**public** string Path;

}

**public** interface IBucketListService

{

public List<BucketList> GetBucketLists();

public BucketList GetBucketList(string id);

*// Creates a new bucket list with an empty list of destinations*

public BucketList CreateBucketList(string name);

public BucketList UpdateBucketList(BucketList bucketList);

public void DeleteBucketList(string id);

}