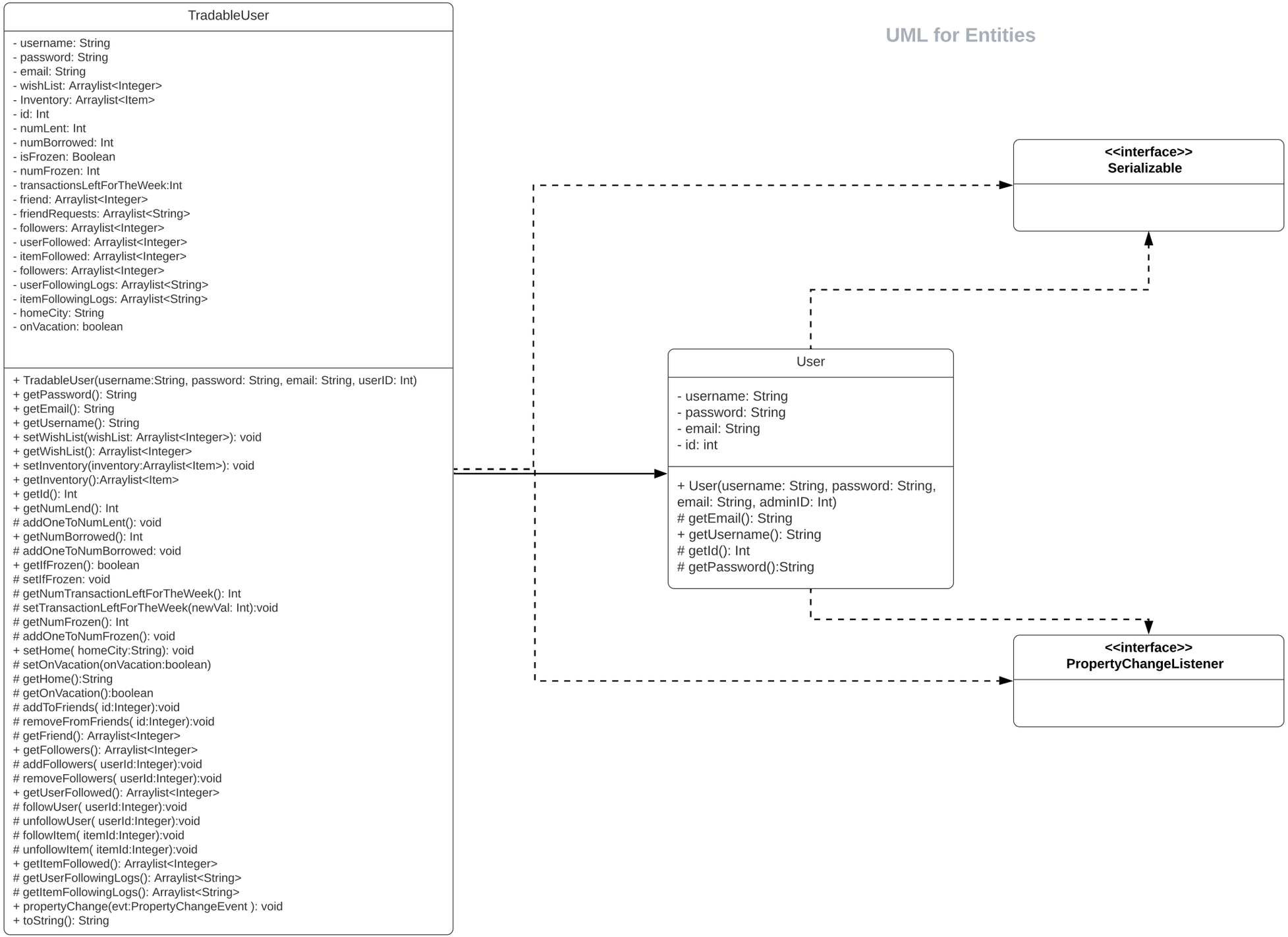
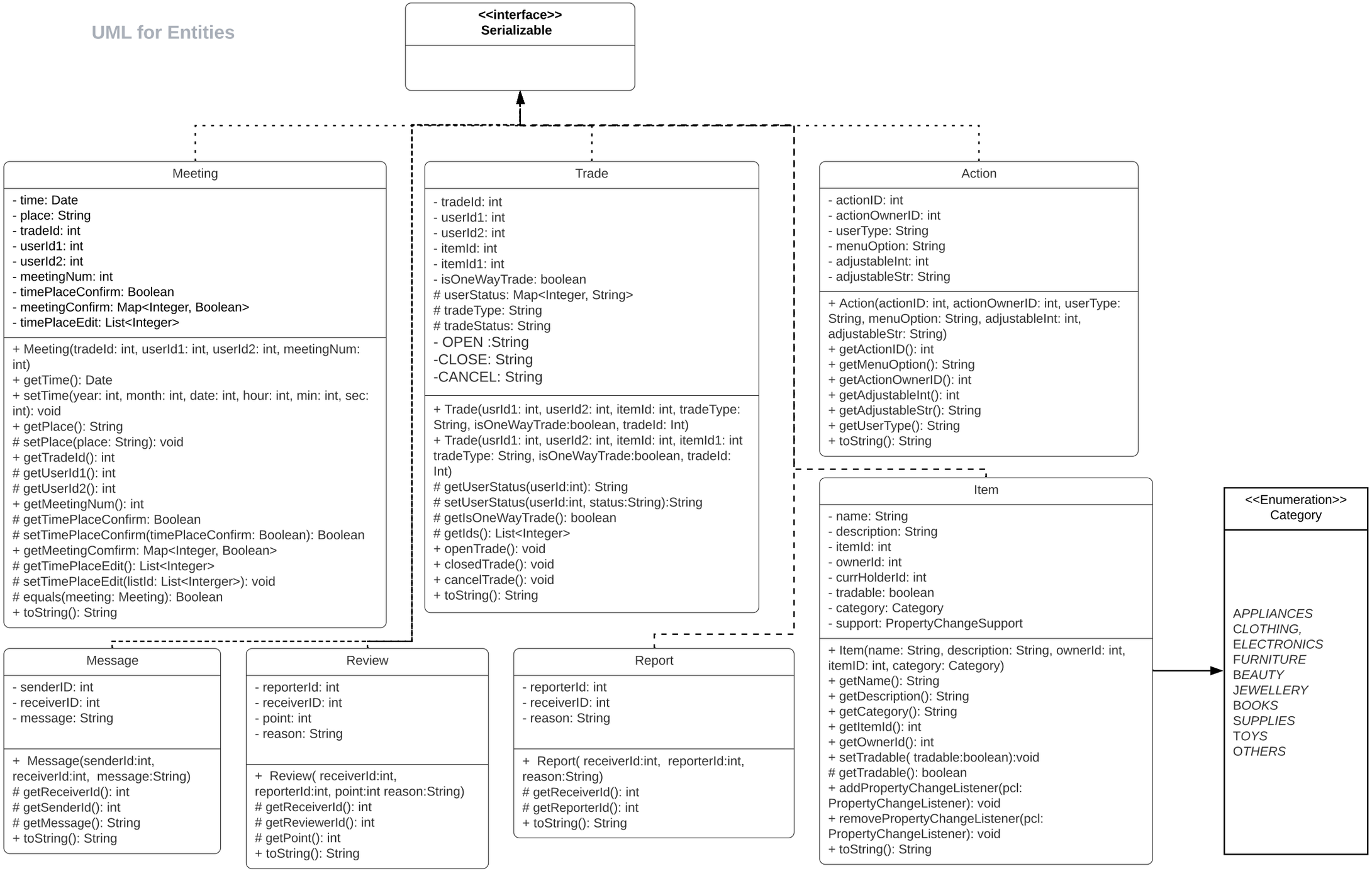

UML for Entities
TradableUser
- username: String
- password: String
- email: String
- wishList: Arraylist<Integer>
- Inventory: Arraylist<Item>
- id: Int
- numLent: Int
- numBorrowed: Int
- isFrozen: Boolean
- numFrozen: Int
- transactionsLeftForTheWeek:Int
- friend: Arraylist<Integer>
- friendRequests: Arraylist<String>
- followers: Arraylist<Integer>
- userFollowed: Arraylist<Integer>
- itemFollowed: Arraylist<Integer>
- followers: Arraylist<Integer>
- userFollowingLogs: Arraylist<String>
- itemFollowingLogs: Arraylist<String>
- homeCity: String
- onVacation: boolean
+ TradableUser(username:String, password: String, email: String, userID: Int)
+ getPassword(): String
+ getEmail(): String
+ getUsername(): String
+ setWishList(wishList: Arraylist<Integer>): void
+ getWishList(): Arraylist<Integer>
+ setInventory(inventory:Arraylist<Item>): void
+ getInventory():Arraylist<Item>
+ getId(): Int
+ getNumLend(): Int
# addOneToNumLent(): void
+ getNumBorrowed(): Int
# addOneToNumBorrowed: void
+ getIfFrozen(): boolean
# setIfFrozen: void
# getNumTransactionLeftForTheWeek(): Int
# setTransactionLeftForTheWeek(newVal: Int):void
# getNumFrozen(): Int
# addOneToNumFrozen(): void
+ setHome(homeCity:String): void
# setOnVacation(onVacation:boolean)
# getHome():String
# getOnVacation():boolean
# addToFriends(id:Integer):void
# removeFromFriends(id:Integer):void
# getFriend(): Arraylist<Integer>
+ getFollowers(): Arraylist<Integer>
# addFollowers(userId:Integer):void
# removeFollowers(userId:Integer):void
+ getUserFollowed(): Arraylist<Integer>
# followUser(userId:Integer):void
# unfollowUser(userId:Integer):void
# followItem(itemId:Integer):void
# unfollowItem(itemId:Integer):void
+ getItemFollowed(): Arraylist<Integer>
# getUserFollowingLogs(): Arraylist<String>
# getItemFollowingLogs(): Arraylist<String>
+ propertyChange(evt:PropertyChangeEvent): void
+ toString(): String
<<interface>>
Serializable
User
- username: String
- password: String
- email: String
- id: int
+ User(username: String, password: String, email: String, adminID: Int)
# getEmail(): String
+ getUsername(): String
# getId(): Int
# getPassword():String
<<interface>>
PropertyChangeListener

UML for Entities