BFF

resources service restClient

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both desktop and mobile service will contain the same structure, the difference will be the size and format of the data retrieved

NotificationPackage

NotificationResource
- notificaitonService: PaymentService
+ sendNotification(UUID event)

NotificationService
- notificaitonRestClient: NotificationRestClient
- ticketService: TicketService
+ sendNotification(UUID event)

NotificationRestClient
+ sendNotification(Content, List<Reveicer>)

TicketPackage

TicketResource
- ticketService: TicketResource
+ getEvents( ): List<Events>
+ getEvent(UUID eventId): Event
+ cancelEvent(UUID eventID)
+ registerEvent(Event event)
+ exportPDF(): byte[]
+ addParticipant(Participant, UUID eventId)

TicketService
- ticketRestClient: TicketRestClient
+ getEvents():List<Events>
+ getEvent(UUID event)
+ cancelEvent(UUID)
+ registerEvent(Event)
+ exportPDF(): byte[]
+ addParticipant (Participant)

TicketRestClient
+ getEvents():List<Events>
+ getEvent(UUID event)
+ cancelEvent(UUID)
+ registerEvent(Event)
+ exportPDF(): byte[]
+ addParticipant (Participant)

PaymentPackage

PaymentResource
- paymentService: PaymentService
+ requestPayment(Payment payment): AuthorizationLink
+ executePayment(UUID paymentId)

PaymentService
- paymentRestClient: PaymentRestClient
- ticketService: TicketService
+ requestPayment(Payment payment):
+ executePayment(UUID paymentId)

PaymentRestClient
+ requestPayment(Payment payment):
+ executePayment(UUID paymentId)