## Roles

- changes: bool
- roleToEdit: RoleEdit
- btnAddRole\_Click(object, EventArgs) : void
- btnCancel\_Click(object, EventArgs) : void
- btnDeleteRole\_Click(object, EventArgs) : void
- btnUpdate\_Click(object, EventArgs) : void
- Clear(): void
- Disable() : void
- FillWithPrivilages(): void
- FillWithRoles(): void
- listRoles\_DoubleClick(object, EventArgs) : void
- + Roles(): void
- Roles\_FormClosing(object, FormClosingEventArgs) : void
- ShowButtonsTooltips(): void

## RoleController

- + Instance: RoleController
- instance: RoleController
- repository: IRolesRepository
- + AddRole(NewRole) : bool
- + DeleteRole(RoleEdit) : void+ EditRole(RoleEdit) : bool
- + GetPrivilage(string) : Privilage
- + GetRole(int): Role
- + GetRoleEdit(string) : RoleEdit
- + GetRoleId(string): int
- ListPrivilages(): bool
- ListPrivilages(): IEnumerable<Privilage>
- ListRoles(): IEnumerable<Role>
- + RoleController(IRolesRepository): void

## «interface» IRolesRepository

- + AddRole(NewRole): void
- + DeleteRole(Role): void
- + EditRole(RoleEdit): void
- + GetPrivilage(string) : Privilage
- + GetRole(string): int
- + GetRoleId(string): int
- + ListPrivilages(): IEnumerable<Privilage>
- + ListRoles(): IEnumerable<Role>
- + RolesRepository(): void

## RolesRepository

- + AddRole(NewRole) : void
- DeleteRole(Role) : void
- + EditRole(RoleEdit) : void
- + GetPrivilage(string) : Privilage
- + GetRole(string) : int
- GetRoleId(string): int
- + ListPrivilages(): IEnumerable<Privilage>
- ListRoles(): IEnumerable<Role>
- RolesRepository(): void