

Electra
Group 14

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5.5 Detailed Design

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fundamnit.agent

Class NewsAgent

```
java.lang.Object
└─ fundamnit.agent.NewsAgent
```

```
public class NewsAgent
extends java.lang.Object
```

The news agent is responsible for the retrieving of news messages and storing of new news messages in the database. Javadoc by Peter

Method Summary

void	add (NewsMessage news) Add a new news message to the database.
NewsMessage	findById (long id) Finds and retrieves a news message from the database.
java.util.List< NewsMessage >	findMessagesBetweenDates (java.util.Date start, java.util.Date end) Finds and retrieves a list of all messages created in a specific time period.
static NewsAgent	getInstance () Returns the NewsAgent instance.

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait
```

Method Detail

getInstance

```
public static NewsAgent getInstance()
```

Returns the NewsAgent instance. It makes sure that there is only one UserAgent instance, if there is none, one is created. Implements the singleton design pattern.

Returns:

The [NewsAgent](#) instance.

findById

```
public NewsMessage findById(long id)
```

Finds and retrieves a news message from the database.

findMessagesBetweenDates

```
public java.util.List<NewsMessage>  
findMessagesBetweenDates(java.util.Date start,
```

```
java.util.Date end)
```

Finds and retrieves a list of all messages created in a specific time period.

add

```
public void add(NewsMessage news)
```

Add a new news message to the database.

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fundamnit.entities

Class UserProfile

```
java.lang.Object  
└─fundamnit.entities.UserProfile
```

```
public class UserProfile  
extends java.lang.Object
```

A database entity that represents a user profile. This class will be saved in the database using hibernate.

Constructor Summary

UserProfile()	
-------------------------------	--

Method Summary

Picture	getAvatar()
java.lang.Long	getId()
java.lang.String	getProfileMessage()
void	setAvatar(Picture avatar)
void	setId(java.lang.Long id)
void	setProfileMessage(java.lang.String profileMessage)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

UserProfile

```
public UserProfile()
```

Method Detail

getAvatar

```
public Picture getAvatar()
```

setAvatar

```
public void setAvatar(Picture avatar)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

getProfileMessage

```
public java.lang.String getProfileMessage()
```

setProfileMessage

```
public void setProfileMessage(java.lang.String profileMessage)
```

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fundamnit.entities**Class Class**

```
java.lang.Object
└─fundamnit.entities.Class
```

```
public class Class
extends java.lang.Object
```

Represents a class that a user belongs to according to his/her total AP. The class a user belongs to determines the weight of that user's vote when voting on other competitions.

Constructor Summary

Class ()	
--------------------------	--

Method Summary

java.lang.Long	getId ()
int	getLevel ()
int	getLimit ()
void	setId (java.lang.Long id)
void	setLevel (int level)
void	setLimit (int limit)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Class

```
public Class()
```

Method Detail

getLevel

```
public int getLevel()
```

setLevel

```
public void setLevel(int level)
```

getLimit

```
public int getLimit()
```

setLimit

```
public void setLimit(int limit)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

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fundamnit.entities

Class Combatant

java.lang.Object
└─ **fundamnit.entities.Combatant**

```
public class Combatant  
extends java.lang.Object
```

The Combatant class represents a user in a specific competition. This is an entity that can be saved in the database using hibernate. A combatant has a picture, a bet and user.

Constructor Summary

[Combatant](#)()

Method Summary

int	getBet ()
java.lang.Long	getId ()
Picture	getPicture ()
User	getUser ()
void	setBet (int bet)
void	setId (java.lang.Long id)
void	setPicture (Picture picture)
void	setUser (User user)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Combatant

```
public Combatant()
```

Method Detail

getBet

```
public int getBet()
```

setBet

```
public void setBet(int bet)
```

getPicture

```
public Picture getPicture()
```

setPicture

```
public void setPicture(Picture picture)
```

getUser

```
public User getUser()
```

setUser

```
public void setUser(User user)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

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fundamnit.entities

Class Competition

java.lang.Object

└─ **fundamnit.entities.Competition**

```
public class Competition
```

```
extends java.lang.Object
```

A database entity that represents a competition. This class will be saved in the database using hibernate.

Constructor Summary

Competition ()	
--------------------------------	--

Method Summary

void	addVotingUser (User user)
------	--

Adds a user to the list of voting users.

Combatant	getCombatant1()
Combatant	getCombatant2()
java.lang.Long	getId()
java.util.Date	getStartDate()
java.lang.String	getState()
Topic	getTopic()
Combatant	getWinner()
int	getVotes()
java.util.Set<java.lang.Long>	getVotingUserIds()
void	setCombatant1(Combatant combatant1)
void	setCombatant2(Combatant combatant2)
void	setId(java.lang.Long id)
void	setStartDate(java.util.Date startDate)
void	setState(java.lang.String state)
void	setTopic(Topic topic)
void	setWinner(Combatant winner)
void	setVotes(int votes)
void	setVotingUserIds(java.util.Set<java.lang.Long> votingUserIds)
boolean	userHasVoted(java.lang.Long userId) Returns true if and only if the user with the specified id has voted in this competition.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Competition

```
public Competition()
```

Method Detail

userHasVoted

```
public boolean userHasVoted(java.lang.Long userId)
```

Returns true if and only if the user with the specified id has voted for this competition.

Parameters:

userId - The id of the user.

Returns:

True if the user has voted in the competition.

addVotingUser

```
public void addVotingUser(User user)
```

Adds a user to the list of voting users.

Parameters:

user - The user to add.

getCombatant1

```
public Combatant getCombatant1()
```

setCombatant1

```
public void setCombatant1(Combatant combatant1)
```

getCombatant2

```
public Combatant getCombatant2()
```

setCombatant2

```
public void setCombatant2(Combatant combatant2)
```

getStartDate

```
public java.util.Date getStartDate()
```

setStartDate

```
public void setStartDate(java.util.Date startDate)
```

getTopic

```
public Topic getTopic()
```

setTopic

```
public void setTopic(Topic topic)
```

getWinner

```
public Combatant getWinner()
```

setWinner

```
public void setWinner(Combatant winner)
```

getVotes

```
public int getVotes()
```

setVotes

```
public void setVotes(int votes)
```

getState

```
public java.lang.String getState()
```

setState

```
public void setState(java.lang.String state)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

getVotingUserIds

```
public java.util.Set<java.lang.Long> getVotingUserIds()
```

setVotingUserIds

```
public void  
setVotingUserIds(java.util.Set<java.lang.Long> votingUserIds)
```

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fundamnit.entities

Class GuestBookMessage

java.lang.Object

└─ `fundamnit.entities.GuestBookMessage`

```
public class GuestBookMessage
extends java.lang.Object
```

A database entity that represents a guestbook post. This class will be saved in the database using hibernate.

Constructor Summary

[GuestBookMessage\(\)](#)

Method Summary

java.util.Date	getDate()
User	getFromUser()
java.lang.String	getText()
User	getToUser()
void	setDate (java.util.Date date)
void	setFromUser (User fromUser)
void	setText (java.lang.String text)
void	setToUser (User toUser)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GuestBookMessage

```
public GuestBookMessage()
```

Method Detail

getDate

```
public java.util.Date getDate()
```

setDate

```
public void setDate(java.util.Date date)
```

getFromUser

```
public User getFromUser()
```

setFromUser

```
public void setFromUser(User fromUser)
```

getText

```
public java.lang.String getText()
```

setText

```
public void setText(java.lang.String text)
```

getToUser

```
public User getToUser()
```

setToUser

```
public void setToUser(User toUser)
```

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[Overview](#) **[Package](#)** **[Class](#)** **[Use Tree](#)** **[Deprecated](#)** **[Index](#)** **[Help](#)**[PREV CLASS](#) [NEXT CLASS](#)[FRAMES](#) [NO FRAMES](#) [All Classes](#)*fundamnit.entities***Class *NewsMessage***

```
java.lang.Object
└─ fundamnit.entities.NewsMessage
```

```
public class NewsMessage
extends java.lang.Object
```

A database entity that represents a news message. This class will be saved in the database using hibernate. Javadoc by Pelle and Peter.

Constructor Summary[NewsMessage\(\)](#)**Method Summary**

java.util.Date	getDate() Returns the timestamp when the message was created.
User	getFromAdmin() Returns the admin that created the message.
java.lang.Long	getId() Returns the id of the message.
java.lang.String	getText() Returns the contents of the news message.
void	setDate() (java.util.Date date) Set the time when the message was created.
void	setFromAdmin() (User fromAdmin) Set the admin that created the message.
void	setId() (java.lang.Long id)

	Set the id of the message.
void	setText (java.lang.String text) Set the contents of the news message.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

NewsMessage

```
public NewsMessage()
```

Method Detail

getDate

```
public java.util.Date getDate()  
    Returns the timestamp when the message was created.
```

setDate

```
public void setDate(java.util.Date date)  
    Set the time when the message was created.
```

getFromAdmin

```
public User getFromAdmin()  
    Returns the admin that created the message.
```

setFromAdmin

```
public void setFromAdmin(User fromAdmin)  
    Set the admin that created the message.
```

getId

```
public java.lang.Long getId()  
    Returns the id of the message.
```

setId

```
public void setId(java.lang.Long id)  
    Set the id of the message.
```

getText

```
public java.lang.String getText()  
    Returns the contents of the news message.
```

setText

```
public void setText(java.lang.String text)  
    Set the contents of the news message.
```

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fundamnit.entities

Class Picture

```
java.lang.Object  
└─ fundamnit.entities.Picture
```

```
public class Picture  
    extends java.lang.Object
```

Represents a picture that is stored in the database.

Constructor Summary

[Picture](#)()

Method Summary

Competition	getCompetition ()
java.lang.Long	getId ()
java.lang.String	getPath ()
int	getVotes ()
void	setCompetition (Competition competition)
void	setId (java.lang.Long id)
void	setPath (java.lang.String path)
void	setVotes (int votes)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Picture

```
public Picture()
```

Method Detail

getPath

```
public java.lang.String getPath()
```

setPath

```
public void setPath(java.lang.String path)
```

getVotes

```
public int getVotes()
```

setVotes

```
public void setVotes(int votes)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

getCompetition

```
public Competition getCompetition()
```

setCompetition

```
public void setCompetition(Competition competition)
```

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fundamnit.entities

Class Topic

```
java.lang.Object
└─ fundamnit.entities.Topic
```

```
public class Topic
extends java.lang.Object
```

Represents a topic that is used in the competitions.

Constructor Summary

Topic()	
-------------------------	--

Method Summary

java.lang.Long	getId()
java.lang.String	getName()
void	setId (java.lang.Long id)
void	setName (java.lang.String name)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Topic

```
public Topic()
```

Method Detail

getName

```
public java.lang.String getName()
```

setName

```
public void setName(java.lang.String name)
```

getId

```
public java.lang.Long getId()
```

setId

```
public void setId(java.lang.Long id)
```

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fundamnit.entities

Class User

```
java.lang.Object  
└─ fundamnit.entities.User
```

```
public class User  
extends java.lang.Object
```

A database entity that represents a user. This class will be saved in the database using hibernate.

Constructor Summary

[User](#) ()

Method Summary

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

User

```
public User()
```

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fundamnit.globalgallery
Class VoteManager

java.lang.Object

└ fundamnit.globalgallery.VoteManager

```
public class VoteManager  
extends java.lang.Object
```

Constructor Summary

[VoteManager](#)()

Method Summary

void	findCompetitions () Finds all competitions that are in the voting phase and matches the fields 'date', 'combatant1', 'combatant2', 'topic' and 'golden vote'.
java.lang.String	getCombatant1 ()
java.lang.String	getCombatant2 ()
java.util.List< Competition >	getCompetitions ()
java.util.Date	getDate ()
java.lang.Long	getPictureId ()
java.lang.String	getTopic ()
java.lang.Long	getUserId ()
boolean	isGoldenVote ()
void	setCombatant1 (java.lang.String combatant1)
void	setCombatant2 (java.lang.String combatant2)
void	setCompetitions (java.util.List< Competition > competitions)
void	setDate (java.util.Date date)
void	setGoldenVote (boolean goldenVote)

void	setPictureId (java.lang.Long pictureId)
void	setTopic (java.lang.String topic)
void	setUserId (java.lang.Long userId)
void	vote () Vote is called by voteJSP when a user votes for a picture in a competition.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

VoteManager

```
public VoteManager()
```

Method Detail

vote

```
public void vote()
```

Vote is called by voteJSP when a user votes for a picture in a competition. The method will use the two fields 'pictureId' and 'userId' as parameters. The 'pictureId' is the id of the picture that the user votes for and 'userId' is the id of the voting user. This method will first verify that the user are allowed to vote for the picture.

findCompetitions

```
public void findCompetitions()
```

Finds all competitions that are in the voting phase and matches the fields 'date', 'combatant1', 'combatant2', 'topic' and 'golden vote'. The result is then placed in the competitions field.

getPictureId

```
public java.lang.Long getPictureId()
```

setPictureId

```
public void setPictureId(java.lang.Long pictureId)
```

getUserId

```
public java.lang.Long getUserId()
```

setUserId

```
public void setUserId(java.lang.Long userId)
```

setCompetitions

```
public void setCompetitions(java.util.List<Competition> competitions)
```

getCompetitions

```
public java.util.List<Competition> getCompetitions()
```

getCombatant1

```
public java.lang.String getCombatant1()
```

setCombatant1

```
public void setCombatant1(java.lang.String combatant1)
```

getCombatant2

```
public java.lang.String getCombatant2()
```

setCombatant2

```
public void setCombatant2(java.lang.String combatant2)
```

getDate

```
public java.util.Date getDate()
```

setDate

```
public void setDate(java.util.Date date)
```

isGoldenVote

```
public boolean isGoldenVote()
```

setGoldenVote

```
public void setGoldenVote(boolean goldenVote)
```

getTopic

```
public java.lang.String getTopic()
```

setTopic

```
public void setTopic(java.lang.String topic)
```

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fundamnit.globalgallery

Class GlobalGalleryManager

java.lang.Object

└ fundamnit.globalgallery.GlobalGalleryManager

```
public class GlobalGalleryManager
extends java.lang.Object
```

This class is responsible for processing every request that can be made on the global gallery page.

Constructor Summary

[GlobalGalleryManager\(\)](#)

Method Summary

void	findCompetitions() This method is called by GlobalGalleryJSP.
java.lang.String	getCombatant1()
java.lang.String	getCombatant2()
java.util.List< Competition >	getCompetitions()
java.util.Date	getDate()
java.lang.String	getLooser()
java.lang.String	getTopic()
java.lang.String	getWinner()
int	getVotes()
void	setCombatant1 (java.lang.String combatant1)
void	setCombatant2 (java.lang.String combatant2)
void	setCompetitions (java.util.List< Competition > competitions)

void	setDate (java.util.Date date)
void	setLooser (java.lang.String looser)
void	setTopic (java.lang.String topic)
void	setWinner (java.lang.String winner)
void	setVotes (int votes)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GlobalGalleryManager

```
public GlobalGalleryManager()
```

Method Detail

findCompetitions

```
public void findCompetitions()
```

This method is called by GlobalGalleryJSP. The method will then use CompetitionAgent to find all Competitions that matches the fields that are set. The result will be in the field competitions, a list of competitions that the JSP-page can get later.

getCombatant1

```
public java.lang.String getCombatant1()
```

setCombatant1

```
public void setCombatant1(java.lang.String combatant1)
```

getCombatant2

```
public java.lang.String getCombatant2()
```

setCombatant2

```
public void setCombatant2(java.lang.String combatant2)
```

getCompetitions

```
public java.util.List<Competition> getCompetitions()
```

setCompetitions

```
public void setCompetitions(java.util.List<Competition> competitions)
```

getDate

```
public java.util.Date getDate()
```

setDate

```
public void setDate(java.util.Date date)
```

getLooser

```
public java.lang.String getLooser()
```

setLooser

```
public void setLooser(java.lang.String looser)
```

getTopic

```
public java.lang.String getTopic()
```

setTopic

```
public void setTopic(java.lang.String topic)
```

getWinner

```
public java.lang.String getWinner()
```

setWinner

```
public void setWinner(java.lang.String winner)
```

getVotes

```
public int getVotes()
```

setVotes

```
public void setVotes(int votes)
```

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fundamnit.image

Class ProfilePictureServlet

java.lang.Object

└─ javax.servlet.GenericServlet

└─ javax.servlet.http.HttpServlet

└─ **fundamnit.image.ProfilePictureServlet**

All Implemented Interfaces:

java.io.Serializable, javax.servlet.Servlet, javax.servlet.ServletConfig

```
public class ProfilePictureServlet  
extends javax.servlet.http.HttpServlet
```


This class enables the user to upload his/her avatar picture.

See Also:

[Serialized Form](#)

Constructor Summary

[ProfilePictureServlet](#)()

Method Summary

void	doPost (<code>javax.servlet.http.HttpServletRequest req</code> , <code>javax.servlet.http.HttpServletResponse resp</code>) The request parameter will contain binary data representing the picture sent by the user's web browser.
------	--

Methods inherited from class `javax.servlet.http.HttpServlet`

`doDelete`, `doGet`, `doHead`, `doOptions`, `doPut`, `doTrace`, `getLastModified`,
`service`, `service`

Methods inherited from class `javax.servlet.GenericServlet`

`destroy`, `getInitParameter`, `getInitParameterNames`, `getServletConfig`,
`getServletContext`, `getServletInfo`, `getServletName`, `init`, `init`, `log`, `log`

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`,
`toString`, `wait`, `wait`, `wait`

Constructor Detail

ProfilePictureServlet

```
public ProfilePictureServlet()
```

Method Detail

doPost

```
public void doPost(javax.servlet.http.HttpServletRequest req,  
                  javax.servlet.http.HttpServletResponse resp)
```

The request parameter will contain binary data representing the picture sent by the user's web browser. The method will obtain an `InputStream` to the binary data from the request parameter and the user's `userId` from the session. The [ProfilePictureManager](#) is then responsible for saving the picture in the file system.

Overrides:

`doPost` in class `javax.servlet.http.HttpServlet`

Parameters:

`req` - The Request parameter.

`resp` - The Response parameter.

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fundamnit.image

Class BattleDrawingManager

`java.lang.Object`

└ `fundamnit.image.BattleDrawingManager`

```
public class BattleDrawingManager  
extends java.lang.Object
```

This class retrieves pictures from `BattleDrawingServlet` and binds them to the correct `Competition` and saves them in the file system.

Constructor Summary

[BattleDrawingManager](#)()

Method Summary

void [postPicture](#)(java.lang.Long userId, java.io.InputStream picture)

This method is invoked by BattleDrawingServlet, the userId is the id of the user that posted the picture.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

BattleDrawingManager

```
public BattleDrawingManager()
```

Method Detail

postPicture

```
public void postPicture(java.lang.Long userId,  
                        java.io.InputStream picture)
```

This method is invoked by BattleDrawingServlet, the userId is the id of the user that posted the picture. The method will create a Picture object and bind it to the correct Competition by using CompetitionAgent. Then the picture will be saved in the filesystem with the help of ImageIO.

Parameters:

userId -

picture -

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*fundamnit.image***Class *BattleDrawingsServlet***

```
java.lang.Object
├─ javax.servlet.GenericServlet
│   └─ javax.servlet.http.HttpServlet
│       └─ fundamnit.image.BattleDrawingsServlet
```

All Implemented Interfaces:

java.io.Serializable, javax.servlet.Servlet, javax.servlet.ServletConfig

```
public class BattleDrawingsServlet
extends javax.servlet.http.HttpServlet
```

This class will receive requests from the Flash-component when the battle is over.

See Also:[Serialized Form](#)

Constructor Summary[BattleDrawingsServlet](#)()

Method Summary

void	doPost (javax.servlet.http.HttpServletRequest req, javax.servlet.http.HttpServletResponse resp) The request parameter will contain binary data representing the picture send by the Flash-component.
------	---

Methods inherited from class javax.servlet.http.HttpServlet

doDelete, doGet, doHead, doOptions, doPut, doTrace, getLastModified,

service, service

Methods inherited from class javax.servlet.GenericServlet

destroy, getInitParameter, getInitParameterNames, getServletConfig, getServletContext, getServletInfo, getServletName, init, init, log, log

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

BattleDrawingsServlet

```
public BattleDrawingsServlet()
```

Method Detail

doPost

```
public void doPost(javax.servlet.http.HttpServletRequest req,  
                  javax.servlet.http.HttpServletResponse resp)
```

The request parameter will contain binary data representing the picture send by the Flash-component. The method will obtain an InputStream to the binary data from the request parameter and the userId of the user that created the picture from the session. The BattleDrawingManager is then responsible for saving the picture in the file system.

Overrides:

doPost in class javax.servlet.http.HttpServlet

Parameters:

req - The Request parameter.

resp - The Response parameter.

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fundamnit.image

Class ImageIO

java.lang.Object
└─ **fundamnit.image.ImageIO**

```
public class ImageIO  
extends java.lang.Object
```

This class holds a stream to an image and is used for sending images to the client.

Constructor Summary

ImageIO()	
---------------------------	--

Method Summary

java.io.InputStream	getStream()
java.lang.String	getType()
void	setStream (java.io.InputStream stream)
void	setType (java.lang.String type)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ImageIO

```
public ImageIO()
```

Method Detail

getStream

```
public java.io.InputStream getStream()
```

setStream

```
public void setStream(java.io.InputStream stream)
```

getType

```
public java.lang.String getType()
```

setType

```
public void setType(java.lang.String type)
```

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fundamnit.image

Class ImageManager

java.lang.Object

└─ fundamnit.image.ImageManager

```
public class ImageManager
    extends java.lang.Object
```

Constructor Summary

[ImageManager](#) ()

Method Summary

ImageIO	loadImage (java.lang.Long pictureId) Finds the picture with the specified id from the database using CompetitionAgent.
void	saveImage (ImageIO image, java.lang.String path) Saves the image given in the ImageIO at the specified path.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ImageManager

```
public ImageManager()
```

Method Detail

loadImage

```
public ImageIO loadImage(java.lang.Long pictureId)
```

Finds the picture with the specified id from the database using CompetitionAgent. It then finds out the path to the actual image data and creates an ImageIO object containing an InputStream to the image data and a type description of the image.

Parameters:

pictureId - The id of the picture.

Returns:

An object containing a stream to the image data.

saveImage

```
public void saveImage(ImageIO image,  
                    java.lang.String path)
```

Saves the image given in the ImageIO at the specified path.

Parameters:

image - The image object to be saved.

path - Where the image shall be saved.

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fundamnit.image

Class ImageServlet

```
java.lang.Object  
├─ javax.servlet.GenericServlet  
│   └─ javax.servlet.http.HttpServlet  
│       └─ fundamnit.image.ImageServlet
```

All Implemented Interfaces:

java.io.Serializable, javax.servlet.Servlet, javax.servlet.ServletConfig

```
public class ImageServlet  
    extends javax.servlet.http.HttpServlet
```

This is the servlet class responsible for sending the binary image data to the client. Every time the client need to download a picture this is the class it shall use.

See Also:

[Serialized Form](#)

Constructor Summary

ImageServlet ()	
---------------------------------	--

Method Summary

void	<code>doGet</code> (<code>javax.servlet.http.HttpServletRequest request</code> , <code>javax.servlet.http.HttpServletResponse response</code>) The request parameter will contain the id of the picture that shall be tranfered to the client.
------	--

Methods inherited from class `javax.servlet.http.HttpServlet`

`doDelete`, `doHead`, `doOptions`, `doPost`, `doPut`, `doTrace`, `getLastModified`,
`service`, `service`

Methods inherited from class `javax.servlet.GenericServlet`

`destroy`, `getInitParameter`, `getInitParameterNames`, `getServletConfig`,
`getServletContext`, `getServletInfo`, `getServletName`, `init`, `init`, `log`, `log`

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`,
`toString`, `wait`, `wait`, `wait`

Constructor Detail

`ImageServlet`

```
public ImageServlet()
```

Method Detail

`doGet`

```
public void doGet(javax.servlet.http.HttpServletRequest request,  
                   javax.servlet.http.HttpServletResponse response)
```

The request parameter will contain the id of the picture that shall be tranfered to the client. The method wil simply use `ImageManager` to retrieve a `Stream` to the binary data and then send it to the client by using the response parameter.

Overrides:

`doGet` in class `javax.servlet.http.HttpServlet`

Parameters:

request - The request

response - The response

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fundamnit.image

Class ProfilePictureManager

java.lang.Object

└─ fundamnit.image.ProfilePictureManager

```
public class ProfilePictureManager
```

```
extends java.lang.Object
```

Description

This class retrieves pictures from [ProfilePictureServlet](#) and binds them to the correct User's UserProfile avatar and saves them in the file system.

Constructor Summary

ProfilePictureManager ()
--

Method Summary

void	postPicture (java.lang.Long userId, java.io.InputStream picture)
------	--

Description This method is invoked by [ProfilePictureServlet](#), the userId is the id of the user's.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ProfilePictureManager

```
public ProfilePictureManager()
```

Method Detail

postPicture

```
public void postPicture(java.lang.Long userId,
                        java.io.InputStream picture)
```

Description

This method is invoked by [ProfilePictureServlet](#), the `userId` is the id of the user's. The method will create a `Picture` and bind it to the correct `UserProfile` by using `UserAgent`. Then the picture will be saved in the filesystem with the help of `ImageIO`.

Pre

The user has uploaded a picture to be used as his/her avatar picture.

Post

The avatar picture is added to the user's profile.

Parameters:

`userId` - The user's id in the system.

`picture` - The avatar picture.

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fundamnit.message

Class MessageServlet

```
java.lang.Object
├─ javax.servlet.GenericServlet
│   └─ javax.servlet.http.HttpServlet
│       └─ fundamnit.message.MessageServlet
```

All Implemented Interfaces:

java.io.Serializable, javax.servlet.Servlet, javax.servlet.ServletConfig

```
public class MessageServlet
extends javax.servlet.http.HttpServlet
```

See Also:

[Serialized Form](#)

Constructor Summary

MessageServlet()	
----------------------------------	--

Method Summary

protected void	doGet (javax.servlet.http.HttpServletRequest request, javax.servlet.http.HttpServletResponse response) Handles the HTTP GET method.
protected void	doPost (javax.servlet.http.HttpServletRequest request, javax.servlet.http.HttpServletResponse response) Handles the HTTP POST method.
java.lang.String	getServletInfo () Returns a short description of the servlet.
protected void	processRequest (javax.servlet.http.HttpServletRequest request, javax.servlet.http.HttpServletResponse response) Processes requests for both HTTP GET and POST methods.

Methods inherited from class javax.servlet.http.HttpServlet

doDelete, doHead, doOptions, doPut, doTrace, getLastModified, service, service
--

Methods inherited from class javax.servlet.GenericServlet

destroy, getInitParameter, getInitParameterNames, getServletConfig, getServletContext, getServletName, init, init, log, log

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

MessageServlet

```
public MessageServlet()
```

Method Detail

processRequest

```
protected void  
processRequest(javax.servlet.http.HttpServletRequest request,  
                javax.servlet.http.HttpServletResponse response)  
                throws javax.servlet.ServletException,  
                       java.io.IOException
```

Processes requests for both HTTP GET and POST methods.

Parameters:

request - servlet request
response - servlet response

Throws:

javax.servlet.ServletException
java.io.IOException

doGet

```
protected void doGet(javax.servlet.http.HttpServletRequest request,  
                    javax.servlet.http.HttpServletResponse response)  
                    throws javax.servlet.ServletException,  
                           java.io.IOException
```

Handles the HTTP GET method.

Overrides:

doGet in class javax.servlet.http.HttpServlet

Parameters:

request - servlet request
response - servlet response

Throws:

javax.servlet.ServletException
java.io.IOException

doPost

```
protected void doPost(javax.servlet.http.HttpServletRequest request,  
                      javax.servlet.http.HttpServletResponse response)  
    throws javax.servlet.ServletException,  
           java.io.IOException
```

Handles the HTTP `POST` method.

Overrides:

doPost in class javax.servlet.http.HttpServlet

Parameters:

request - servlet request
response - servlet response

Throws:

javax.servlet.ServletException
java.io.IOException

getServletInfo

```
public java.lang.String getServletInfo()
```

Returns a short description of the servlet.

Specified by:

getServletInfo in interface javax.servlet.Servlet

Overrides:

getServletInfo in class javax.servlet.GenericServlet

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fundamnit.message
Class Message

java.lang.Object
└─ **fundamnit.message.Message**

Direct Known Subclasses:

[MessageChallenge](#), [MessageChat](#), [MessageError](#), [MessageGoToBattleArena](#),
[MessageOK](#)

```
public abstract class Message  
extends java.lang.Object
```

The base class for all types of messages. The class is thread safe

Nested Class Summary

static class	Message.TYPE
--------------	------------------------------

Constructor Summary

protected	Message (java.lang.String text, Message.TYPE t) Constructor pre cond: None post cond: Object initialized
-----------	---

Method Summary

java.lang.String	getMessage () The methods simply returns the text message pre cond: None post cond: None
Message.TYPE	getType ()

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Message

```
protected Message(java.lang.String text,  
                   Message.TYPE t)
```

Constructor

pre cond: None post cond: Object initialized

Parameters:

text - The message text

t - Message type

Method Detail

getMessage

```
public java.lang.String getMessage()  
    The methods simply returns the text message
```

pre cond: None post cond: None

Returns:

The text message as String

getType

```
public Message.TYPE getType()
```

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fundamnit.message

Enum Message.TYPE

```
java.lang.Object
└─ java.lang.Enum<Message.TYPE>
    └─ fundamnit.message.Message.TYPE
```

All Implemented Interfaces:

```
java.io.Serializable, java.lang.Comparable<Message.TYPE>
```

Enclosing class:

[Message](#)

```
public static enum Message.TYPE
extends java.lang.Enum<Message.TYPE>
```

Enum Constant Summary

[ACCEPT](#)

[BEEN_CHALLENGED](#)

[CHALLENGE_CANCELED](#)

[CHAT](#)

[ERROR](#)

[FAIL](#)

[GO_TO_BATTLE_ARENA](#)

[OK](#)

[TEXT](#)

Method Summary

static Message.TYPE	valueOf (java.lang.String name) Returns the enum constant of this type with the specified name.
static Message.TYPE []	values () Returns an array containing the constants of this enum type, in the order they are declared.

Methods inherited from class java.lang.Enum

clone, compareTo, equals, finalize, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Detail

CHAT

```
public static final Message.Type CHAT
```

TEXT

```
public static final Message.Type TEXT
```

OK

```
public static final Message.Type OK
```

FAIL

```
public static final Message.Type FAIL
```

ERROR

```
public static final Message.Type ERROR
```

BEEN_CHALLENGED

```
public static final Message.Type BEEN_CHALLENGED
```

CHALLENGE_CANCELED

```
public static final Message.TYPE CHALLENGE_CANCELED
```

ACCEPT

```
public static final Message.TYPE ACCEPT
```

GO_TO_BATTLE_ARENA

```
public static final Message.TYPE GO_TO_BATTLE_ARENA
```

Method Detail

values

```
public static Message.TYPE[] values()
```

Returns an array containing the constants of this enum type, in the order they are declared. This method may be used to iterate over the constants as follows:

```
for (Message.TYPE c : Message.TYPE.values())  
    System.out.println(c);
```

Returns:

an array containing the constants of this enum type, in the order they are declared

valueOf

```
public static Message.TYPE valueOf(java.lang.String name)
```

Returns the enum constant of this type with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this type.

(Extraneous whitespace characters are not permitted.)

Parameters:

name - the name of the enum constant to be returned.

Returns:

the enum constant with the specified name

Throws:

[java.lang.IllegalArgumentException](#) - if this enum type has no constant with the specified name

[java.lang.NullPointerException](#) - if the argument is null

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fundamnit.message

Class MessageChallenge

java.lang.Object

└ [fundamnit.message.Message](#)

└ **fundamnit.message.MessageChallenge**

public class **MessageChallenge**

extends [Message](#)

Nested Class Summary

Nested classes/interfaces inherited from class fundamnit.message.[Message](#)

[Message.TYPE](#)

Constructor Summary

[MessageChallenge](#)(int ap, int timelimit, int challengerID, java.lang.String challengerName)

Method Summary

int	getAP()
int	getChallengerID()
java.lang.String	getChallengerName()

int	getTimeLimit()
-----	--------------------------------

Methods inherited from class fundamnit.message.[Message](#)

[getMessage](#), [getType](#)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

MessageChallenge

```
public MessageChallenge(int ap,
                        int timelimit,
                        int challengerID,
                        java.lang.String challengerName)
```

Method Detail

getAP

```
public int getAP()
```

getTimeLimit

```
public int getTimeLimit()
```

getChallengerID

```
public int getChallengerID()
```

getChallengerName

```
public java.lang.String getChallengerName()
```

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fundamnit.message

Class MessageChat

java.lang.Object

└ [fundamnit.message.Message](#)

└ **fundamnit.message.MessageChat**

```
public class MessageChat
```

```
extends Message
```

This class represents a chat message. It holds the author user id, (nick) name and timestamp. The class is thread safe

Nested Class Summary

Nested classes/interfaces inherited from class fundamnit.message.[Message](#)

[Message.TYPE](#)

Constructor Summary

```
MessageChat(int userID, java.lang.String userName,  
java.lang.String message)
```

Constructor, This method initializes the object, the timestamp property will be filled in automatically based on the number of seconds passed since midnight 1970 UTC.

Method Summary

long	compareTimeStamp (long t) This method will compare the timestamp t with the chat message timestamp pre cond: None post cond: None
long	getTimeStamp () Returns the message timestamp pre cond: None post cond: None
int	getUserID () Returns the user id of the message author pre cond: None post cond: None
java.lang.String	getUserName () Returns the (nick) name of the message author pre cond: None post cond: None

Methods inherited from class fundamnit.message.[Message](#)

[getMessage](#), [getType](#)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

MessageChat

```
public MessageChat(int userID,  
                   java.lang.String userName,  
                   java.lang.String message)
```

Constructor, This method initializes the object, the timestamp property will be filled in automatically based on the number of seconds passed since midnight 1970 UTC.

pre cond: None
post cond: Object initialized

Parameters:

userID - The user ID of the message author
userName - The (nick) name of the message author
message - The actual message

Method Detail

getUserID

```
public int getUserID()
```

Returns the user id of the message author

pre cond: None
post cond: None

Returns:
User id (integer)

getUserName

```
public java.lang.String getUserName()
```

Returns the (nick) name of the message author

pre cond: None
post cond: None

Returns:
Name (String)

getTimestamp

```
public long getTimestamp()
```

Returns the message timestamp

pre cond: None
post cond: None

Returns:
Timestamp

compareTimeStamp

```
public long compareTimeStamp(long t)
```

This method will compare the timestamp t with the chat message timestamp

pre cond: None

post cond: None

Parameters:

t - The timestamp to compare the message

Returns:

0, if t == message.timestamp

-, if t < message.timestamp

+, if t > message.timestamp

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fundamnit.message

Class MessageError

java.lang.Object

└ [fundamnit.message.Message](#)

└ **fundamnit.message.MessageError**

```
public class MessageError
```

```
extends Message
```

Nested Class Summary

Nested classes/interfaces inherited from class fundamnit.message.[Message](#)

[Message.TYPE](#)

Constructor Summary

[MessageError](#)(java.lang.String title, java.lang.String message)

Method Summary

Methods inherited from class fundamnit.message.[Message](#)

[getMessage](#), [getType](#)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

MessageError

```
public MessageError(java.lang.String title,  
                    java.lang.String message)
```

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fundamnit.message

Class MessageGoToBattleArena

java.lang.Object

└ [fundamnit.message.Message](#)

└ **fundamnit.message.MessageGoToBattleArena**

```
public class MessageGoToBattleArena
```

```
extends Message
```

Nested Class Summary

Nested classes/interfaces inherited from class `fundamnit.message.Message`

[Message.TYPE](#)

Constructor Summary

[MessageGoToBattleArena](#)()

Method Summary

Methods inherited from class `fundamnit.message.Message`

[getMessage](#), [getType](#)

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`,
`toString`, `wait`, `wait`, `wait`

Constructor Detail

MessageGoToBattleArena

```
public MessageGoToBattleArena()
```

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fundamnit.message

Class MessageOK

java.lang.Object

└ [fundamnit.message.Message](#)

└ **fundamnit.message.MessageOK**

```
public class MessageOK
```

```
extends Message
```

Nested Class Summary

Nested classes/interfaces inherited from class *fundamnit.message*.[Message](#)

[Message.TYPE](#)

Constructor Summary

[MessageOK](#)()

[MessageOK](#)(java.lang.String message)

Method Summary

Methods inherited from class `fundamnit.message.Message`

[getMessage](#), [getType](#)

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

MessageOK

```
public MessageOK()
```

MessageOK

```
public MessageOK(java.lang.String message)
```

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fundamnit.personalgallery

Class PersonalGalleryManager

```
java.lang.Object
└─fundamnit.personalgallery.PersonalGalleryManager
```

```
public class PersonalGalleryManager
extends java.lang.Object
```

Constructor Summary

[PersonalGalleryManager](#)()

Method Summary

void	findPersonalGallery () This method uses CompetitionAgent to find all Competitions that the user with id 'userId' has participated in.
java.util.List< Competition >	getCompetitions ()
java.lang.Long	getUserId ()
void	setCompetitions (java.util.List< Competition > competitions)
void	setUserId (java.lang.Long userId)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

PersonalGalleryManager

```
public PersonalGalleryManager()
```

Method Detail

findPersonalGallery

```
public void findPersonalGallery()
```

This method uses CompetitionAgent to find all Competitions that the user with id 'userId' has participated in. The result will be put in the field 'competitions' and it will be sorted by date.

getCompetitions

```
public java.util.List<Competition> getCompetitions()
```

setCompetitions

```
public void setCompetitions(java.util.List<Competition> competitions)
```

getUserId

```
public java.lang.Long getUserId()
```

setUserId

```
public void setUserId(java.lang.Long userId)
```

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fundamnit.playingarena

Class PlayingArenaManager

java.lang.Object

└─ fundamnit.playingarena.PlayingArenaManager

```
public class PlayingArenaManager
```

```
extends java.lang.Object
```


This class acts as a controller for the playing arena. It will handle all challenges and chat messages and makes sure no user does something they're not allowed. The class is thread safe.

Method Summary	
Message	addMessageChat (int userID, java.lang.String userName, java.lang.String message) Adds a message to chat.
Message	challengeAccept (int userID) Is called by challenge to accept a challenge request.
Message	challengeReject (int userID) Is called by a challenger/challenge to either reject or cancel are challenge request.
Message	challengeUser (int challengerID, int challengeeID, int ap) A challenge request
java.util.List< Message >	checkMessagesArena (int userID) Checks the users messages and updates the user so he/she doesn't time out.
java.util.Map<java.lang.String, java.lang.Integer>	getArenaUserList () Gets the signed in playing arena users as a sorted Map
static PlayingArenaManager	getInstance () Will return a singleton instance of the class.
java.util.List< MessageChat >	getMessagesChat (long first, int count) Gets chat messages from a UTC timestamp and forward with maximum of 'count' messages.
java.util.List< MessageChat >	getMessagesChat (long first, long last) Get chat messages from a UTC timestamp to another UTC timestamp.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Method Detail

checkMessagesArena

```
public java.util.List<Message> checkMessagesArena(int userID)  
    Checks the users messages and updates the user so he/she doesn't time out.
```

Parameters:

userID - The id of the user

Returns:

getArenaUserList

```
public java.util.Map<java.lang.String, java.lang.Integer>  
getArenaUserList()
```

Gets the signed in playing arena users as a sorted Map

Returns:

A sorted map with the arena users

challengeUser

```
public Message challengeUser(int challengerID,  
                               int challengeeID,  
                               int ap)
```

A challenge request

Parameters:

challengerID - The user id of the challenger

challengeeID - The user id of the challengee

ap - AP in percent

Returns:

MessageOK or MessageError

challengeAccept

```
public Message challengeAccept(int userID)  
    Is called by challenge to accept a challenge request.
```

Parameters:

userID - The user id of the accepting user

Returns:

challengeReject

public [Message](#) challengeReject(int userID)

Is called by a challenger/challenge to either reject or cancel are challenge request.

Parameters:

userID - The user id

Returns:

MessageOK or MessageError

addMessageChat

```
public Message addMessageChat(int userID,  
                                java.lang.String userName,  
                                java.lang.String message)
```

Adds a message to chat. The user needs to be signed in to the playing arena for this.

Parameters:

userID - The user id

userName - The user name

message - The actual text message

Returns:

MessageOK or MessageError

getMessagesChat

```
public java.util.List<MessageChat> getMessagesChat(long first,  
                                                    int count)
```

Gets chat messages from a UTC timestamp and forward with maximum of 'count' messages.

Parameters:

first - Timestamp of the first message

count - Maximum number of messages to fetch

Returns:

A list of chat messages

getMessagesChat

```
public java.util.List<MessageChat> getMessagesChat(long first,  
                                                    long last)
```

Get chat messages from a UTC timestamp to another UTC timestamp.

Parameters:

first - UTC timestamp of the first message

last - UTC timestamp of the last message

Returns:

getInstance

public static [PlayingArenaManager](#) getInstance()

Will return a singleton instance of the class. Method is thread safe

Returns:

Instance of the class

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fundamnit.playingarena.challenge

Class ChallengeRequest

java.lang.Object

└─ fundamnit.playingarena.challenge.ChallengeRequest

public class **ChallengeRequest**

extends java.lang.Object

Constructor Summary

[ChallengeRequest](#)(int challengerID, int challengerAP, int challengeeID, int challengeeAP, int timelimit)

Method Summary

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ChallengeRequest

```
public ChallengeRequest(int challengerID,
                        int challengerAP,
                        int challengeeID,
                        int challengeeAP,
                        int timelimit)
```

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fundamnit.playingarena.challenge

Class ArenaUser

```
java.lang.Object
└─ fundamnit.playingarena.challenge.ArenaUser
```

```
public class ArenaUser
extends java.lang.Object
```

The class represents an arena user. It contains the message list and a challenge request. This class is not thread safe.

Method Summary

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

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fundamnit.playingarena.challenge

Class ChallengeManager

java.lang.Object

└ java.lang.Thread

└ **fundamnit.playingarena.challenge.ChallengeManager**

All Implemented Interfaces:

java.lang.Runnable

```
public class ChallengeManager
extends java.lang.Thread
```

This class handles all challenges and playing arena sign ups. All methods are thread safe. Timed out users are signed out.

Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread

java.lang.Thread.State, java.lang.Thread.UncaughtExceptionHandler

Field Summary

Fields inherited from class `java.lang.Thread`

`MAX_PRIORITY`, `MIN_PRIORITY`, `NORM_PRIORITY`

Constructor Summary

[ChallengeManager](#)(long userTimeout)

Constructor, initializes the ChallengeManager object

Method Summary

	Message	challengeAccept (int userID) This method is called by a challenge when the user accepts a challenge request.
	Message	challengeReject (int userID) This method is called by challengee to reject a challenge request or by challenger to cancel challenge request.
	Message	createChallenge (int challengeeID, int challengerID, int challengeeAP, int challengerAP, int timelimit) Creates a challenge request.
	ArenaUser	getArenaUser (int id) Returns an ArenaUserEntry based on user id if the user is signed up in the arena, or null if he/she isn't.
<code>java.util.Map<java.lang.String, java.lang.Integer></code>		getArenaUserList () Returns a sorted map of playing arena users
<code>java.util.List<Message></code>		getUserMessages (int userID) Returns a users messages if he/she is signed in to the playing arena and updates the last update field of the user.

boolean	<u>isArenaUser</u> (int userID) Checks if the user is signed in to the playing arena pre cond: None post cond: None
void	<u>run</u> () This thread runs every 500 milliseconds and checks which users havent updated for USER_TIMEOUT milliseconds and remove their challenges, and sign them out.
<u>Message</u>	<u>signOutFromArena</u> (int userID) Signs out a user from the playing arena, prohibiting them from being challenged and challenging others.
<u>Message</u>	<u>signUpToArena</u> (int userID) Signs up a user to the playing arena.

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

ChallengeManager

```
public ChallengeManager(long userTimeout)
```


Constructor, initializes the ChallengerManager object

Parameters:

`userTimeout` - The number of milliseconds before a user should be considered timed out (>1000)

Method Detail

getUserMessages

```
public java.util.List<Message> getUserMessages(int userID)
```

Returns a users messages if he/she is signed in to the playing arena and updates the last update field of the user. If not null is returned. If there are no messages an empty list is returned.

Parameters:

`userID` - ID of user

Returns:

null, empty list or list with messages.

getArenaUserList

```
public java.util.Map<java.lang.String, java.lang.Integer>  
getArenaUserList()
```

Returns a sorted map of playing arena users

Returns:

Sorted map with

signUpToArena

```
public Message signUpToArena(int userID)
```

Signs up a user to the playing arena. Enabling them to be challenged and challenge other users. This method is thread safe.

pre cond: The user isn't already signed up.

post cond: User is signed up in the arena. User can be challenged.

Parameters:

`userID` - The user (id) to sign up/add to the playing arena

Returns:

MessageOK on success or MessageError on failing.

signOutFromArena

```
public Message signOutFromArena(int userID)
```

Signs out a user from the playing arena, prohibiting them from being challenged and challenging others. Any active challenges which hasn't been turned into an competition.

Parameters:

userID -

Returns:

createChallenge

```
public Message createChallenge(int challengeeID,  
                                int challengerID,  
                                int challengeeAP,  
                                int challengerAP,  
                                int timelimit)
```

Creates a challenge request. But before that it makes sure that both users are signed in to the playing arena (not the site!) and that neither of them currently have active challenges. This method is thread safe.

pre cond: Both users are signed up in the playing arena. Neither have on going challenge request or competition.

post cond: Either no change, or the same challenge request have been added to both users and a MessageChallenge has been added to the challengees message list.

Parameters:

challengeeID - The id of the user beeing challenged

challengerID - The id of the user who is challenging

ap - The amount of ap

timelimit -

Returns:

MessageOK on success or MessageError on failing.

challengeAccept

```
public Message challengeAccept(int userID)
```

This method is called by a challenge when the user accepts a challenge request.

pre cond: The user has been challenged. The challenger is still signed in to the playing arena.

post cond: A competition is created through competition agent. The challenge is cleared for both users, a message is returned that the challengee should go to the battle arena. A message is left for the challenger to go to the battle arena.

Parameters:

userID - The id of the challengee

Returns:
MessageGoToBattleArena or MessageError

challengeReject

public [Message](#) challengeReject(int userID)

This method is called by challengee to reject a challenge request or by challenger to cancel challenge request. The method is thread safe.

pre cond: The user has been challenged/has challenged someone.

post cond: The challenge is removed from both users, a corresponding message is left for the other user if required.

Parameters:

userID - The is of the user

Returns:

MessageOK or MessageError on failure

isArenaUser

public boolean isArenaUser(int userID)

Checks if the user is signed in to the playing arena

pre cond: None

post cond: None

Parameters:

id - The id of the user to check

Returns:

true or false

getArenaUser

public [ArenaUser](#) getArenaUser(int id)

Returns an ArenaUserEntry based on user id if the user is signed up in the arena, or null if he/she isn't. This method is thread safe and is meant to be used within the package only.

pre cond: The user list isn't being modified by another thread.

post cond: None

Parameters:

id - The ID of the user to return

Returns:

Instance of Arena user entry or null

run

```
public void run()
```

This thread runs every 500 milliseconds and checks which users havent updated for USER_TIMEOUT milliseconds and remove their challenges, and sign them out.

pre cond: None
post cond: None

Specified by:

run in interface `java.lang.Runnable`

Overrides:

run in class `java.lang.Thread`

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fundamnit.playingarena.chat

Class ListHandler

`java.lang.Object`

└ `fundamnit.playingarena.chat.ListHandler`

```
public class ListHandler
extends java.lang.Object
```

This class stores chat messages in a circular queue and provides messages to retrieve them based on timestamp. This class is not thread safe.

Constructor Summary

[ListHandler](#)(int size)

Initializes the list pre cond: $0 < \text{size} < 1000$
post cond: Object initialized

Method Summary

void	add (MessageChat m) Adds a message to the circular chat message list, replacing the oldest message.
java.util.List< MessageChat >	getFrom (long timestamp, int count) The method retrieves all messages from timestamp t and c messages (if possible) forward.
java.util.List< MessageChat >	getFromTo (long first, long last) The method retrieves all messages from timestamp t to timestamp l.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ListHandler

```
public ListHandler(int size)
```

Initializes the list

pre cond: $0 < \text{size} < 1000$

post cond: Object initialized

Parameters:

size - The maximum list size

Method Detail

add

```
public void add(MessageChat m)
```

Adds a message to the circular chat message list, replacing the oldest message.

pre cond: None
post cond: First item of list is 'm', last item might have been replaced.

Parameters:

m - The message to add

getFrom

```
public java.util.List<MessageChat> getFrom(long timestamp,  
                                           int count)
```

The method retrieves all messages from timestamp t and c messages (if possible) forward.

pre cond: $0 < \text{count} < \text{list size}$

post cond: None

Parameters:

timestamp - Timestamp of the first message

count - The number of messages to retrieve

Returns:

A list of ChatMessage, if none were found that fulfilled the requirements, an empty list is returned.

getFromTo

```
public java.util.List<MessageChat> getFromTo(long first,  
                                              long last)
```

The method retrieves all messages from timestamp t to timestamp l.

pre cond: None

post cond: None

Parameters:

first - Timestamp of the first message

last - Timestamp of the last message

Returns:

A list of ChatMessage, if none were found that fulfilled the requirements, an empty list is returned.

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fundamnit.playingarena.chat
Class ChatManager

java.lang.Object
└─ *fundamnit.playingarena.chat*.ChatManager

```
public class ChatManager
extends java.lang.Object
```

This class is the main playing arena chat component. All chat messages go through this class. All methods are synchronized and are thread safe.

Constructor Summary

ChatManager (int size) Initializes the chat manager.

Method Summary

void	addMessage (int userID, java.lang.String userName, java.lang.String message) Adds a message to the chat message list, replacing the last one if the max list size has been reached.
java.util.List< MessageChat >	getMessageFrom (long timestamp, int count) This method will return a maximum of 'count' number of messages from the passed timestamp and forward.
java.util.List< MessageChat >	getMessageFromTo (long first, long last) Will return all messages with are with a given timestamp range. The Method is thread safe.

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,  
toString, wait, wait, wait
```

Constructor Detail

ChatManager

```
public ChatManager(int size)  
    Initializes the chat manager.
```

pre cond: $0 < \text{size} < 1000$
post cond: Object initialized

Parameters:

size - The maximum number of messages to hold

Method Detail

addMessage

```
public void addMessage(int userID,  
                        java.lang.String userName,  
                        java.lang.String message)
```

Adds a message to the chat message list, replacing the last one if the max list size has been reached. The method is thread safe.

pre cond: Valid userID and userName
post cond: None

Parameters:

userID - User ID of message author
userName - (nick) Name of the author
message - The message text

getMessageFrom

```
public java.util.List<MessageChat> getMessageFrom(long timestamp,  
                                                int count)
```

This method will return a maximum of 'count' number of messages from the passed timestamp and forward. The method is thread safe.

pre cond: None
post cond: None

Parameters:

`timestamp` - The first messages timestamp will be either equal to this parameters or greater if an exact match isn't found.

`count` - Number of messages to retrieve from the first message. This is the maximum number of messages that will be returned. But the actual count might be less depending on how many are available from that point on. Count will be clipped to to the maximum list size.

Returns:

A list that contains from 0 to count ChatMessage objects.

getMessageFromTo

```
public java.util.List<MessageChat> getMessageFromTo(long first,
                                                    long last)
```

Will return all messages with are with a given timestamp range.The Method is thread safe.

pre cond: Parameter 'first' > 'last'

post cond: None

Parameters:

`first` - The first messages timestamp will be either equal to this parameters or greater if an exact match isn't found.

`last` - The last message timestamp, the actual last message returned will be either equal to or less then this.

Returns:

A list containing a minimum of zero to a maximum as large as the circular list size messages.

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fundamnit.profile

Class ProfileManager

java.lang.Object

└─ fundamnit.profile.ProfileManager

```
public class ProfileManager
extends java.lang.Object
```

Description

Find the necessary data needed in order to generate a user profile page. This data concerns a specific user's general information, guestbook and personal gallery.

Constructor Summary

ProfileManager ()	
-----------------------------------	--

Method Summary

void	findGuestBook () Fetch the user's guestbook.
void	findPersonalGallery () Fetch the user's personal gallery.
void	findUserInformation () Description Fetch the user's general information.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ProfileManager

```
public ProfileManager()
```

Method Detail

findUserInformation

```
public void findUserInformation()
```

Description

Fetch the user's general information. That is the user's

- username
- profile message
- avatar picture
- total AP
- reserved AP
- number of participated competitions

Pre

None.

Post

None.

findPersonalGallery

```
public void findPersonalGallery()
```

Fetch the user's personal gallery. Uses [PersonalGalleryManager](#)

findGuestBook

```
public void findGuestBook()
```

Fetch the user's guestbook. Uses [GuestBookManager](#)

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fundamnit.profile

Class GuestBookManager

java.lang.Object

└ `fundamnit.profile.GuestBookManager`

```
public class GuestBookManager
extends java.lang.Object
```

Constructor Summary

[GuestBookManager](#)()

Method Summary

void	addGuestBookMessage () Add a guestbook message to the database.
void	findGuestBookMessages () Fetch a list of guestbook messages.
long	getFromUserId ()
java.util.List< GuestBookMessage >	getGBMs ()
java.lang.String	getText ()
long	getToUserId ()
void	setFromUserId (long fromUserId)
void	setGBMs (java.util.List< GuestBookMessage > ms)
void	setText (java.lang.String text)
void	setToUserId (long toUserId)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GuestBookManager

```
public GuestBookManager()
```

Method Detail

addGuestBookMessage

```
public void addGuestBookMessage()  
    Add a guestbook message to the database.
```

findGuestBookMessages

```
public void findGuestBookMessages()  
    Fetch a list of guestbook messages. This list is ordered with respect to the date  
    that the guestbook message was posted and with the last guestbook message first  
    in the list.
```

getFromUserId

```
public long getFromUserId()
```

setFromUserId

```
public void setFromUserId(long fromUserId)
```

getGBMs

```
public java.util.List<GuestBookMessage> getGBMs()
```

setGBMs

```
public void setGBMs(java.util.List<GuestBookMessage> ms)
```

getText

```
public java.lang.String getText()
```

setText

```
public void setText(java.lang.String text)
```

getToUserId

```
public long getToUserId()
```

setToUserId

```
public void setToUserId(long toUserId)
```

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fundamnit.profile

Class PersonalGalleryManager

java.lang.Object

└─ fundamnit.profile.PersonalGalleryManager

```
public class PersonalGalleryManager
```

```
extends java.lang.Object
```

Constructor Summary

[PersonalGalleryManager](#)()

Method Summary

void [findPersonalGallery](#)()

This method uses CompetitionAgent to find all Competitions

	that the user with id 'userId' has participated in.
java.util.List< Competition >	getCompetitions ()
java.lang.Long	getUserId ()
void	setCompetitions (java.util.List< Competition > competitions)
void	setUserId (java.lang.Long userId)

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

PersonalGalleryManager

```
public PersonalGalleryManager()
```

Method Detail

findPersonalGallery

```
public void findPersonalGallery()
```

This method uses CompetitionAgent to find all Competitions that the user with id 'userId' has participated in. The result will be put in the field 'competitions' and it will be sorted by date.

getCompetitions

```
public java.util.List<Competition> getCompetitions()
```

setCompetitions

```
public void setCompetitions(java.util.List<Competition> competitions)
```

getUserId

```
public java.lang.Long getUserId()
```

setUserId

```
public void setUserId(java.lang.Long userId)
```

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fundamnit.register

Class RegisterManager

java.lang.Object

└─ fundamnit.register.RegisterManager

```
public class RegisterManager
```

```
extends java.lang.Object
```

Description

A register manager handles the registration process of new users to the system.

Constructor Summary

RegisterManager ()	
------------------------------------	--

Method Summary

void	addUser () Description Create and add a new user to a the system.
java.lang.String	getEMail ()

	Return the e-mail address.
java.lang.String	getPassword() Return the password.
int	getTotalAP() Return the total AP.
java.lang.String	getUsername() Return the username.
void	setEMail() (java.lang.String mail) Set the e-mail address.
void	setPassword() (java.lang.String password) Set the password.
void	setTotalAP() (int totalAP) Set the total AP.
void	setUsername() (java.lang.String username) Set the username.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

RegisterManager

```
public RegisterManager()
```

Method Detail

addUser

```
public void addUser()
```

Description

Create and add a new user to a the system. Uses the JavaBean convention to store and retrieve information about the user. A new user is created by instantiating a RegisterManager object and it's member fields

- eMail
- username

- password
- totalAP

and then calling this method.

Pre

The member fields need to be filled.

Post

If all member fields are filled by appropriate values (see [User](#) to see what is an appropriate value for each field). Then a new [User](#) is created.

getEmail

```
public java.lang.String getEmail()
```

Return the e-mail address.

Returns:

The e-mail address.

setEmail

```
public void setEmail(java.lang.String mail)
```

Set the e-mail address.

Parameters:

mail - The E-mail address.

getPassword

```
public java.lang.String getPassword()
```

Return the password.

Returns:

The password.

setPassword

```
public void setPassword(java.lang.String password)
```

Set the password.

Parameters:

password - The password.

getTotalAP

```
public int getTotalAP()
```

Return the total AP.

Returns:

The total AP.

setTotalAP

```
public void setTotalAP(int totalAP)
```

Set the total AP.

Parameters:

totalAP - The total AP.

getUsername

```
public java.lang.String getUsername()
```

Return the username.

Returns:

The username.

setUsername

```
public void setUsername(java.lang.String username)
```

Set the username.

Parameters:

username - The username.

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fundamnit.search

Class SearchManager

java.lang.Object

└─ `fundamnit.search.SearchManager`

```
public class SearchManager
extends java.lang.Object
```

Description

A search manager handles search requests from the SearchJSP.

Constructor Summary

[SearchManager\(\)](#)

Method Summary

void [findUsers\(\)](#)

Description Find users that meets the criteria made up by the fields

- Name
- Number of competitions the user has participated in
- Users total AP
- Number of competitions the user has won and the comparators
- '>' (greater than)
- '>=' (greater than or equal to) '<=' (less than or equal to)
- '<' (less than) Pre None.

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

SearchManager

```
public SearchManager()
```

Method Detail

findUsers

```
public void findUsers()
```

Description

Find users that meets the criteria made up by the fields

- Name
- Number of competitions the user has participated in
- Users total AP
- Number of competitions the user has won

and the comparators

- '>' (greater than)
- '>=' (greater than or equal to)
- '<=' (less than or equal to)
- '<' (less than)

Pre

None.

Post

The list `users` is updated.

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fundamnit.util

Class CircularList<E>

java.lang.Object

└ `fundamnit.util.CircularList<E>`

```
public class CircularList<E>
extends java.lang.Object
```

A circular list data structure. This class is not thread safe.

Constructor Summary

[CircularList](#)(int size)

The list constructor
pre cond: None
post cond: None

Method Summary

E	get (int index) Returns item 'index' pre cond: $0 < \text{index} < \text{list size}$ post cond: None
E	getFirst () Returns the first item of the list pre cond: None post cond: None
void	push (E item) This method will insert an item at the beginning of the list.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

CircularList

```
public CircularList(int size)
```

The list constructor

pre cond: None
post cond: None

Parameters:

size - The circular list size

Method Detail

push

```
public void push(E item)
```

This method will insert an item at the begining of the list. If the list has reached the maximum size the last item will replaced and the last item will become the item before it.

pre cond: None

post cond: First item of list is 'item', last item might have been replaced.

Parameters:

`item` - The item to push to the start of the list

getFirst

```
public E getFirst()
```

Returns the first item of the list

pre cond: None

post cond: None

Returns:

Returns first item of list, or null if empty

get

```
public E get(int index)
```

Returns item 'index'

pre cond: $0 < \text{index} < \text{list size}$

post cond: None

Parameters:

`index` - Index of the item to return

Returns:

The 'index' item or null if out of boundry

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fundamnit.util

Class APUtils

java.lang.Object
└─ **fundamnit.util.APUtils**

```
public class APUtils  
extends java.lang.Object
```

This is a utility class, responsible for making all types of calculations with the Artistic Points.

Constructor Summary

APUtils ()	
----------------------------	--

Method Summary

java.lang.Class	getClass (User user) Returns the class that the given user belongs to.
int	getVoteWeight (User user) Returns the weight of the specified user's vote.
Combatant	makeBet (User bettingUser, int betPercent) Calculates the user's bet according to the percent specified.
void	transferAP (User fromUser, User toUser, int amount) Transfer 'amount' AP from 'fromUser' to 'toUser'.
void	updateClasses () Updates the classes with new limits.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll,

```
toString, wait, wait, wait
```

Constructor Detail

APUtils

```
public APUtils()
```

Method Detail

updateClasses

```
public void updateClasses()
```

Updates the classes with new limits. The limits depends on the AP of the user with the most AP. When the classes are modified they are saved in the database.

getClass

```
public java.lang.Class getClass(User user)
```

Returns the class that the given user belongs to.

Parameters:

user - An User object

Returns:

The user's class.

getVoteWeight

```
public int getVoteWeight(User user)
```

Returns the weight of the specified user's vote.

Parameters:

user -

Returns:

The weight

makeBet

```
public Combatant makeBet(User bettingUser,  
                        int betPercent)
```

Calculates the user's bet according to the percent specified. Returns the same user with it's reserved AP increased or null if the user doesn't have enough free AP.

Parameters:

bettingUser - The user that makes the bet
betPercent - The percent of total AP.

Returns:

The modified user.

transferAP

```
public void transferAP(User fromUser,  
                      User toUser,  
                      int amount)
```

Transfer 'amount' AP from 'fromUser' to 'toUser'. That is decreasing the fromUser's total AP by amount and increasing toUser's total AP by amount. Both user's reserved AP will be decreased by amount. The method assumes that the transfer is possible i.e. that the fromUser's total AP is less or equal to amount.

Parameters:

fromUser -
toUser -
amount - The amount that shall be transferred

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fundamnit.util

Class AuthorityManager

java.lang.Object
└─ fundamnit.util.AuthorityManager

```
public class AuthorityManager  
extends java.lang.Object
```

Description

The authority manager handles authentication of users to the system by demanding that a user is logged in in order to use the system. This is validated every time a user tries to contact the system.

Constructor Summary

[AuthorityManager](#)()

Method Summary

java.lang.String	getUserIdFromSession (java.lang.String session) Get the user's id in the system via the user's session
void	login () Description Authenticates the user.
void	logout () Invalidates the user's session and hence disables the user to access content on the system.
void	validate (java.lang.String session) Checks if the user's session is valid.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

AuthorityManager

```
public AuthorityManager()
```

Method Detail

login

```
public void login()
```

Description

Authenticates the user. This is done by prompting the user for his/her username and password which are checked against the corresponding fields in the user's

database representation `User` If the authentication is successful the user's session becomes valid to access contents on the system.

Pre

None.

Post

If the authentication is successful, the user will have access to the system. If not, the user does not have access to the system.

logout

```
public void logout()
```

Unvalidates the user's session and hence disables the user to access content on the system.

validate

```
public void validate(java.lang.String session)
```

Checks if the user's session is valid.

Parameters:

`session` - The session variable

getUserIdFromSession

```
public java.lang.String getUserIdFromSession(java.lang.String session)
```

Get the user's id in the system via the user's session

Parameters:

`session` - The session variable

Returns:

The user's id.

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5.6 Package diagram

