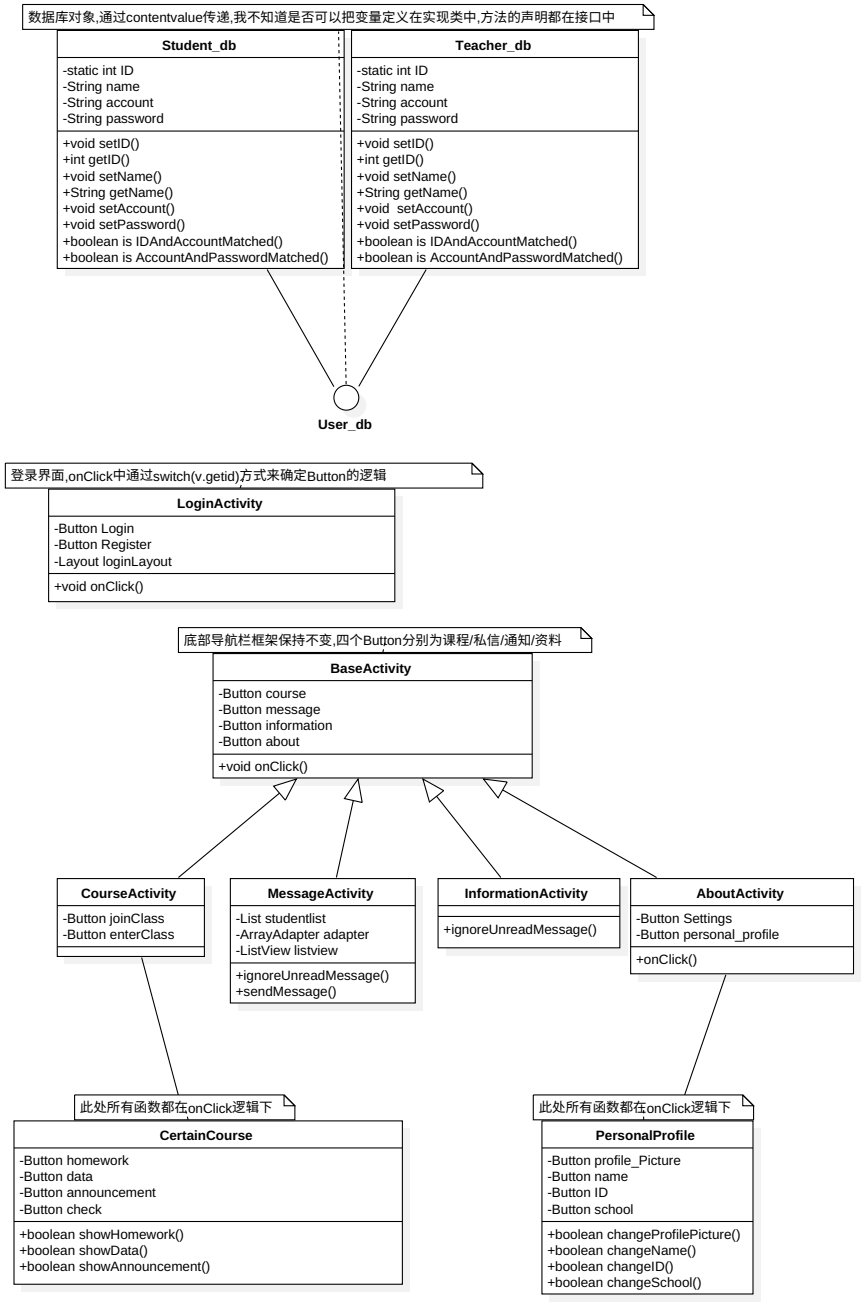
Model::Main


数据库对象,通过contentvalue传递,我不知道是否可以把变量定义在实现类中,方法的声明都在接口中
Student_db
-static int ID
-String name
-String account
-String password
+void setID()
+int getID()
+void setName()
+String getName()
+void setAccount()
+void setPassword()
+boolean is IDAndAccountMatched()
+boolean is AccountAndPasswordMatched()
Teacher_db
-static int ID
-String name
-String account
-String password
+void setID()
+int getID()
+void setName()
+String getName()
+void setAccount()
+void setPassword()
+boolean is IDAndAccountMatched()
+boolean is AccountAndPasswordMatched()
User_db
登录界面,onClick中通过switch(v.getid)方式来确定Button的逻辑
LoginActivity
-Button Login
-Button Register
-Layout loginLayout
+void onClick()
底部导航栏框架保持不变,四个Button分别为课程/私信/通知/资料
BaseActivity
-Button course
-Button message
-Button information
-Button about
+void onClick()
CourseActivity
-Button joinClass
-Button enterClass
MessageActivity
-List studentlist
-ArrayAdapter adapter
-ListView listview
+ignoreUnreadMessage()
+sendMessage()
InformationActivity
+ignoreUnreadMessage()
AboutActivity
-Button Settings
-Button personal_profile
+onClick()
此处所有函数都在onClick逻辑下
CertainCourse
-Button homework
-Button data
-Button announcement
-Button check
+boolean showHomework()
+boolean showData()
+boolean showAnnouncement()
此处所有函数都在onClick逻辑下
PersonalProfile
-Button profile_Picture
-Button name
-Button ID
-Button school
+boolean changeProfilePicture()
+boolean changeName()
+boolean changeID()
+boolean changeSchool()