Team Design
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Proposed Team UML for Reminder Application

Package

Reminder

- name : String
- checked : boolean
- repeat : boolean
- Date : Date
- Time : Time
- incrementDate : int (days)
- incrementTime : Time
- Location

+ Reminder() See *Footnote*
+ getName() : String
+ getChecked() : boolean
+ getRepeat() : boolean
+ setName(String) : void
+ setChecked(boolean) : void
+ setRepeat(boolean) : void
+ getDate() : Date
+ getTime() : Time
+ setDate(Date) : void
+ setTime(Time) : void
+ getIncDate() : int
+ getIncTime() : Time
+ setIncDate(int) : void
+ setIncTime(Time) : void
+ setLatitude(float) : void
+ setLongitude(float) : void
+ getLatitude() : float
+ getLongitude() : float

«**Utility**»
Time and Date

«**Utility**»
Location

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List

- reminderSet : Collection of Reminders
- type : String

+ List(Collection of Reminders, String)
+ checkOff(String) : boolean
+ uncheckAll()
+ addReminder(Reminder) : void
+ deleteReminder(String) : boolean
+ searchReminder(String) : int
+ editReminder(String) : boolean
+ setType(String) : void
+ getType(String) : void

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Implementation

Application

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* Footnote *

Reminder(String, boolean, boolean, Date, Time, int, Time, Location)