C L	ConferenceSystem	
<b>f</b> •	USER_DATA_PATH	String
f L	MESSAGE_DATA_PATH	String
f 🚡	EVENT_DATA_PATH	String
f A	userManager	UserManager
f A	messageManager	MessageManager
f A	eventManager	EventManager
f A	loginController	LoginController
f A	menuInputController	MenuInputController
f A	messageUserController	Message User Controller
f A	createSpeakerAccountController	CreateSpeakerAccountController
f A	eventEnrollController	EventEnrollController
f A	eventUnEnrollController	EventUnEnrollController
f A	eventCancelController	EventCancelController
f A	eventCreationController	EventCreationController
f A	message All Attending Event Controller	MessageAllAttendingEventController
	message All Speakers Controller	Message All Speakers Controller
	messageAllAttendeesController	Message All Attendees Controller
	loginPresenter	LoginPresenter
	menuInputPresenter	MenuInputPresenter
	messageUserPresenter	MessageUserPresenter
	createSpeakerAccountPresenter	CreateSpeakerAccountPresenter
	eventEnrollPresenter	EventEnrollPresenter
	eventUnEnrollPresenter	EventUnEnrollPresenter
	eventCancelPresenter	EventCancelPresenter
	eventCreationPresenter	EventCreationPresenter
	messageAllAttendingEventPresenter	MessageAllAttendingEventPresenter
	messageAllSpeakersPresenter	MessageAllSpeakersPresenter
	messageAllAttendeesPresenter	MessageAllAttendeesPresenter
	seeSchedulePresenter	SeeSchedulePresenter
	loginView	LoginView
	menuInputView	MenuInputView
	messageUserView createSpeakerAccountView	MessageUserView  CreateSpeakerAccountView
	•	EventEnrollView
	eventEnrollView	
	eventUnEnrollView eventCancelView	EventUnEnrollView EventCancelView
	eventCreationView	EventCreationView
	messageAllAttendingEventView	Message All Attending Event View
	messageAllSpeakersView	MessageAllSpeakersView
	messageAllAttendeesView	MessageAllAttendeesView
	seeScheduleView	SeeScheduleView
m 1		void
m A	v	void
	initializeUseCases()	void
	saveEntities()	void
	initializeControllers()	void
	initializePresenters()	void
	initializeViews()	void
	getView(ConsoleViewType)	ConsoleView
	3(	Consoleview

