

DBMS

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| <ul style="list-style-type: none">Responsible for establishing a connection to and allow interaction with the SQLite database. | <ul style="list-style-type: none">InputManager |
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ActionListenerFactory

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| <ul style="list-style-type: none">Responsible for delivering any needed ActionListener on request, just like a normal factory would. | <ul style="list-style-type: none">InputManager |
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StateFactory

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| <ul style="list-style-type: none">Responsible for delivering any needed ViewStates on request, just like a normal factory would. | <ul style="list-style-type: none">InputManagerStateManager |
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Episode

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| <ul style="list-style-type: none">Simple class to keep track of episode information. | <ul style="list-style-type: none">Season |
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Abstract

Media

MediaMovie, MediaTV

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| <ul style="list-style-type: none">Is a building block for more specific types of media, but this is the abstraction behind the Media architecture.It understands the basics of what you need to be considered Media. | |
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MediaMovie		Media
<ul style="list-style-type: none">Holding information about a Movie.		

MediaTV		Media
<ul style="list-style-type: none">Holding information about a TV Show.	<ul style="list-style-type: none">Season	

Season		
<ul style="list-style-type: none">Is responsible for keeping track of episodes and season specific information (i.e. season number) for specific seasons for a TV show.	<ul style="list-style-type: none">Episode	

UserAccount		
<ul style="list-style-type: none">Holds local information about the logged in user. Things like their username, password, email, etc...		

Abstract	UserMedia	UserMediaMovie, UserMediaTV
<ul style="list-style-type: none">Is responsible for the interaction of Media and the User, its job is to keep track of User information regarding specific Media.	<ul style="list-style-type: none">Media	

UserMediaHandler

- Is a type of data structure (early version) that acts as a local list of a User's known Media collection.
- It holds all the information that the User has on all the Media they have watched/want to watch.

- UserMedia

UserMediaMovie

UserMedia

- Is responsible for the interaction between a User and specifically Movies.

- UserMediaHandler

UserMediaTV

UserMedia

- Is responsible for the interaction between a User and specifically TV Shows.

- UserMediaHandler

MainFrame

- Opens the a simple frame for the user to view things in.

- ViewContainer

ViewContainer

- It is a shell for the ViewStates to be seen through.
- Depending on what state we are in it will show the appropriate ViewState.

- MainFrame

<div>Abstract</div> <div>ViewState</div> <div>DisplayView, LoginView, RegistrationScreen</div>	
<ul style="list-style-type: none">• Is the basic structure of how a typical ViewState should function (a screen of sorts).• Currently, we only require a ViewState to have a name and also for it to be able to update any models it may be using (currently not in use).	<ul style="list-style-type: none">• StateManager• StateFactory

<div></div> <div>DisplayView</div> <div>ViewState</div>	
<ul style="list-style-type: none">• This is the main display state to which the user will be welcomed into. Considered to be the main screen.	<ul style="list-style-type: none">• StateManager• StateFactory

<div></div> <div>RegistrationView</div> <div>ViewState</div>	
<ul style="list-style-type: none">• Shows the Registration form for user.	<ul style="list-style-type: none">• StateManager• StateFactory

<div></div> <div>LoginView</div> <div>ViewState</div>	
<ul style="list-style-type: none">• Shows the Login form for user.	<ul style="list-style-type: none">• StateManager• StateFactory

<div></div> <div>InputManager</div>	
<ul style="list-style-type: none">• Is responsible for interrupting all input that the user may give and changing the program accordingly.	<ul style="list-style-type: none">• ActionListeners

StateManager

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| <ul style="list-style-type: none">• Manages what state the user is in. | <ul style="list-style-type: none">• ViewState |
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