UML - Profile

AppCompatActivity

<< Interface >>
IProfileView

+ logOut(): void

+ displayErrorMessage (string: message): void

+ navigateToEnd(): void

<< Interface >>
IProfilePresenter

+ getName(): String

+ getGPA(): String

+ getCredits(): String

+ getMoney(): String

+ validateGraduation(): void

Profile Presenter

− view: IProfileView

− gameManager: GameManager

− student: StudentFacade

+ validateGraduation(): void

+ getPicIndex(): int

Profile Activity

− username: String

− presenter: ProfilePresenter

+ onClickCustomize(View: view): void

+ onClickLogOut(View: view): void

+ onBackClick(View: view): void

+ onClickCourseSelection(View: view): void

+ onClickGraduate(View: view): void

+ onClickBookStore(View: view): void