Service layer

UserService

- userFacade :UserFacade
- + Register(email, password):

Response<UserSL>

- + Login(email , password) : Response<UserSL>
- + Logout(email) : Response<UserSL> + LoadData : Response<UserSL> #changes

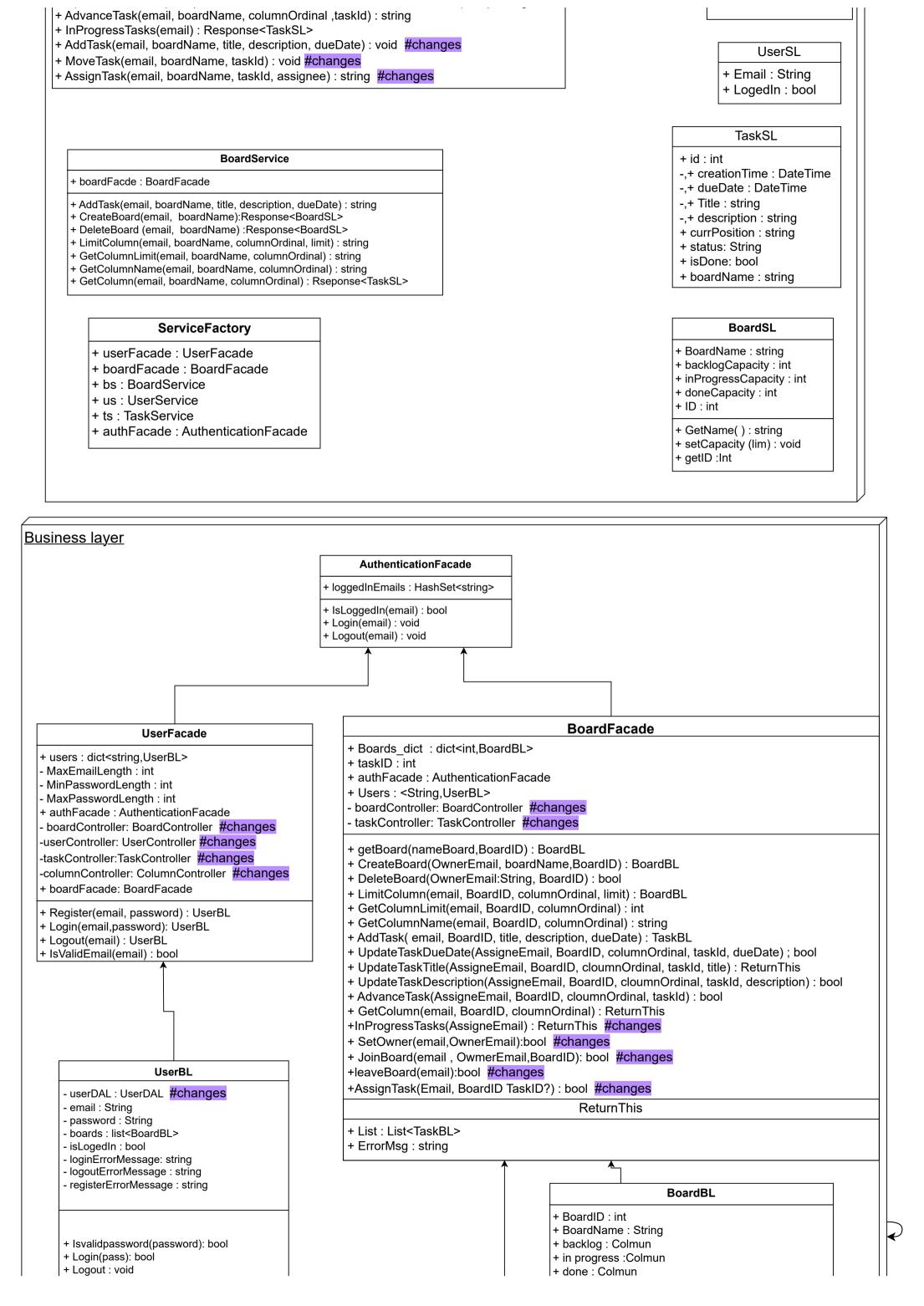
TaskService

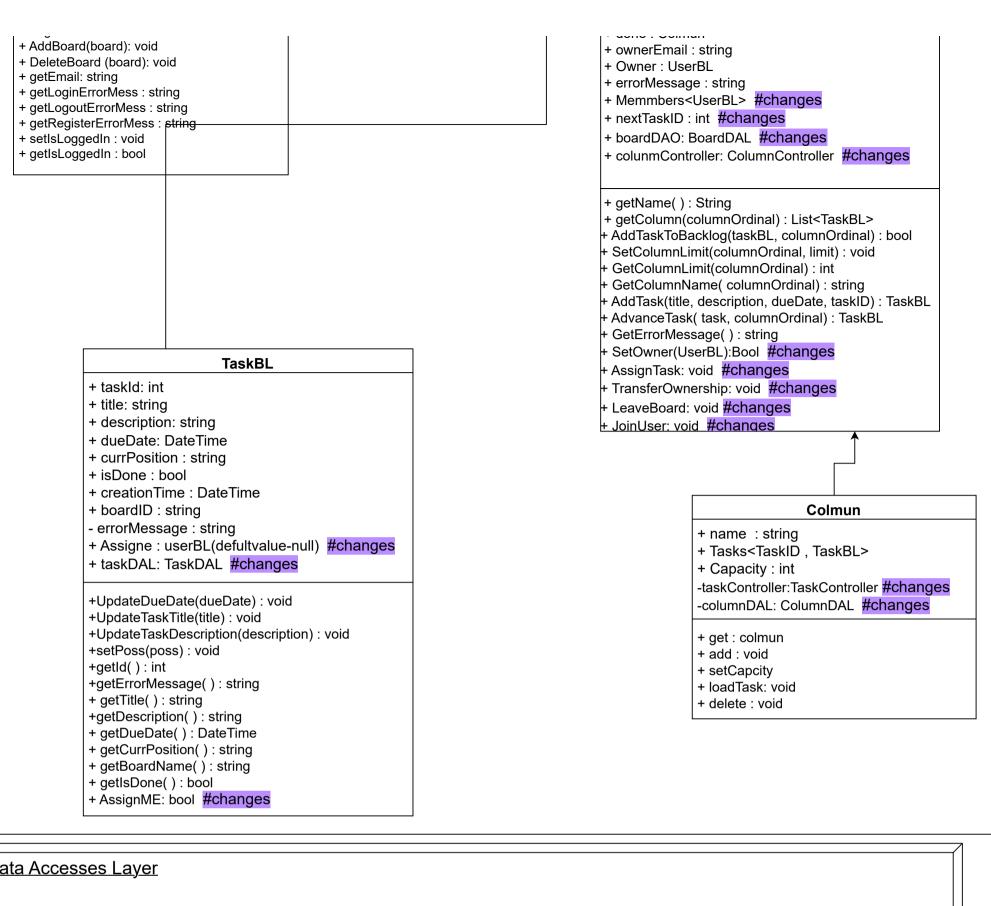
- boardFacade : BoardFacade

- + UpdateTaskDueDate(email, boardName, columnOrdinal ,taskId, dueDate) : string + UpdateTaskTitle(email, boardName, columnOrdinal ,taskId, title) : string + UpdateTaskDescription(email, boardName, columnOrdinal ,taskId, description): string

Response

- + ErrorMessage : string
- + ReturnValue : object
- + ToJson(): string





Data Accesses Layer

TaskDAL

- taskld: int

+ title: string

+ description: string

+ dueDate: DateTime

+ isDone : bool

+ creationTime : DateTime

+ boardName : string

+column: string +Assignee: string

BoardDAL

Name: string

Owner: string

· Id : int

+ Insert(BoardDAO): bool

+ JoinUser(BoardDAO, string): bool

-connectionString: string SelectAll

title: string

+ description: string

+ dueDate: DateTime

+ isDone : bool

+ creationTime : DateTime

+ boardName : string

+column : string

+Assignee: string

tableName: string

+ Insert(TaskDAL): bool

+ get(iboardId: int, taskId: int): TaskDAL

+ AssignTask(taskId: int, userId: string)

MoveTask(taskId: int, newStatus: string)

Delete(TaskDAL):void

DeleteAll: void

BoardController

connectionString : string

boardName : string

+ Insert(BoardDAL): bool

+ JoinUser(BoardDAL, string): bool

+Get(int): BoardDAL

+ Delete(int id): bool

+ DeleteByUserAndBoardID(string, int): bool

SelectBoardsByUser(string): List<BoardDAL

JoinBoard(boardId: int, userId: string) _eaveBoard(boardId: int, userId: string)

TransferOwnership(boardId: int, newOwnerId: string)

+ DeleteAll: void

+UpdateField (string, string, int):void

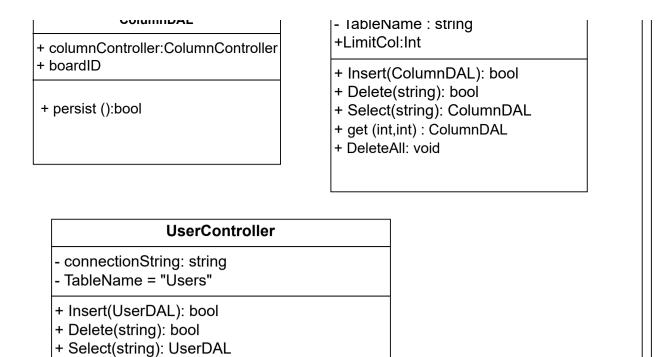
ColumnDAL

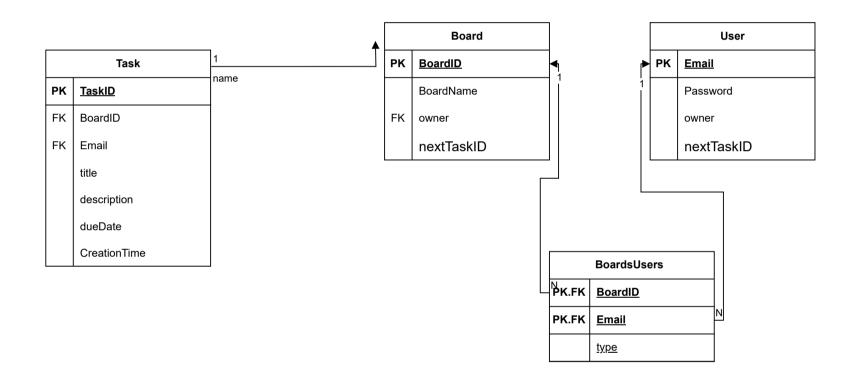
ColumnController

connectionString: string

TablaNlama . atr

UserDAL - Email: string - Password: string - boards: List<KeyValuePair<string, int>> + userController:UserController + boardController: BoardController + get(string): List<BoardDAL> + persist (boardDAL):bool





+ updatePassword(email,pass) : void

+ DeleteAll: void