























## SaverReader

		saveAttendeeManager(AttendeeManager)	void
		readAttendeeManager()	AttendeeManager
		readUserRequestManager()	UserRequestManager
		saveOrganizerManager(OrganizerManager)	void
		readOrganizerManager()	OrganizerManager
		saveSpeakerManager(SpeakerManager)	void
		saveUserRequestManager(UserRequestManager)	void
		readSpeakerManager()	SpeakerManager
		saveRoomManager(RoomManager)	void
		readRoomManager()	RoomManager
		saveEventManager(EventManager)	void
		readEventManager()	EventManager
		saveMessageManager(MessageManager)	void
		readMessageManager()	MessageManager
		SavefromFile(String, Serializable)	void
		ReadfromFile(String)	Serializable
		factoryManager(String)	Serializable