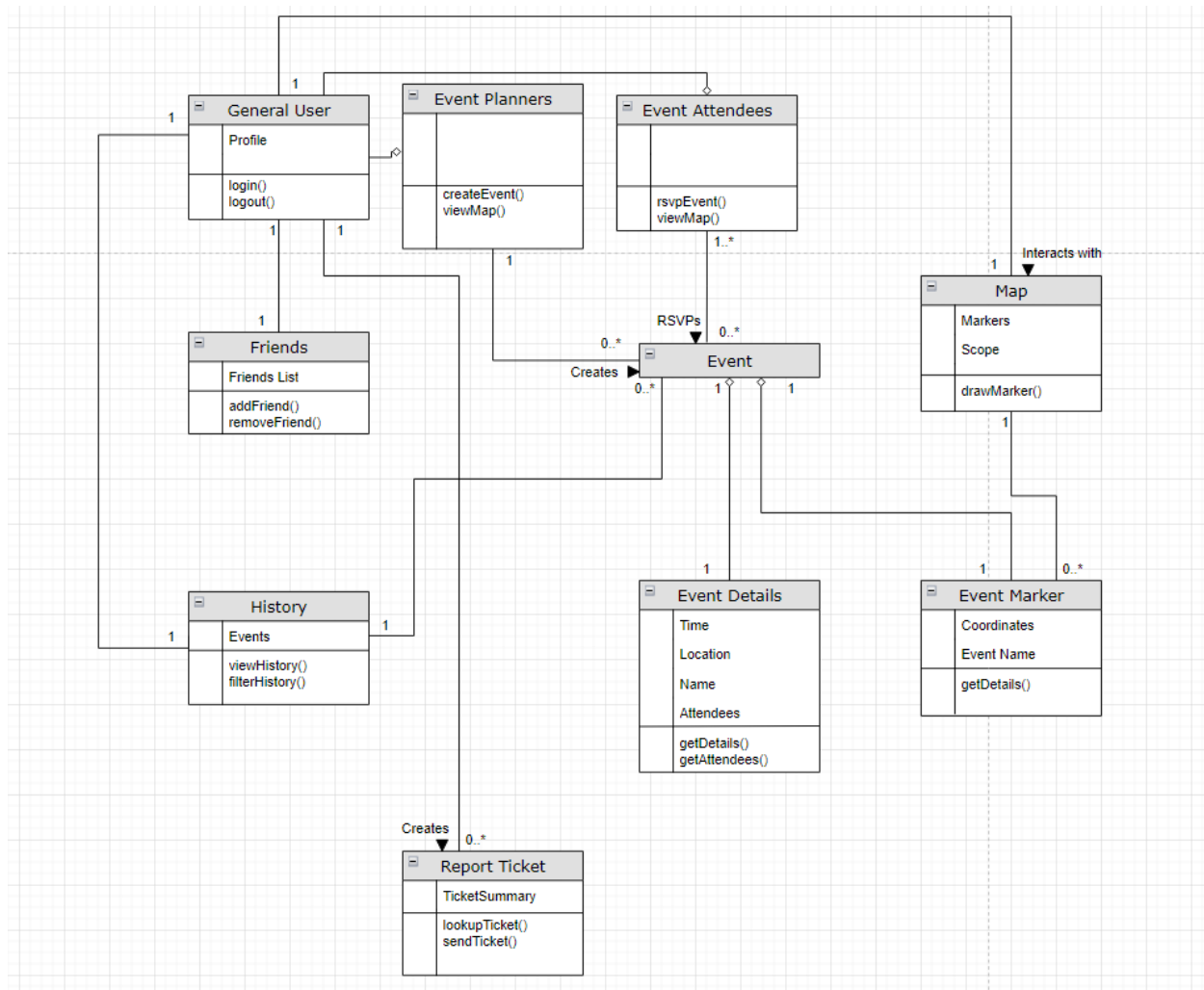# Domain Model - UMaine Connect

The event system is primarily where relationships connect. The event system has the event details and event marker below it. The event maker connects with the map to place event markers on the map. With the event planner, you can view the map in order to create an event. The general user can login and logout of their profile and also interact with the map, event history, and friends. The friends list can be interacted with by either adding or removing a friend. The event history can be viewed sequentially or filtered to show events that happened within a certain date range. The general user can also interact with the ticket reporting system, where they can send a report or lookup a previous report they have sent.

Classes:

Event Planner

  createEvent()

Event Attendee

  rsvpEvent()

General User

 Profile

 login()

 logout()

Event

 Event Marker

  Coordinates

  Event Name

Event Details

  Time

  Location

  Name

  Attendees

 getDetails()

 getAttendees()

Maps

 Markers

 Scope

 drawMarker()

Friends

> **Friends list**
>
> **addFriend()**
>
> **removeFriend()**

History

> **Event**
>
> **viewHistory()**
>
> **filterHistory()**

Report Ticket

> **TicketSummary**
>
> **lookupTicket()**
>
> **sendTicket()**