3 DEPENDENCY DESCRIPTION

        3.1 Insert class diagram here?

3.2

Each of the web pages depends on its servlet in order to function. Each of the servlets then depends of the DOA session beans in order to access the database. These access classes then rely on the database server for them to functions

Class descriptions

Servlet Classes:
Each servlet class serves the function of a single webpage.

Login Servlet:
This takes the log in credentials from the user with a post and tries to find them in the database using the check method. If the credentials are correct the user will be forwarded to a home page, otherwise the page is reloaded with an error message.

Register Servlet
This takes the users input with a post, checks to database to insure the email address is unique. If the email address is unique then a new person is added to the database and the user is forwarded to the log in page. Otherwise the page is reloaded with an error message.

Friends Servlet
The friends servlet will allow the user to display a list of their friends, add new friends and confirm friend requests. All this will be done by accessing methods in the PersonDOA session bean.

My Monsters Servlet
Will allow the user to get a list of his monsters and their stats. There is a method to breed monsters which will take two monsters and produce a new monster based on their genetics.

Market Place Servlet
This gives access to monsters that have been flagged for sale and allows the user to flag their on monsters. Where Sell Monster will flag a monster for sale, Buy Monster will transfer a monster from the user selling it to the user buying it, Buy Monster To Breed will give the user access to another user's monster's genetics.

Fight Servlet
The methods in this class facilitate actual fights. Send Fight Request will add the users name to a list in his friends record flagging that he/she wants to have a fight. Accept fight will take one of these requests and initiate the fight using the fight method which takes the two monsters fighting, decides the outcome and updates the users/monsters profiles to reflect the outcome. Get monster list will return the list of a users monsters and in order to choose one to fight.

Session Beans
Session Beans allow access to the database using entity managers. Each of the servlets has an injected instance of the PersonDoa Bean and through this is able to access the users and since monsters will most likely be accessed in reference to a user, the Monsters Bean will be accessed through this class.

PersonDOA

Has an entity manager to access the database. Persist will add a new entity to the database, Check email will take an email address and return true if this email address is found in the database, get person by email, will take an email and return the person that has that email.

MonsterDOA

This will provide much the same functionality as the person one only with reference to the monster table.

Entity Classes.

These are the form that entity is saved in the database, they contain all the attributes needed for each type and gets and sets for these attributes. They will be created in their respective session bean and added to the database files.