Table 7.1 - User_Session

Name	*User_Session*
Base Class(es)	
Purpose	*Helps to receive the User Session*
States	*Empty or full.*
Constructors	*Default: empty session values* *New: Contains the new session*
Operators Mutators	user
Accessors	getUser() getSessionID()
Fields	*sessionID*

R.R.

Table 8.1 – User_Session:getSession

Session ID	User_Session::getSessionID()
Purpose	Gets the Session ID
Receives	void
Returns	Integer
Remarks	Gets the User Session ID

Table 8.2 – User_Session:getUser

Use ID	User_Session::getUser()
Purpose	Gets the User ID from Client Application
Receives	void
Returns	User_Information
Remarks	Gets the User ID from Client Application

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