

account_system_design

accounts

<<Interface>>
AccountManager

<<Property>> +users : List<String>

+usernameExists(username : String) : boolean
+validCredentials(username : String, password : String) : boolean
+createNewUser(username : String, password : String) : void
+validNewCredentials(username : String, password : String) : boolean



UserAccountManager

-tag : String = "com.example.game.services.accounts.UserAccountManager"

-usersDir : File

+UserAccountManager(context : Context)
+usernameExists(username : String) : boolean
+createNewUser(username : String, password : String) : void
-fillDefaultValues(settingsFile : File, statsFile : File, passwordFile : File, password : String) : void
+validCredentials(username : String, password : String) : boolean
-passwordIsValid(username : String, password : String) : boolean
+getUsers() : List<String>
+validNewCredentials(username : String, password : String) : boolean