

Business Layer

UserController

users: Dictionary<string, User>

Service Layer

+ getInProgress(): json

+ CreateUser(password: string, email: String): void

- loggedIn: Collection

- + DeleteUser(email: string): void
- + UserExists(email: string): boolean
- + GetUser(email: string): User
- + validatePassword(user: User, password: String): boolean
- + login(email: String, password: String): void
- + logout(user: User): void
- + IsValidEmail(email: string): bool
- +IsLegalPassword(password: string): bool
- +lsLoggedIn(email: string): bool
- +IsHebrew(str: string): bool

User

- + USERNAME: string - password: string
- + ChangePassword(oldP: string, newP: string): void
- + ValidatePassword(password: string): bool

Task

- Title(String)
- DueDate(String)
- + CREATION DATE(DateTime)
- · Description(newBody: string): void
- State(int)
- + TaskID(int)
- + EditTitle(newTitle: string): void
- + EditDueDate(newDate: String): void
- + EditDescription(newBody: string): void
- + Getters
- + Setters

- + addTask(title: String, Description: String, DueDate: String): void
- + changeState(Task): void
- + ChangeState(int taskId):void
- + getters
- +SetMaxTask(newMaxTask:int, whichBoard:int):void
- +GEtColList(int columnO):List
- +GetNameOrdinal(int coulumnO):string
- +GetInProgress():List
- setters

BoardController

- Boards: Dictionary<string, Dictionary<string, Board>
- +UserHasAnyBoard(userEmail:string):bool
- + createBoard(userEmail:string,boardName:string): void
- + UserHasThisBoard(userEmail:string, boardName:string):bool
- + deleteBoard(userEmail:string ,boardName: String): void + GetAllInPrograss(userEmail:string):List<Task>
- + getBoard(userEmail:string ,boardName: String): Board

