



Todas as classes, exceto LibraryManager, implementam Serializable. Os seus serial numbers podem mudar.

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o meu grupo do projeto (apenas eu), Andrei Ladot.

## Library Manager

- \_library : Library  
- associated filename : String

+ save(): void  
+ saveAs(filename : String): void  
+ load(filename : String): void  
+ importFile(filename : String): void  
+ exportFile(): void  
+ getCurrentDate(): int  
+ advanceDate(days : int): void  
+ registerUser(name : String, email : String): void  
+ showUser(uid : int): String  
+ showUserNotifications(uid : int): ~~String~~ String  
+ showUsers(): String  
+ payAllFines(uid : int): void  
~~+ totalDebt(): void~~  
+ showWork(wid : int): String  
+ showWorks(): String  
+ showWorksByCreator(name : String): String  
+ changeWorkInventory(amount : int): void  
+ searchWorks(term : String): String  
+ requestWork(uid : int, wid : int): int  
+ addReturnNotification(uid : int, wid : int): void  
+ returnWork(uid : int, wid : int): int  
+ payFine(uid : int, wid : int): void

## Library

- users : ArrayList<User>  
- works : ArrayList<Work>  
- creators : HashSet<Creator>  
- requests : ArrayList<Request>  
- currentDate : int

+ importFile(filename : String): void  
~ exportFile(): void  
+ getCurrentDate(): int  
+ advanceDate(days : int): void  
+ registerUser(name : String, email : String): void  
+ showUser(uid : int): String  
+ showUserNotifications(uid : int): String  
+ showUsers(): String  
+ payAllFines(uid : int): void  
+ showWork(wid : int): String  
+ showWorks(): String  
+ showWorksByCreator(name : String): String  
+ changeWorkInventory(amount : int): void  
+ searchWorks(term : String): String  
+ requestWork(uid : int, wid : int): int  
+ addReturnNotification(uid : int, wid : int): void  
+ returnWork(uid : int, wid : int): int  
+ payFine(uid : int, wid : int): void

UML

UML

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User

-\_uid: int  
-\_name: String  
-\_email: String  
-\_status: Status  
~~-\_classification: Classification~~  
-\_fine: HashMap<Integer, Integer>  
-\_notifications: ArrayList<Notification>  
  
+ addFine (wid: int, value: int): void  
+ payFine (wid: int): void  
+ payAllFines(): void  
+ getFine(wid: int): int  
+ getTotalDebt(): int  
+ showNotifications(): String

Work

-\_wid: int  
-\_copies: int  
-\_stock: int  
-\_title: String  
-\_price: int  
-\_category: Category  
-\_creators: Creator[]  
~~- \_request InterestedUsers: HashSet<User>~~  
~~- \_interested~~  
- return InterestedUsers: HashSet<User>  
  
+ incrementStock(): void  
+ decrementStock(): void  
+ addCopies(value: int): void  
+ addRequestInterestedUser(~~user: User~~ (wid: int)): void  
+ removeRequestInterestedUser(wid: int): void  
+ addReturnInterestedUser (user: User): void

Creator

-\_name: String  
-\_works: TreeSet<Work>  
+ appendWork(newWork: Work): void  
+ removeWork(~~oldWork: Work~~): void  
+ containsWorks(): boolean

Rule Set

-\_rules: int[]  
-\_maxRequests: int[]  
-\_deadlines: int[][]  
-\_maxWorkPrice: int[]  
-\_fineAmount: int \*  
  
+ canBorrow (User: User, Work: Work): boolean  
+ getDeadline(copies: int, status: Status): int

DVD

-\_IGAC: String

Book

-\_ISBN: String

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