Team2 – Drew Bigelow, Baylee Sims, Eduardo Abreu

System

- Responsibility: The controller, sends and receives data to and from the other objects

Storage

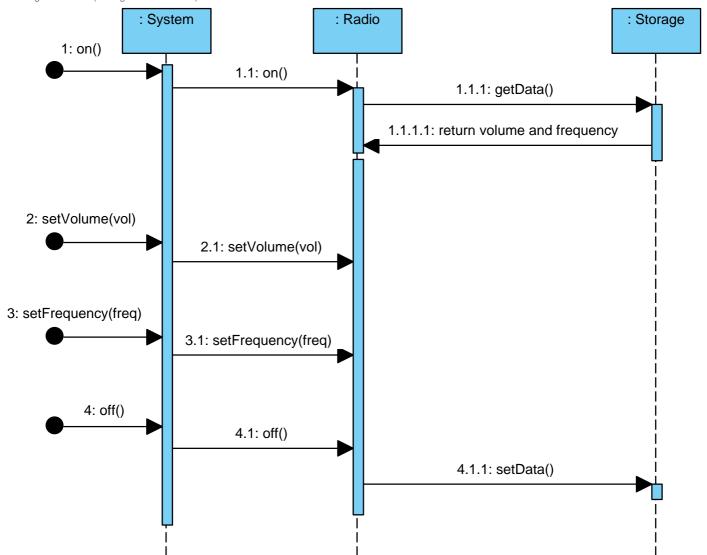- Responsibility: Store the alarm times and types as well as the last radio frequency and volume

Clock

- Responsibility: To keep the current time

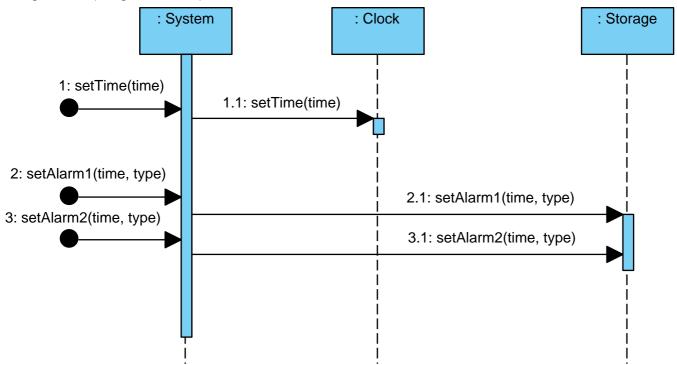Radio

- Responsibility: To play audio based on a frequency and volume

Alarm

- Responsibility: To play a sound, either radio or buzzer, when a certain time is reached, also set a new temporary alarm when snooze signal is sent

: System

: Radio

: Storage

1: on()

1.1: on()

1.1.1: getData()

1.1.1.1: return volume and frequency

2: setVolume(vol)

2.1: setVolume(vol)

3: setFrequency(freq)

3.1: setFrequency(freq)

4: off()

4.1: off()

4.1.1: setData()

: System   : Clock   : Storage

1: setTime(time)

1.1: setTime(time)

2: setAlarm1(time, type)

2.1: setAlarm1(time, type)

3: setAlarm2(time, type)

3.1: setAlarm2(time, type)

: System	: Clock	: Storage	: Radio

1: sendTick(time)

1.1: getAlarm1(time, type)

1.1.1: alarm info

1.1.1.1: activateAlarm(type)

2: dismissAlarm()

2.1: dismissAlarm()

1.1: getAlarm1(time, type)

1.1.1: alarm info

: System	: Clock	: Radio

1: Snooze()

1.1: checkAlarms()

alt

Both alarms are off

1.2: deactivateAlarm()

One or both alarms are on

1.3: waitFiveMinutes()

1.3.1: 5 minutes have passed

1.3.1.1: activateAlarm()