

# Student Manager

- dataHandler : IData

- ~ saveStudentData ()
- ~ getNewStudent () : StudentFacade
- ~ getStudentByUsername () : StudentFacade
- addStudent ()
- + studentExists () : boolean
- + passwordMatches () : boolean



# Game Manager

- studentManager : StudentManager
- currentStudent : StudentFacade
- + saveBeforeExit ()
- ...