

Menu (from Evaluator)
-options: List -title: string
+Menu() +set_title(title: string): Menu +add_option(text: string, action: Func): Menu +add_option(text: string, action: Func, wait: bool): Menu +Run(): bool

«static» EvaluatorApp (from Evaluator)
-run: bool = true
+Run(): void -InitMenu(): void -MainMenu(): void -NewEstablishment(): bool -ImportEstablishment(): bool -ExportEstablishment(): bool -ListStudents(): bool -ListTeacher(): bool -AddStudent(): bool -RemoveStudent(): bool -ShowGradesOfStudent(): bool -AddTeacher(): bool -RemoveTeacher(): bool -AddCourse(): bool -RemoveCourse(): bool -ListCourse(): bool -CreateEval(): bool -Exit(): bool -Dummy(): bool

Establishment (from Evaluator)
+Name: string -students: Dictionary<Student, Student> -teachers: Dictionary<Teacher, Teacher> -courses: Dictionary<String, Course>
+Establishment() +add_student(s: Student): bool +remove_student(s: Student): bool +get_student(s: Student): bool +add_teacher(t: Teacher): bool +remove_teacher(t: Teacher): bool +get_teacher(t: Teacher): bool +contains_teacher(t: Teacher): bool +add_course(c: Course): bool +remove_course(code: string): bool +get_course(code: string, course: Course): bool +get_list_of_students(): Student[][*] +get_list_of_teachers(): Teacher[][*] +get_list_of_courses(): Course[][*] +contains_student(s: Student): bool +Import(): Establishment +export(): bool

Student (from Entities)
-grades: Dictionary<Course, List<Grade>>
+Student() +AddEvaluation(course: Course, eval: Grade): void +Average(): double +Bulletin(): string

Dictionary<Course, List<Grade>>

Teacher (from Entities)
-courses: List<Course> +Salary: int
+Teacher() +Add(course: Course): void +Courses(): List

Person (from Entities)
+FirstName: string +LastName: string
+Person() +ToString(): string +Equals(obj: Object): bool +GetHashCode(): int

Grade (from Activities)
#points: double
+Grade() +Points(): double +ToString(): string

LetterGrade (from Activities)
+LetterGrade()

{static=true}
-establishment

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