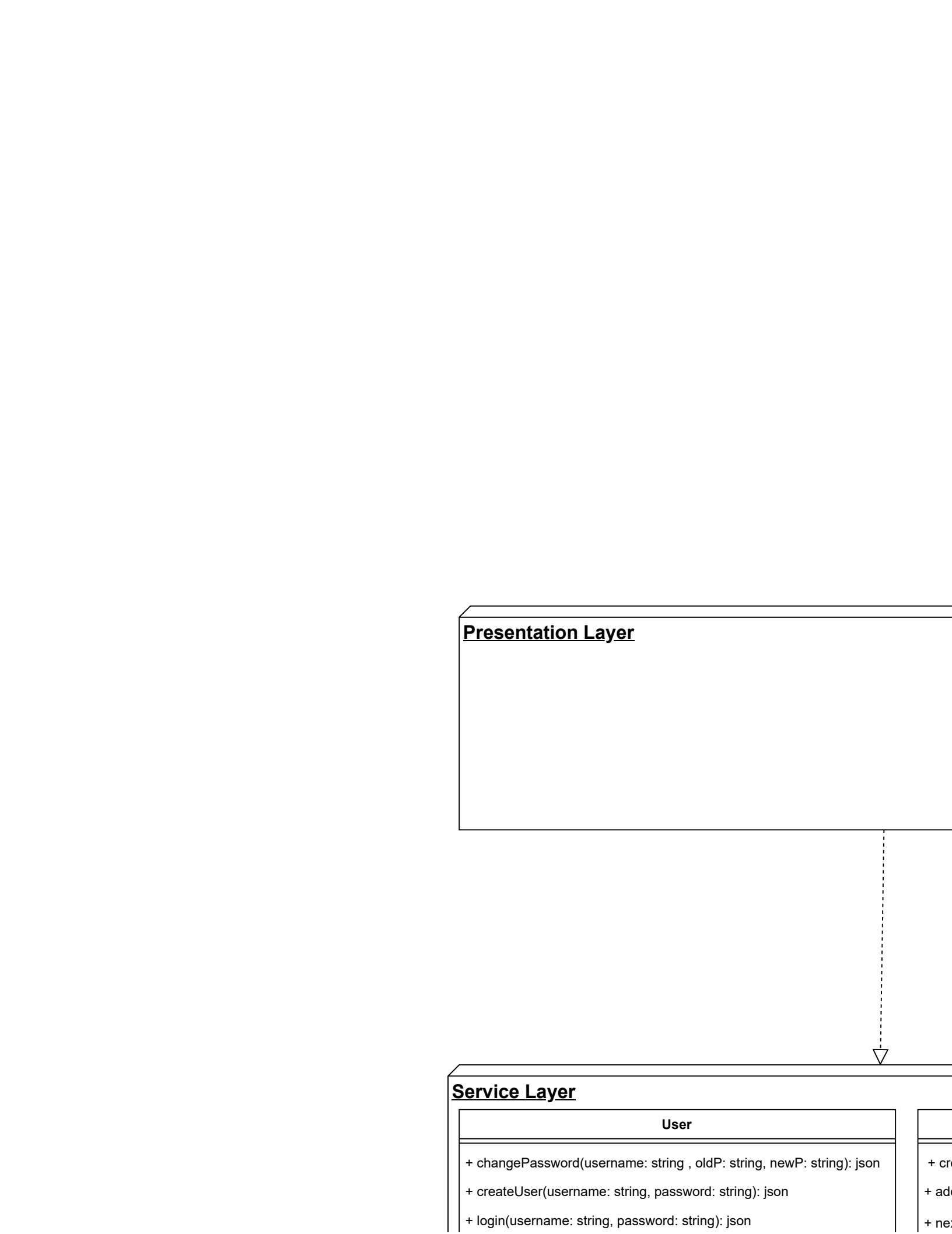
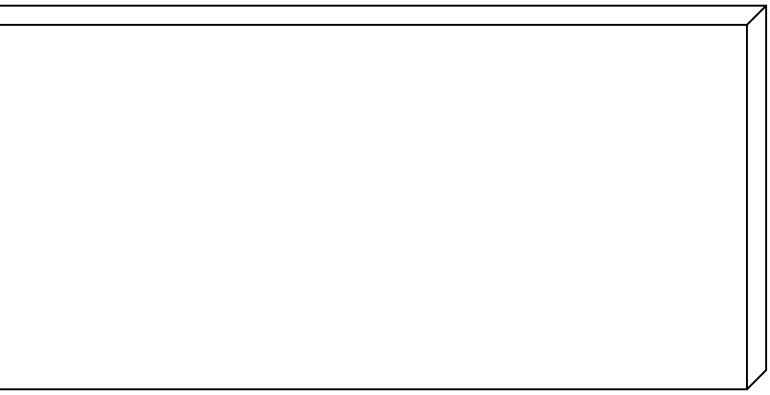
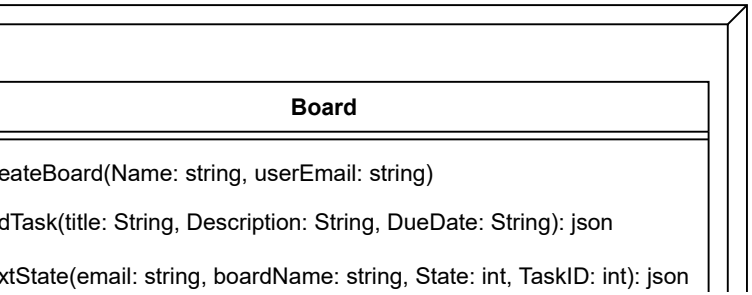

Presentation Layer
Service Layer
User
+ changePassword(username: string , oldP: string, newP: string): json
+ createUser(username: string, password: string): json
+ login(username: string, password: string): json




Board
eateBoard(Name: string, userEmail: string)
dTask(title: String, Description: String, DueDate: String): json
xtState(email: string, boardName: string, State: int, TaskID: int): json

+ getBoard(BoardName: String): json

+ getInProgress(): json

+ logout(userEmail: string):json

+ del

Task

+ createTask(Title: string, Description: string, DueDate: string): json

+ EditTitle(newTitle: string, user: User, board: string): json

+ EditDueDate(newDate: string, user: User, board: string): json

+ EditDescription(newBody: string, user: User, board: string): json

Business Layer

UserController

- users: Dictionary<int, User>

- loggedIn: Collection

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

+ 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

- Backlog(Collec

- InProgress(Coll

- Done(Collection

+ Name(String)

+ addTask(title: S

+ changeState(Ta

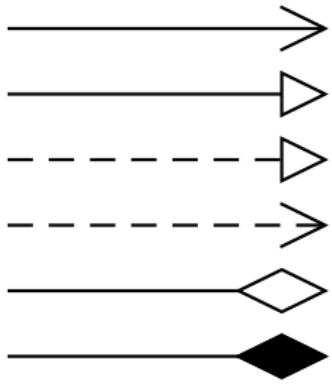
+ getters

+ setters

User

+ USERNAME: string

leteBoard(Name: string, userEmail: string)



Aggregation: child can exist without the parent

Composition: child cannot exist without the parent

From Wikipedia

https://en.wikipedia.org/wiki/Class_diagram

Visibility

+ public

- private

protected

Board

tion)

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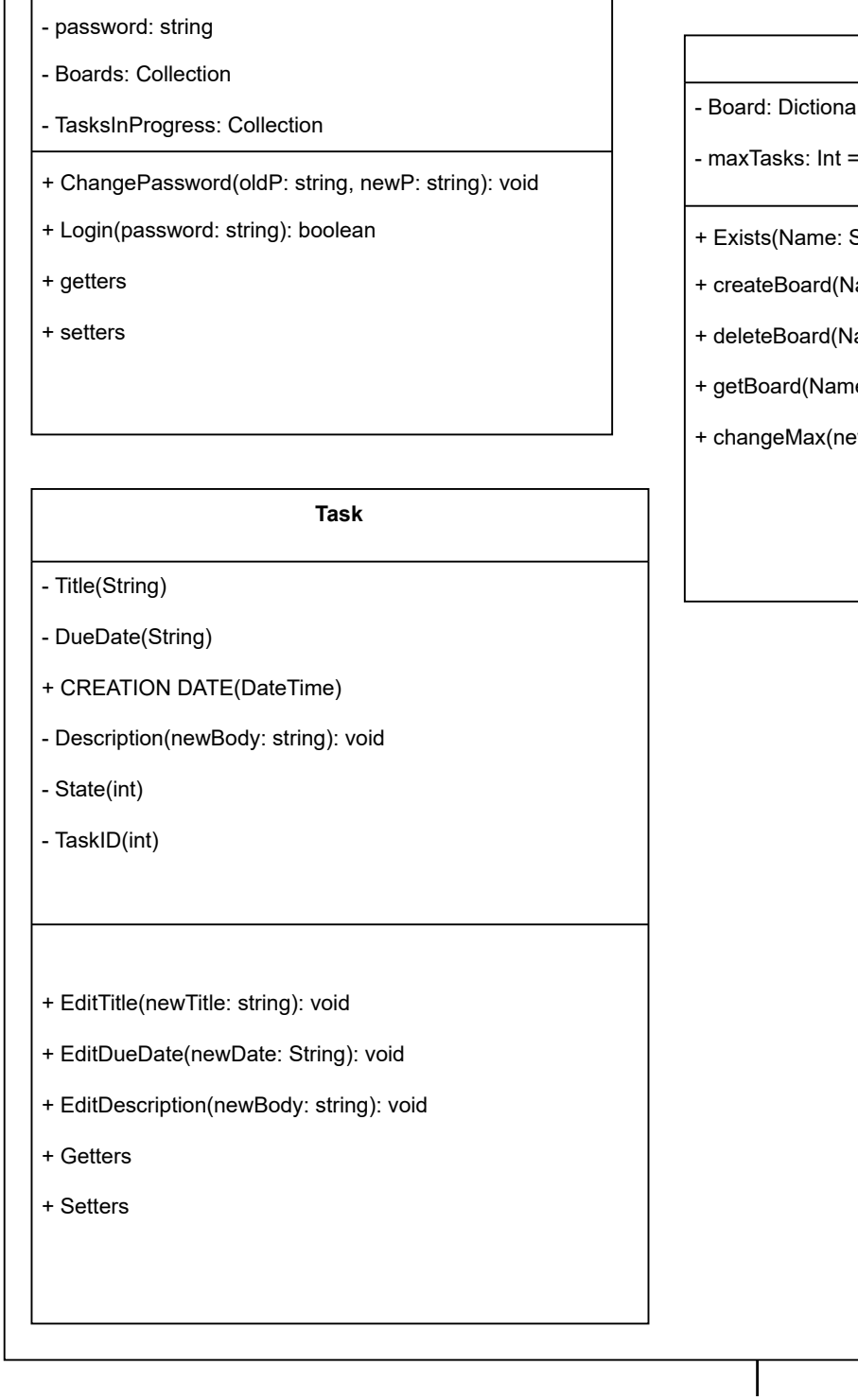
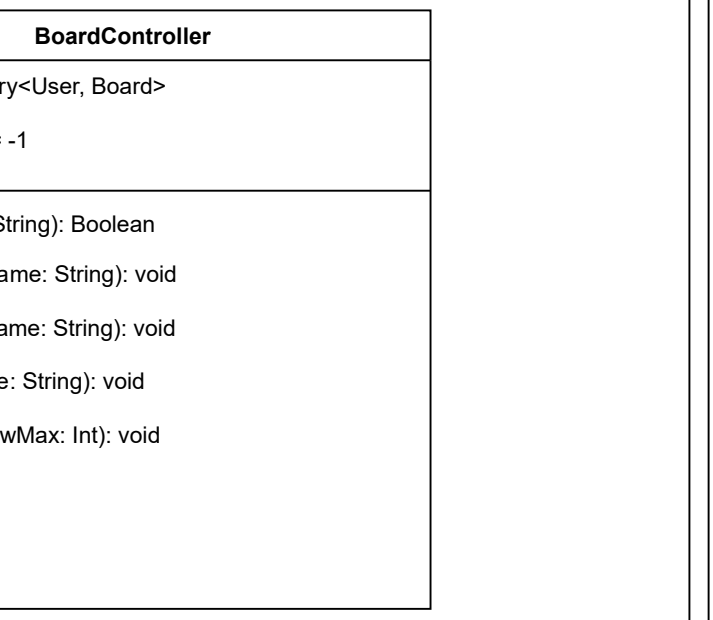
n)

String, Description: String, DueDate: String): void

ask): void


- password: string
- Boards: Collection
- TasksInProgress: Collection
+ ChangePassword(oldP: string, newP: string): void
+ Login(password: string): boolean
+ getters
+ setters
- Board: Dictiona
- maxTasks: Int =
+ Exists(Name: S
+ createBoard(Na
+ deleteBoard(Na
+ getBoard(Name
+ changeMax(ne
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


BoardController
ry<User, Board>
= -1
String): Boolean
ame: String): void
ame: String): void
e: String): void
wMax: Int): void