**Data Type Classes**

User Class – class to contain the user’s information

* Id – int representing that user’s id in the database
* Username – String that contains the user’s username, used to login
* Password – String that contains the user’s password, also used to login

List Class – contains the details about the list.

* ID – int representing the list’s id in database and is used to allow the user to delete or edit this list.
* Title – a string that represents the name / title of the list
* List Items – an array of List items that represent the items on the list.
* Is Sharable – a Boolean that allows the list to be viewed by other users.
* UserID – int that associates the user’s ID with the list (MAYBE AN ARRAYLIST)

List Item Class – contains the specific details of the list item.

* ID – int representing that list items id in database.
* List Item Name – the name / title of the list item. Ex: Bread, Bicep Curl
* Details – a string that allows the user to add a side note of the item
* ListID – int representing the list ID this list item is related to.

To come

**Classes Containing Application Methods**

PrintOptions Class – has the few methods that will be used to print the available options to the console.

* printOptions(String page)
* printYesOrNo(String option)
* printErrorMsg(String error)

UserInput Class – has methods for each instance of what the application is requesting from the user.

* startOptions() – handles the logic where the user inputs a 1, 2, or 3 to choose between create user, login, or exit.
* createUser() -

HandleState Class – has methods to handle the various states of the application and calls the UserInput methods to choose which state to move between.

* creatLoginOrExit() – uses a switch statement to choose between creating a user, logging in, or exiting application.

Idk yet class

**METHODS**

**printOptions(String page)** – this method will use a switch or series of if’s to test what the string argument is. Ex: “original” will print the original 1-6 options, “startup” will print the 1-3 options for logging in, creating user, or exit.

**printYesOrNo(String option) –** this method will use a switch to test the option and will print out the Yes or No messages based upon what the user is currently trying to do. Ex: “sharable” will print the “Yes I like to share” or “No keep it private” messages.

**printErrorMsg(string error)** – this method will use a switch to test what state error is coming from and to print out the corresponding error message to the console. Ex: “norecord” will print out “Invalid title” when the user is trying to select a title to edit. Or “nomatch” will print out “Password must match” when the user is trying to create an account and the passwords don’t match.