

EventManager	
events	Hashtable<String, Event>
EventManager()	
EventManager(ArrayList<Event>)	
isAtCapacity(String, int)	boolean
doesOverlap(Event)	boolean
getEvent(String)	Event
containsEvent(String)	boolean
getEventsByUsername(User)	ArrayList<Event>
getEventsExceptOne(User, Event)	ArrayList<Event>
addPersonToEvent(String, String)	void
canAddPerson(String)	boolean
removeAttendee(String, String)	boolean
scheduleEvent(LocalDateTime, int, String, String, String)	void
canScheduleEvent(LocalDateTime, int, String, String, String)	boolean
removeEvent(String)	void
canRemoveEvent(String)	boolean
setSpeaker(String, String)	void
withinHours(Event)	boolean
getEventToString(String)	String
allEventsString	ArrayList<String>
events	ArrayList<Event>

UserManager	
UserManager()	
getAttendee(String)	Attendee
addAttendee(String, String)	void
getOrganizer(String)	Organizer
addOrganizer(String, String)	void
getSpeaker(String)	Speaker
addSpeaker(String, String)	void
canAddPerson(String)	boolean
getUser(String)	User
canAddSpeaker(LocalDateTime, List<Event>)	boolean
findPosOfEvent(int, int, LocalDateTime, List<Event>)	int
signUp(String, Event, List<Event>)	void
canSignUp(LocalDateTime, List<Event>)	boolean
cancelMyEvent(String, String)	boolean
cancelWholeEvent(List<String>, String, String)	void
login(String, String)	boolean
changePassword(String, String)	void
organizers	Hashtable<String, Organizer>
attendees	Hashtable<String, Attendee>
users	Hashtable<String, User>
speakers	Hashtable<String, Speaker>

RoomManager	
allRooms	Hashtable<String, Room>
RoomManager()	
getRoom(String)	Room
addRoom(String, int)	boolean
isRoomTaken(String, LocalDateTime)	boolean
addEvent(String, String, LocalDateTime)	void
removeRoomEvent(String, String)	void

MessageManager	
numMessages	int
messageList	ArrayList<Message>
sendMessage(User, User, String)	void
getMessage(int)	Message
getMyMessages(List<Integer>)	ArrayList<Message>

ReadAndWrite	
fileName	String
objectSerialize(Object)	void
controllerDeserialize(String, String)	UserController