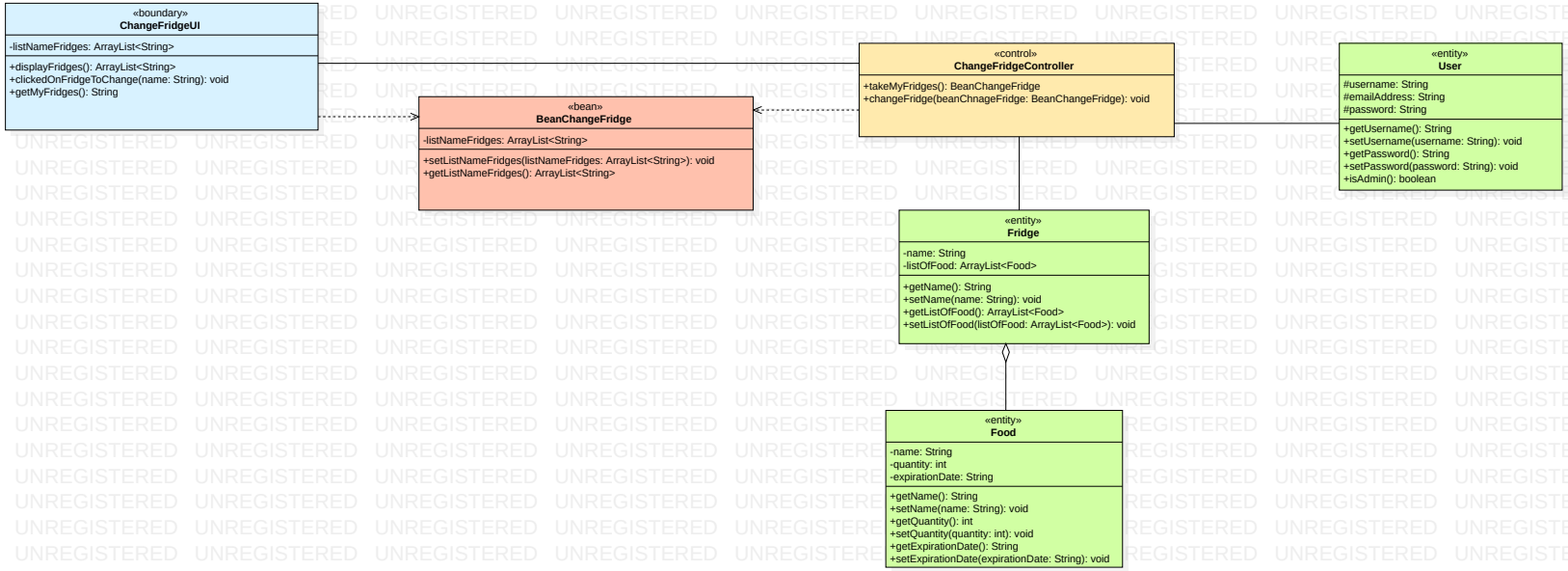
Model.Main


«boundary»
ChangeFridgeUI
-listNameFridges: ArrayList<String>
+displayFridges(): ArrayList<String>
+clickedOnFridgeToChange(name: String): void
+getMyFridges(): String
«bean»
BeanChangeFridge
-listNameFridges: ArrayList<String>
+setListNameFridges(listNameFridges: ArrayList<String>): void
+getListNameFridges(): ArrayList<String>
«control»
ChangeFridgeController
+takeMyFridges(): BeanChangeFridge
+changeFridge(beanChnageFridge: BeanChangeFridge): void
«entity»
User
#username: String
#emailAddress: String
#password: String
+getUsername(): String
+setUsername(username: String): void
+getPassword(): String
+setPassword(password: String): void
+isAdmin(): boolean
«entity»
Fridge
-name: String
-listOfFood: ArrayList<Food>
+getName(): String
+setName(name: String): void
+getListOfFood(): ArrayList<Food>
+setListOfFood(listOfFood: ArrayList<Food>): void
«entity»
Food
-name: String
-quantity: int
-expirationDate: String
+getName(): String
+setQame(name: String): void
+getQuantity(): int
+setQuantity(quantity: int): void
+getExpirationDate(): String
+setExpirationDate(expirationDate: String): void