







```

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

```

```

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

```

```

class 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
}

```

