Firestrini Use Case Diagram
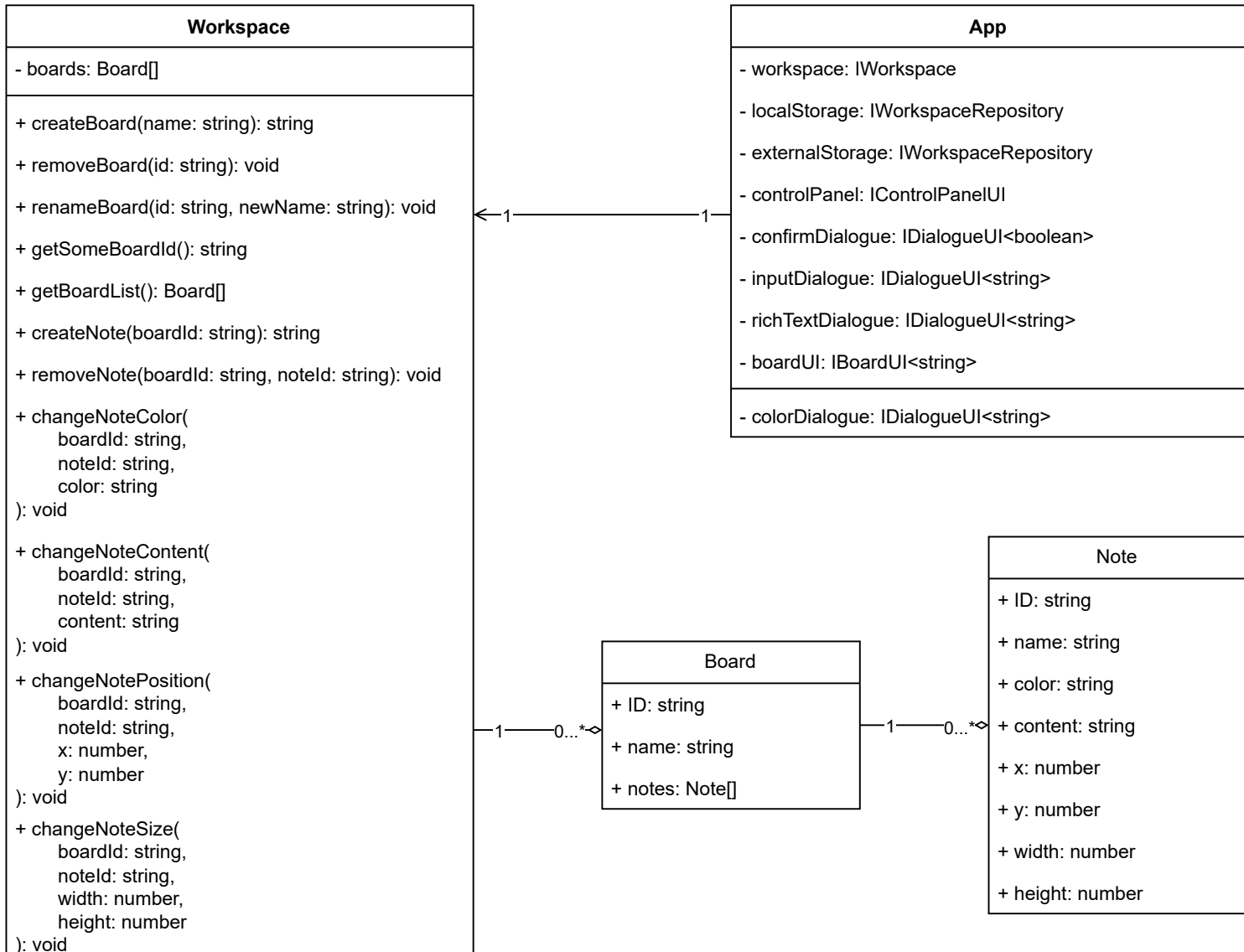
Firestrini Relační diagram

Uživatel

1

Spravuje

1

Workspace

1

Obsahuje

N

Název — Nástěnka — ID

1

Obsahuje

N

Barva — Lísteček — ID

Obsah   Pozice   Velikost

Firestrini ar

CORE

Workspace

- boards: Board[]

+ createBoard(name: string): string

+ removeBoard(id: string): void

+ renameBoard(id: string, newName: string): void

+ getSomeBoardId(): string

+ getBoardList(): Board[]

+ createNote(boardId: string): string

+ removeNote(boardId: string, noteId: string): void

+ changeNoteColor(
    boardId: string,
    noteId: string,
    color: string
): void

+ changeNoteContent(
    boardId: string,
    noteId: string,
    content: string
): void

+ changeNotePosition(
    boardId: string,
    noteId: string,
    x: number,
    y: number
): void

+ changeNoteSize(
    boardId: string,
    noteId: string,
    width: number,
    height: number
): void

App

- workspace: IWorkspace

- localStorage: IWorkspaceRepository

- externalStorage: IWorkspaceRepository

- controlPanel: IControlPanelUI

- confirmDialogue: IDialogueUI<boolean>

- inputDialogue: IDialogueUI<string>

- richTextDialogue: IDialogueUI<string>

- boardUI: IBoardUI<string>

- colorDialogue: IDialogueUI<string>

Board

+ ID: string

+ name: string

+ notes: Note[]

Note

+ ID: string

+ name: string

+ color: string

+ content: string

+ x: number

+ y: number

+ width: number

+ height: number

chitecture

PORTS   ADAPTERS

<<IWorkspaceRepository>>

+ save(boards: Board[]): void

+ load(): Promise<Board[]>

LocalStorageRepository

ExternalRepository

<<IControlPanelUI>>

- controlPanelElement: HTMLElement

+ on(event: string, callback: (data: any) => void): void

- emit(event: string, data: any): void

+ render(boardName: string): void

ControlPanelUI

ConfirmDialogueUI

<<IDialogueUI<T>>>

- dialogueElement: HTMLElement

+ on(event: string, callback: (data: any) => void): void

- emit(event: string, data: any): void

+ show(boardName: string): Promise<T>

InputDialogueUI

ColorDialogue

TinyMCEDialogueUI

<<IBoardUI>>

- dialogueElement: HTMLElement

- emit(event: string, data: any): void

+ render(boardName: string): void

+ on(event: string, callback: (data: any) => void): void

KonvaBoardUI

1   2

1

1

1

1

4

1