Class structure

Main idea

We wanted to make the design scalable, so we created a **MobilePhone** class that represents the device memory and holds a polymorphic list of applications (any class that implements the **Applicable** interface) that could grow and shrink without changing the way the system operates.

Like in a real phone, **MobilePhone** has an **OperatingSystem**, which is an application that manages all the other applications. Its *apply()* method is responsible of displaying the main menu, and its *printApp()* method prints the list of currently installed applications.

The **Contact** list is held by **MobilePhone**, and its reference is passed to the constructors of the applications that need it.

The classes and interfaces

Applicable - Interface

Has two methodes:

- *apply*(**Scanner** s) displays interactive menu, receives input from s, calls private methods accordingly and prints the outputs to the screen.
- printApp()

MobilePhone

Has:

- ArrayList of Contacts
- ArrayList of Applicables
- scanner s.
- inner-class **OperatingSystem**.

MobilePhone.OperatingSystem

Implements **Applicable**. In charge of managing all the other **Applicable**s.

Contact

Has:

- String name
- **Int** phonenumber
- **ArrayList** of **String**s *chat*.

PhonebookApp

Implements **Applicable**. In charge of managing the contact list. Updates **CalendarApp** whenever a Contact is removed from list. Holds a reference to the **Contact**s list.

SmsApp

Implements Applicable. In charge of managing chats. Holds a reference to the Contacts list.

AbstractCalendarEvent – Abstract

Abstract class of a calendar event.

Has:

- **Date** date
- **Int** duration (in minutes).

MeetingCalendarEvent

extends AbstractCalendarEvent.

Has:

Contact contact

SimpleCalendarEvent

extends AbstractCalendarEvent.

Has:

- **String** description

CalendarApp

Implements Applicable.

In charge of managing calendar events.

Has:

- sorted ArrayList of AbstractCalendarEvents eventsList.

Holds a reference to the **Contact**s list.

Media - Abstract

Abstract class of media files.

Has:

- String label
- **int** *length* (in minutes).

has an abstract method play().

AudioMedia

Extends AudioMedia.

Defines method play().

VideoMedia

Extends VideoMedia.

Defines method play().

MediaPlayerApp

Implements Applicable.

In charge of playing and managing Media files.

Has:

- ArrayList of Media