






























	LoadUpIGateway	
	addId(String)	void
	allAttendees	ArrayList<String>
	speakersList	ArrayList<String>
	allOrganizers	ArrayList<String>
	rooms	ArrayList<String>
	objectId	int
	messagesList	ArrayList<String>
	events	ArrayList<String>



	LoadUp	
	LoadUp()	
	addId(String)	void
	getMessages(String)	List<String>
	messages	ArrayList<String>
	allAttendees	ArrayList<String>
	speakersList	ArrayList<String>
	speakers	ArrayList<String>
	rooms	ArrayList<String>
	allOrganizers	ArrayList<String>
	objectId	int
	messagesList	ArrayList<String>
	events	ArrayList<String>
	numOfIds	int
	ids	ArrayList<String>

	Store	
	storeRooms(RoomActions)	void
	storeEvents(EventActions)	void
	storeMessages(MessageActions)	void
	storeOrganizers(OrganizerActions)	void
	storeAttendees(AttendeeActions)	void
	storeSpeakers(SpeakerActions)	void
	storeEntities(ArrayList<String>, ArrayList<String>, ArrayList<String>, ArrayList<String>, ArrayList<String>, ArrayList<String>)	void