

Changes in design(2nd submission milestone 1)

1. added a class named "Authenticator", we had to deal with the problem that the board facade didn't know who are the users. So we added this class in order to have a shared collection of the logged in users.  
For that reason, the following classes got an authenticator field added:  
userService, userFacade, boardFacade.
2. We added to the user facade a method called CheckLoggedIn that communicates with the authenticator.
3. We added to user facade a method that checks the given email's validity.
4. We added the method inProgressTasks, to answer a requirement we failed to answer in the first UML.
5. We added the method FindBoards in boardFacade, that helps us find a specific board in a dictionary
6. We added the method FindBoard in boardFacade, that helps us find a specific board in a list
7. We added the method FindTask in boardFacade, that helps us find a specific task in a list
8. We added the method DoesUserExist, that helps us find out whether a user exists or not.

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we added the following methods in order to add the required functionality to the project:

userService + user facade: Load data, delete data.

board service + board facade: DeleteBoard, TransferOwnership, LeaveBoard, JoinBoard, GetUserBoards, LoadData, DeleteData.

\* the reason we added the methods: loadData, DeleteDate to the user service and the board service, is to maintain low coupling and high cohesion, so that every part of the project will load and delete separately.

We also added another layer, the data access layer.

the data access layer consists of controllers, that speak directly to the DB, and Data access objects, or DAOs for short.

each controller, has 4 basic methods and other getters. the 4 methods:

insert: Inserts a single object to the DB.

delete: delete a single object from the database.

select: retrieves a single object from the database.

update: updates a single object.



