# Signature Checker Data Classes

#### Character

Code: string Score: string

#### UserData

Forename: string Surname: string Username: string

UserStringOriginal: string UserStringReversed: string

Score: int

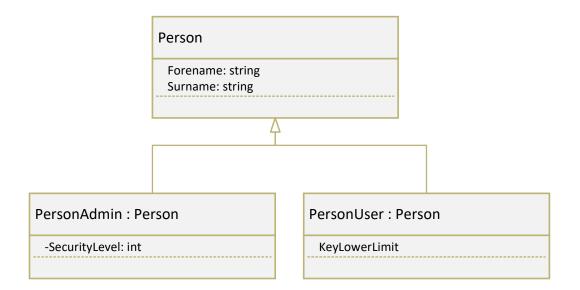
StrengthGradeLong: string

### **UserString**

Length: int Score: int

GradeShort: string GradeLong: string Reversed: string

-memberName



#### InvalidCharacter

Character: string Position: int

# Signature Checker Factory Classes

### UtilityValidator

StrengthRuleMinimum: int

LengthRuleCheck() bool

GetInvalidCharacter(): InvalidCharacter

CurrentLetterScore(): int WholeStringScore(): int CharacterScore(): int

InvalidCharacterPosition(): int

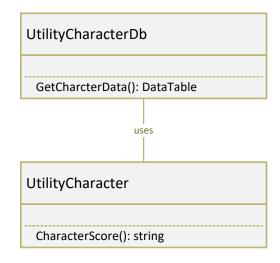
StringScore(): int

StrengthGradeLong(): string

## UtilityString

RandomNumberAsString(): string

TrimAndLower(): string ReverseString(): string MakeUsername(): string



## Lists

Characters(): List<Character>
ValidCharacters(): List<Character>
ValidCharacterCode(): List<string>
CharacterCodes(): List<string>

StringFound(): bool

UtilityImportData

GetTextFileData(): DataTable

UtilityZGlobals

DatabasePath(): string LendgthRule(): int

# Signature Generator Data Flow Diagram

