Console
+ GET_FILE
+ a_file
+ b_file

+send_console_pid(pid_t pid)
+ main()

General File

Personal Out file

Personal In File

Control
+ potatoNum
+ user_manager
+ event_manager
+ timetable_manager
+ GET_FILE

+ user_login(vector<string> parts): string
+ user_create(vector<string> parts): string
+ user_delete(vector<string> parts): string
+ timeable_create(vector<string> parts): string
+ timetable_get(vector<string> parts): string
+ timetable_delete(vector<string> parts): string
+ timetable_compare(vector<string> parts): string
+ timetable_add(vector<string> parts): string
+ event_create(vector<string> parts): string
+ event_get(vector<string> parts): string
+ event_add(vector<string> parts): string
+ event_remove(vector<string> parts): string
+ event_delete(vector<string> parts): string
+ potato_output(): string
+ console_control(string pid)
+ init_User_Manager()
+ init_Timetable_Manager()
+ init_Event_Manager()
+ main()

User Factory
+ create_user(string username, string password): User

User Manager
+ instance

+ Authenticator::checkUser(String UserName, String UserPass) : Bool
- CreateInstance() : UserManager
+ GetUser(String UserName): User
+ UserFactory::CreateUser(String UserName, String UserPass): User
+ DeleteUser(StringUser) : Bool
+ GetInstance() : UserManager
+LineToUsername(String) : String
+LineToPassword(String) : String

Authenticator
- key

+ encrypt(String): String
+ decrypt (String): String

User
- username
- password

+ User(string username, string password)
+ get_username(): username
+ get_password(): password

TimeTable Factory
+ create_timetable(string in_name,

string in_access_t, string in_owner_id): Timetable

TimeTable
- name
- access_t
- owner_id
- member_id
- dates

+ Timetable(string name, string access_t, string owner_id)
+ Timetable(string inname, string inaccess_t,
string inowner_id, set<string> inmember_id,
set<string> indates)
+ string get_name(): const name
+ string get_access_t(): access_t+ string get_owner_id(): c
+ set<string> get_dates(): dates
+ set_name(string name)
+ set_access_t(string access_t)
+ add_member(string user_id): int success
+ remove_member(string user_id) int success
+ add_date(string date): int success
+ remove_date(string date): int success
+ is_member(string user_id): int bool

TimeTable Manager
- STORAGE_FILE_PATH
+ instance

+ get_instance(): instance
+ get_timetable(string name): Timetable
+ create_timetable(string name, string access_t,
string owner_id): int success
+ save_timetable(Timetable table): int success
+ delete_timetable(string table_name): int success
+ append_date(string table_name, string event_info): int success
+ remove_date(string table_name, string event_info): int success
+ add_member(string tablename, string member_id): int success
+ remove_member(string tablename, string member_id): int success
+ get_personal_tables(string owner_id): vector<Timetable>
+ get_shared_tables(string owner_id): vector<Timetable>
+ get_public_tables(): vector<Timetable>
+ timetable_to_txt(Timetable timetable): string txt_rep

Event Manager
- instance
- STORAGE_FILE_PATH

+ get_instance(): instance
+ get_event(string event_name): Event
+ create_event (string eventName, string details, time_t start_time,
time_t end_time, string access_t, string owner_id,
string repeatType): int success
+ delete_event(string event_name): int success
+ get_personal_events(string owner_id): vector<Event>
+ get_public_events(): vector<Event>
+ event_to_txt(Event event): string txt_rep

Event Factory
+ create_event(string eventName, string details, time_t start_time,
time_t end_time,string access_t, string owner_id, string repeatType): Event

Events
- eventName
- details
- access_t
- owner_id
- repeat_type
- start_time
- end_time

+Event()
+Event(string in_eventName, string in_details
time_t in_start_time, time_t in_end_time,
string in_access_t, string in_owner_id,
string in_repeatType)
+ get_eventName(): const eventName
+ get_details(): details
+ get_start_time(): start_time
+ get_end_time(): end_time
+ get_access_t(): access_t
+ get_owner_id(): owner_id
+ get_repeat_type(): repeat_type
+ set_eventName(string newEventName)
+ set_details(string newDetails);
+ set_start_time(time_t newStartTime)
+ set_end_time(time_t newEndTime)
+ set_access_t(string newAccess)
+ set_owner_id(string newOwner)
+ set_repeat_type(string newRepeat)