



Entity

Controller

Boundry

Device

-name: String
-id: int

+getName(): String
+setName(String s): void
+getId(): int
+setId(): int

DeviceList

-devices: List<Device>

+getDevices(): List<Device>
+addDevice(Device d): void
+removeDevice(Device D): Device
+setDeviceList(List <Device>): void
+getSize(): int
+isEmpty(): Boolean

Task

+ field: type
+ date: DateTime
+ repeat: int
- device: Device

+ activate(): void
+ getDevice(): Device
+ setDevice(): Device

TaskList

-tasks: List<Task>

+downloadTasks(int): void
+uploadTasks(int): void
+getTasks(): List<Task>
+setTasks(List<Task>): void
+removeTask(Task): Task
+addTask(Task): void
+getSize(): int
+isEmpty(): Boolean

Schedule

+tasks: List<Task>
+date: DateTime

User

+name: String
-token: String
-Region: String

+ authenticate (String): void

DeviceController

-devices: List <Device>

+ method(type): type

TaskController

#tasks: TaskList

+ method(type): type

TaskHistoryController

+history: TaskList

+loadHistory(): void

ScheduleController

-schedule: Schedule

+downloadSchedule(): void
+updateSchedule(): void
+uploadSchedule(): void

UserController

+ user: User

LoginView

EditTaskView

AddTaskView

CurrentScheduleView

TaskHistoryView

SetUpView