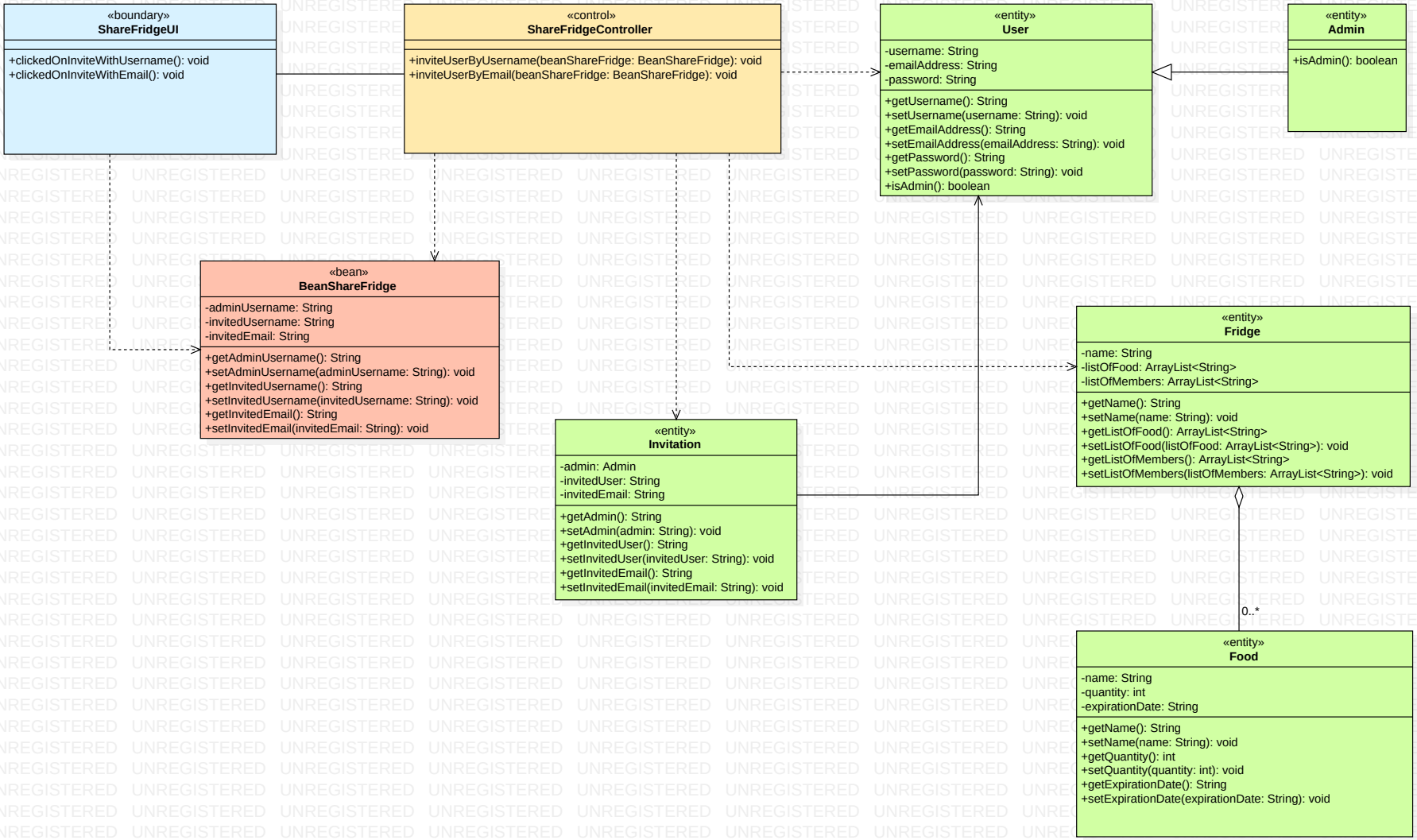
Model::Main


«boundary»
ShareFridgeUI
+clickedOnInviteWithUsername(): void
+clickedOnInviteWithEmail(): void
«control»
ShareFridgeController
+inviteUserByUsername(beanShareFridge: BeanShareFridge): void
+inviteUserByEmail(beanShareFridge: BeanShareFridge): void
«entity»
User
-username: String
-emailAddress: String
-password: String
+getUsername(): String
+setUsername(username: String): void
+getEmailAddress(): String
+setEmailAddress(emailAddress: String): void
+getPassword(): String
+setPassword(password: String): void
+isAdmin(): boolean
«entity»
Admin
+isAdmin(): boolean
«bean»
BeanShareFridge
-adminUsername: String
-invitedUsername: String
-invitedEmail: String
+getAdminUsername(): String
+setAdminUsername(adminUsername: String): void
+getInvitedUsername(): String
+setInvitedUsername(invitedUsername: String): void
+getInvitedEmail(): String
+setInvitedEmail(invitedEmail: String): void
«entity»
Invitation
-admin: Admin
-invitedUser: String
-invitedEmail: String
+getAdmin(): String
+setAdmin(admin: String): void
+getInvitedUser(): String
+setInvitedUser(invitedUser: String): void
+getInvitedEmail(): String
+setInvitedEmail(invitedEmail: String): void
«entity»
Fridge
-name: String
-listOfFood: ArrayList<String>
-listOfMembers: ArrayList<String>
+getName(): String
+setName(name: String): void
+getListOfFood(): ArrayList<String>
+setListOfFood(listOfFood: ArrayList<String>): void
+getListOfMembers(): ArrayList<String>
+setListOfMembers(listOfMembers: ArrayList<String>): void
0..*
«entity»
Food
-name: String
-quantity: int
-expirationDate: String
+getName(): String
+setName(name: String): void
+getQuantity(): int
+setQuantity(quantity: int): void
+getExpirationDate(): String
+setExpirationDate(expirationDate: String): void