# Design Documentation B - UML Class Diagram

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Software Used for UML: Lucidchart
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## StepDataModel

+ currentEntry: StepEntry
+ startTime: Date

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+ startTracking(): Void
+ stopTracking(): Void
+ reset(): Void
+ calculateDistance(): Float
+ calculateCalories(): Float

## StepDataViewController

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+ viewDidLoad(): Void
+ startStepUpdates(): Void
+ stopStepUpdates(): Void
+ updateStepCountUI(): Void

## StepEntry

+ date: Date
+ stepCount: Int
+ kmsWalked: Float
+ caloriesBurnt: Float

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+ milesToKm(distance: Float): Float

## StepHistoryModel

+ history: [StepEntry]

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+ addEntry(entry: StepEntry): Void
+ getDailyHistory(): [StepEntry]
+ getWeeklyHistory(): [StepEntry]
+ getMonthlyHistory(): [StepEntry]

## StepHistoryViewController

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+ viewDidLoad(): Void
+ loadHistory(range: String): Void
+ updateGraphView(data: [StepEntry]): Void()

## SettingsModel

+ dailyStepGoal: Int
+ unit: String
+ reminderEnabled: Boolean

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+ updateGoal(newGoal: int): Void
+ toggleReminder(): Void
+ changeUnit(unit: String): Void

## SettingsViewController

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+ viewDidLoad(): Void
+ setNewGoal(goal: Int): Void
+enableReminder(enabled: Boolean): Void
+ changeUnits(unit: String): Void
+ resetHistory(): Void