

## Operation Contracts

### Contract C01: settingMessage()

Operation: settingMessage()  
 Cross References: UC1: Setting Message  
 Preconditions: answering machine is plugged in.  
 Postconditions: answering message was changed to the new message

### Contract C02: checkingMessage()

Operation: checkMessages()  
 Cross References: UC3 User checks messages, UC4 User saves message  
 Preconditions: answering machine has messages on it  
 Postconditions: messages have been checked, and either saved or deleted

### Contract C03: leavingMessage()

Operation: leavesMessage()  
 Cross References: UC2 Caller leaves message  
 Preconditions: answering machine is working correctly, and has an answering message  
 Postconditions: answering machine has a new message that is ready for hearing

## Class Diagrams

AnsweringMachine	Time	Clock	Message
- numMessages: int -greeting: Message -clock : Clock -callerNum: int -phoneNum: int	hour: int //24hr clock min: int sec: int	time: Time	messageTime: Time callerNum: int messageDuration: int //in seconds messageContent: String
+playMessages() +recordGreeting() +recordMessage() +playGreeting() +keepMessage() +deleteMessage()	+keepTime()	+recordTime()	+assignTime() +recordDuration() +saveMessage() +playMessage()

## Sequence Diagrams



