

Controller PersonController -person: Person +addPerson(userName: String, cpf: int, birthdate: ptime, email: String, password: String, phoneNumber: String, name: String, address: Address): bool +addPerson(person: Person) +getPersonById(id: unsigned int): Person +getPeople(): Vector<Person> +getPeople(search: String): Vector<Person> +getFriends(): Vector<Person> +getFriendRequests(): Vector<Person> +sendFriendship(sender: Person, receiver: Person): bool +acceptFriendship(person: Person, sender: Person): bool +declineFriendship(person: Person, sender: Person): bool +unfriend(person: Person, friend: Person): bool +inviteFriend(person: Person, friend: Person, event: Event): bool +followPlace(place: Place): bool AddressController +createAddress(country: String, state: String, city: String, neighborhood: String, street: String, number: int, cep: int): bool +createAddress(country: String, state: String, city: String, neighborhood: String, street: String, number: int, cep: int, complement: String): bool CompanyController -company: Company +addCompany(cnpj: long unsigned int, email: String, password: String, phoneNumber: String, name: String, address: Address): bool +addCompany(company: Company): bool +getCompanyById(id: unsigned int): Company +getCompanies(): Vector<Company> +getCompanies(search: String): Vector<Company> ReviewController +addReview(person: Person, place: Place, text: String, rating: unsigned char): bool | **EventController** -event: Event +addEvent(name: String, description: String, owner: User, place: Place, begin: ptime, end: ptime, expectation: unsigned int): bool +addEvent(event: Event): bool +getEvents(): Vector<Event> +getEvents(search: String): Vector<Event> **PlaceController** -place: Place +addPlace(name: String, description: String, phoneNumber: string, company: Company, address: Address, capacity: int): bool +addPlace(place: Place): bool +getPlaces(): Vector<Place> +getPlaces(search: String): Vector<Place> +getRating(): Float +getNumberOfFollowers(): unsigned int +addPlaceSchedule(schedule: Schedule): bool +addPlaceSchedule(begin: ptime, end: ptime): bool +addPlaceOccupation(occupation: PlaceOccupation): bool +addPlaceOccupation(occupation: unsigned int): bool +addSalePromotion(promotion: SalePromotion): bool +addSalePromotion(discount: unsigned char, startDate: ptime, endDate: ptime): bool +addPlaceBoost(boost: PlaceBoost): bool +addPlaceBoost(startDate: ptime, endDate: ptime, value: unsigned int, method: PaymentMethodEnum): bool UserController -user: User +login(email: String, password: String): bool +updatePassword(oldPassword: String, newPassword: String): bool +updatePhoneNumber(newPhoneNumber: String): bool +updateName(newName: String): bool +updateAddress(newAddress: Address): bool

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ViewsStatesEnum

+USER_FRIENDS_REQUESTS

PlacesView

+getCompanyInitialPage(Company *company): void +getPlacePage(Place *place, ViewsStatesEnum viewState): void

+COMPANY_INITIAL_PAGE

+USER_INITIAL_PAGE

+PLACE_REVIEWS

+PLACE_EVENTS

+PLACE_ADD

+PLACE_DESCRIPTION

+USER_FRIENDS_LIST

+LOGIN

+EXIT

+getUserInitialPage(Person *person): void

+getUserFriendsPage(Person *person): void

-viewType: unsigned int

+getInitialPage(): void