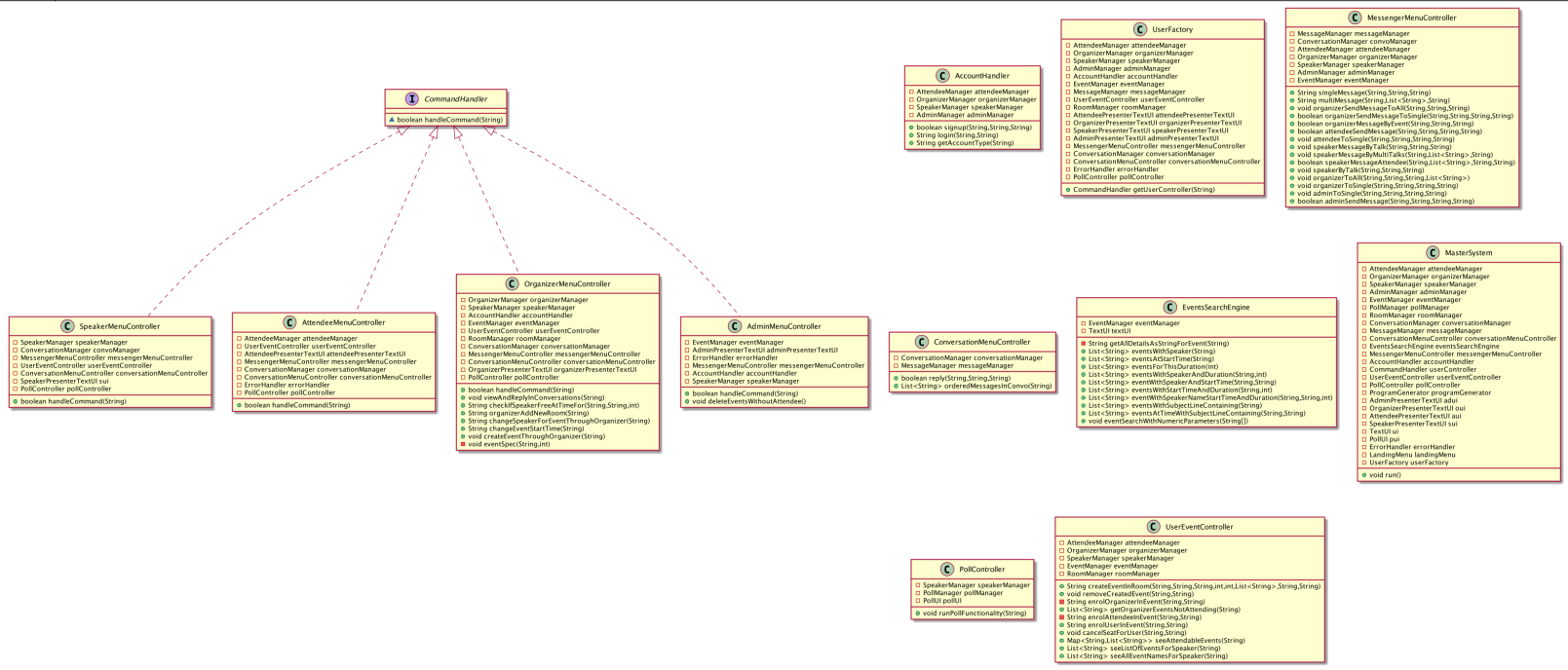
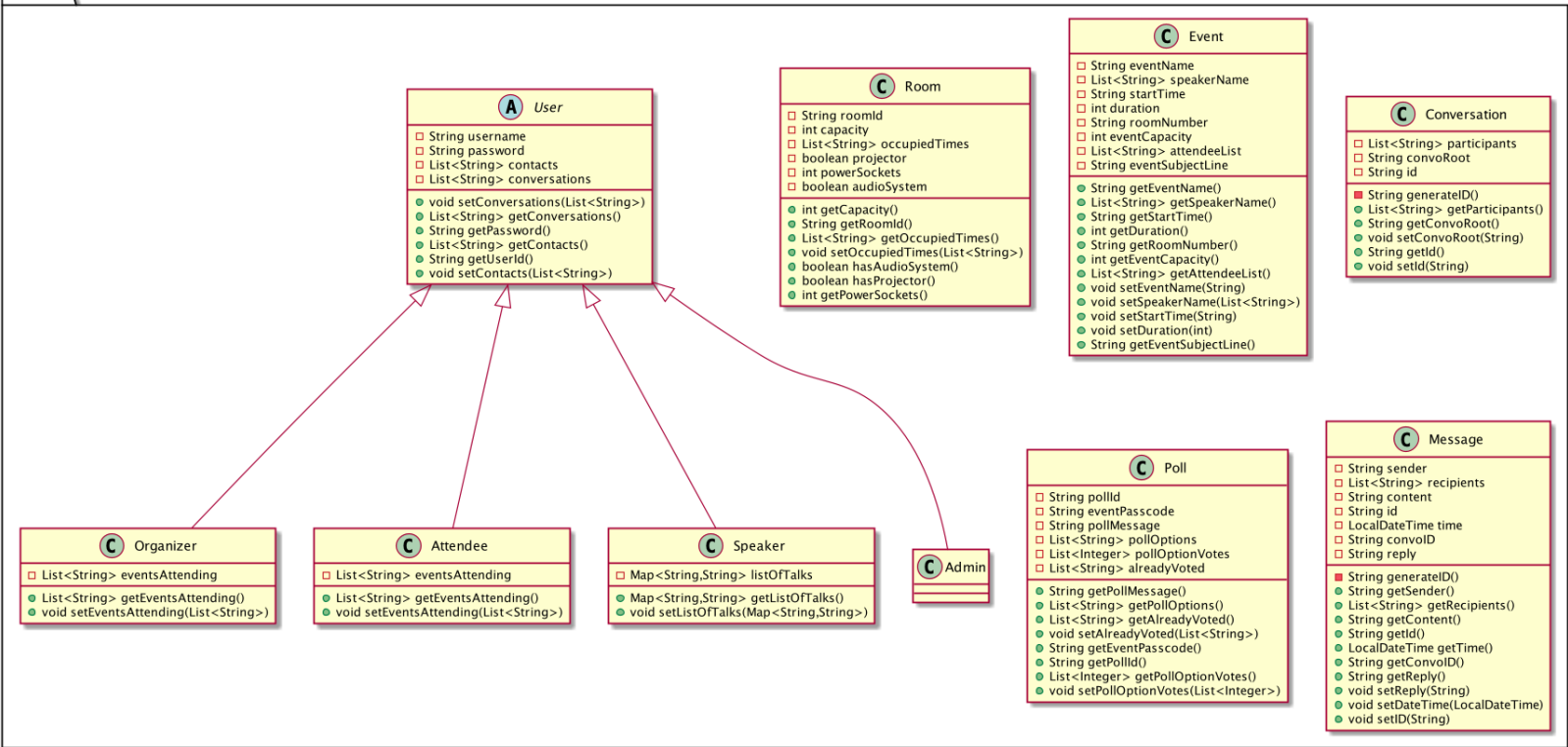
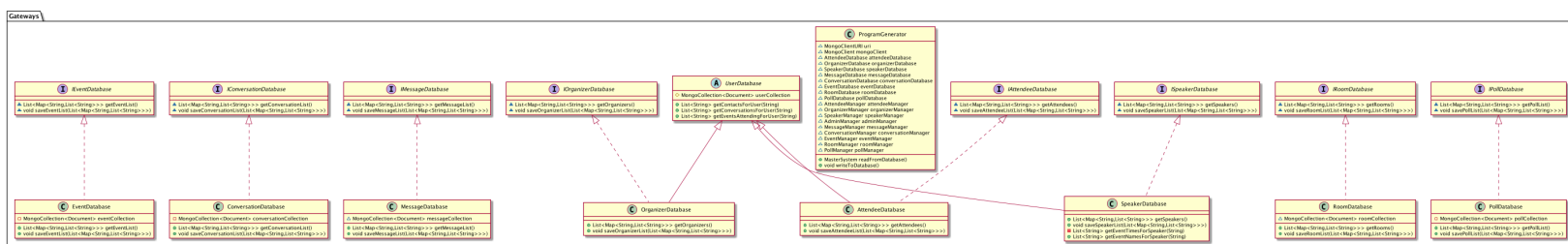


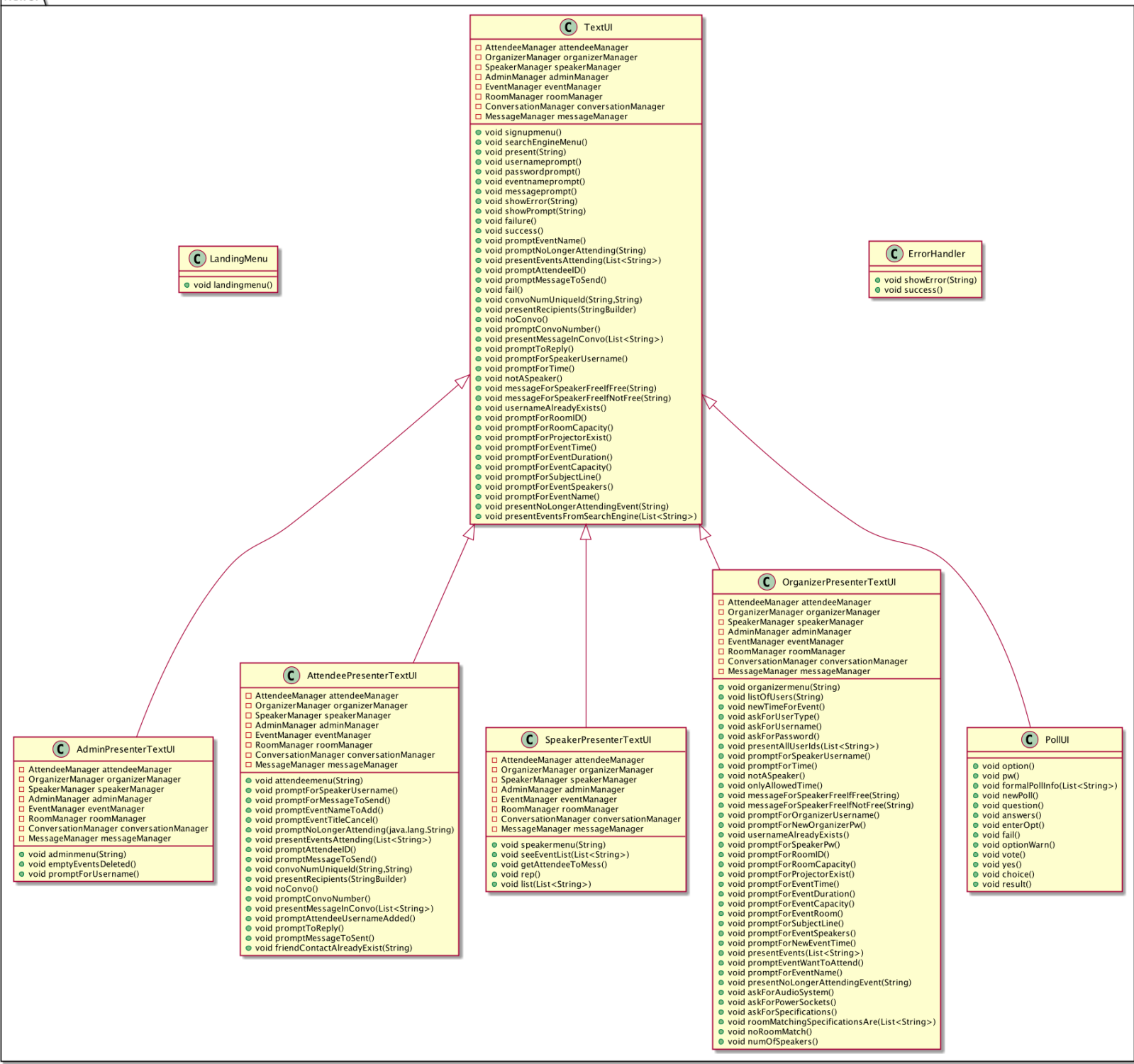
Controllers



Entities







UseCases

PollManager

□ List<Poll> polls
 △ IPollDatabase pollDatabase

- List<String> getPollsForEvent(String)
- Poll getPoll(String,String)
- void voteInPoll(String,String,String,int)
- boolean addNewPoll(String,String,String,List<String>,List<String>)
- List<String> getAllPollsInfoForEvent(String,String)
- StringBuilder pollPercentPerOption(Poll)
- void loadFromDatabase()
- void saveToDatabase()

AttendeeManager

□ Map<String,Attendee> attendees
 △ IAttendeeDatabase attendeeDatabase

- boolean createAttendee(String,String)
- String aAddContactB(String,String)
- void addConversation(String,String)
- List<String> getMessagableUsers(String)
- Attendee getAttendee(String)
- List<Attendee> getAllAttendees()
- boolean checkPassword(String,String)
- void addAttendingEvent(String,String)
- String removeAttendingEvent(String,String)
- boolean isAttendee(String)
- boolean isAttending(String,String)
- List<String> getEventsAttending(String)
- List<String> getConversations(String)
- List<String> getAllAttendeeIds()
- void loadFromDatabase()
- void saveToDatabase()

OrganizerManager

□ List<Organizer> organizerList
 △ IOrganizerDatabase organizerDatabase

- boolean createOrganizer(String,String)
- boolean addContact(String,String)
- Organizer getOrganizer(String)
- boolean isContact(Organizer,String)
- void addConversation(String,String)
- List<String> getConversations(String)
- boolean checkPassword(String,String)
- boolean isOrganizer(String)
- void addAttendingEvent(String,String)
- String isAttending(String,String)
- void removeAttendingEvent(String,String)
- List<String> getEventsAttending(String)
- List<String> getAllOrganizerIds()
- void loadFromDatabase()
- void saveToDatabase()

EventManager

□ List<Event> EventList
 △ IEventDatabase eventDatabase

- List<String> getEventNamesList()
- String addEvent(String,String,int,String,int,List<String>,String)
- void removeEvent(String)
- String reserveAttendee(String,String)
- void removeAttendee(String,String)
- Event getEvent(String)
- boolean isEvent(String)
- List<String> getSpeakerEvent(String)
- String getStartTime(String)
- int getDuration(String)
- String getRoomNumber(String)
- List<String> getAttendeeList(String)
- List<String> getEventInfo(String)
- List<String> getAllEventTitles()
- int getEventCapacity(String)
- List<String> getEmptyEvents()
- List<String> getAllowedTimes()
- String getEventSubjectLine(String)
- void loadFromDatabase()
- void saveToDatabase()

AdminManager

□ Admin admin

- boolean checkPassword(String,String)
- boolean isAdmin(String)

RoomManager

□ List<Room> rooms
 △ IRoomDatabase roomDatabase

- boolean createRoom(String,int,boolean,boolean,int)
- boolean isRoom(String)
- Room getRoom(String)
- boolean isRoomOccupiedAt(String,String)
- boolean isRoomOccupiedAtTimeForDuration(String,String,int)
- void occupyRoomAtTime(String,String)
- void freeRoomAtTime(String,String)
- int getCapacityOfRoom(String)
- void occupyRoomAt(String,String,int)
- void freeRoomAt(String,String,int)
- List<String> roomsWithRequirements(boolean,boolean,int,String,int)
- List<String> getAllRoomIds()
- void loadFromDatabase()
- void saveToDatabase()

MessageManager

□ List<Message> allMessages
 △ IMessageDatabase messageDatabase

- String sendMessageSingle(String,String,String,String)
- String sendMessageMulti(String,List<String>,String,String)
- void addReply(String,List<String>,String,String)
- Message getMessage(String)
- String getReply(String)
- String getSender(String)
- String getContent(String)
- String getTime(String)
- void loadFromDatabase()
- void saveToDatabase()

ConversationManager

□ List<Conversation> allConversations
 △ IConversationDatabase conversationDatabase

- String createNewConversation(List<String>)
- String getConvoRoot(String)
- void setConvoRoot(String,String)
- Conversation getConversation(String)
- List<String> getConvoParticipants(String)
- boolean isConversation(String)
- void loadFromDatabase()
- void saveToDatabase()

SpeakerManager

□ List<Speaker> speakers
 △ ISpeakerDatabase speakerDatabase

- boolean createSpeaker(String,String)
- boolean addContact(String,String)
- void addTalkToListOfTalks(String,String,String)
- void addConversation(String,String)
- Speaker getSpeaker(String)
- List<String> getContactsForSpeaker(String)
- Map<String,String> getListOfTalks(String)
- List<String> getConversations(String)
- List<String> getAllSpeakerIds()
- boolean checkPassword(String,String)
- boolean isSpeakerFreeAtTime(String,String)
- boolean isSpeaker(String)
- boolean removeTalkFromListOfTalks(String,String,String)
- void loadFromDatabase()
- void saveToDatabase()

