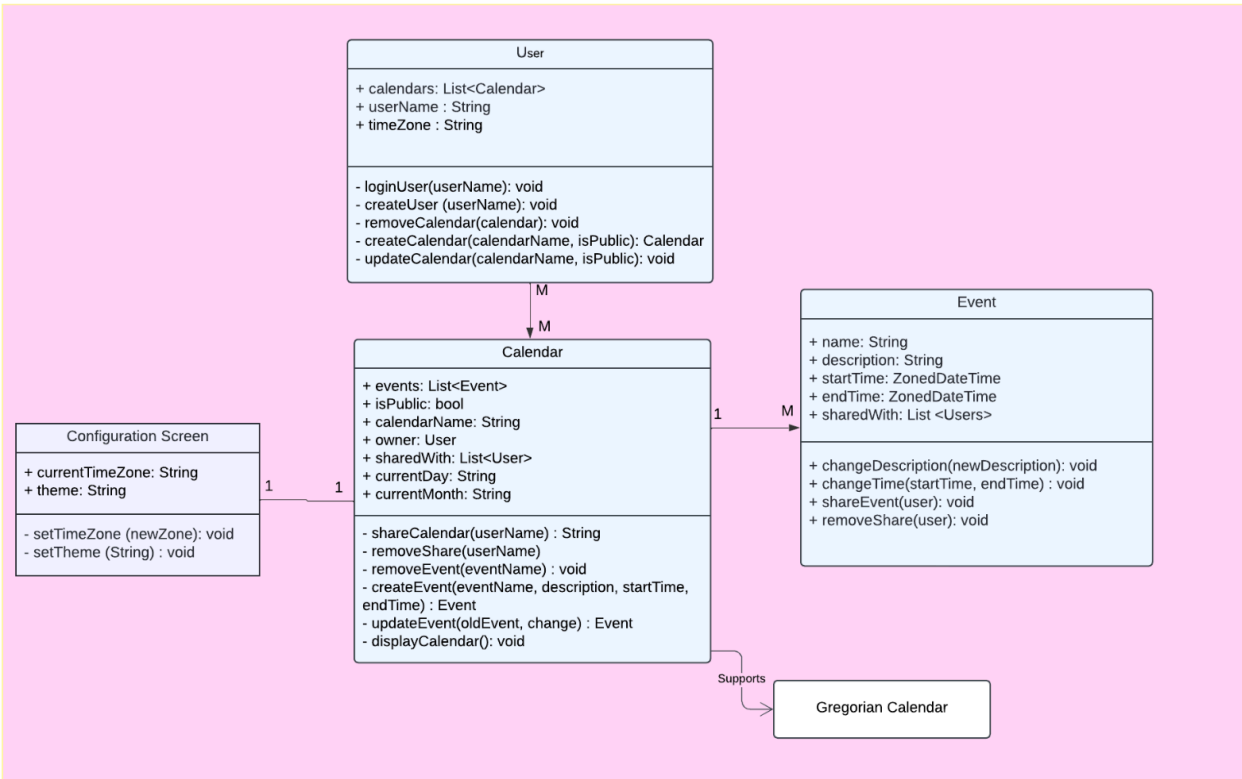
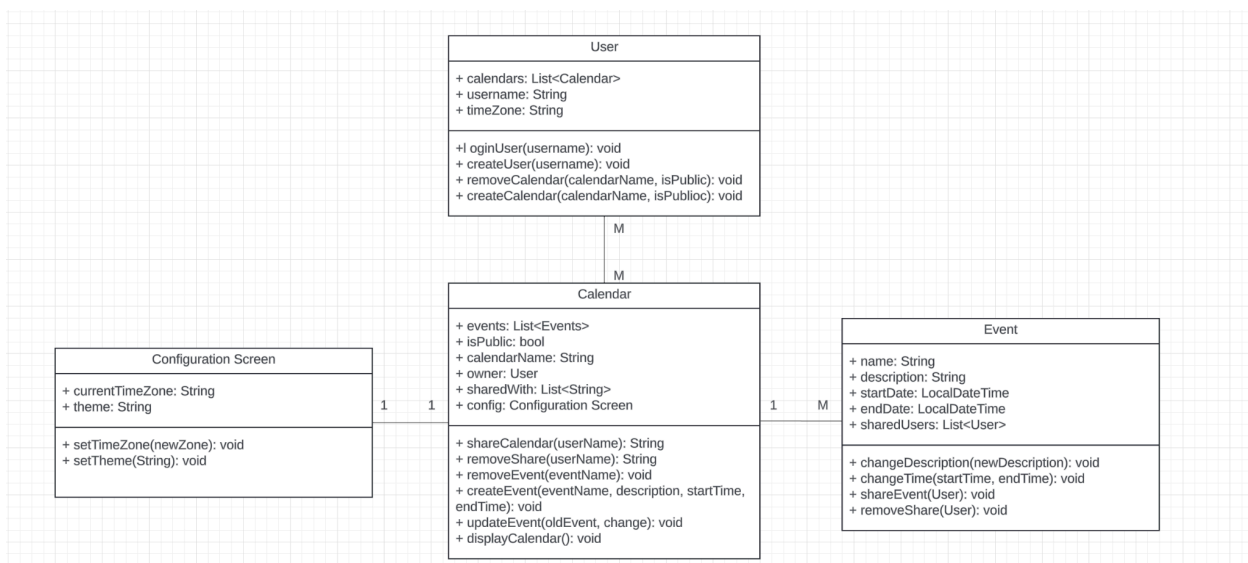


## Original Design:

Calendars UML Diagram



## Revised UML diagram:



## Explanation of all changes made from the original:

### User:

- `createCalendar(calendarName, isPublic): void`  
In the original UML diagram, this method was designed to return a `Calendar` object. However, in my implementation, it does not return a `Calendar` object because I structured the application to give users more flexibility. This allows them to perform additional actions, such as creating and modifying other calendars or logging out, without being restricted to a single `Calendar` instance. By not enforcing the return of a `Calendar` object, the user is not locked into a specific calendar, providing a more seamless and dynamic experience.

### Calendar:

- removed attributes: `currentDay` & `currentMonth`  
In the original UML diagram, the Calendar class included `currentDay` and `currentMonth` attributes to track the calendar's set day and month. However, in my implementation, I chose to remove them to avoid unnecessary code. Since these attributes weren't essential to the core functionality of the application, keeping them would have added complexity without providing real value.
- `removeShare(userName): String`  
In the original implementation, the Calendar class did not have this function return a `String` object. However, in my version, I chose to return a `String` so that the main function can display a message to the user. This way, the user receives clear feedback on whether the Calendar is no longer shareable with the specified user.
- `createEvent(eventName, description, startTime, endTime): void` & `updateEvent(eventName, description, startTime, endTime): void`  
In the original UML diagram, both of the methods were designed to return an `Event` object. However, in my implementation, they do not return anything, allowing for greater user flexibility. This approach enables users to take additional actions without being restricted to a specific Event, resulting in a more seamless and intuitive experience.