

## Classes & Interfaces:

1. (Class) System - (Object) system
  - a. Responsibilities
  - b. Collaborators - clock, alarm1, alarm2, amRadio, fmRadio
2. (Class) Clock - (Object) clock
  - a. Responsibilities:
    - i. Get the current time
    - ii. Change the current time
  - b. Collaborators - system, alarm1, alarm2
3. (Class) Alarm - (Object) alarm1; (Object) alarm2
  - a. Responsibilities:
    - i. Get whether or not the alarm is going off
    - ii. Go off when the alarm reaches its time
    - iii. Change alarm time
    - iv. Snooze alarm
    - v. Turn on/off alarm
  - b. Collaborators - system, clock, amRadio, fmRadio
4. (Interface) Radio:
  - a. Responsibilities:
    - i. Play while a radio is turned on
    - ii. Play when an alarm set to sound with the radio goes off
  - b. Collaborators - system, alarm1, alarm2
  - c. (Class) AM implements Radio - (Object) amRadio
    - i. Responsibilities:
      1. Play am radio while am radio is turned on
      2. Play am radio when an alarm set to sound with am radio goes off
    - ii. Collaborators - Same as Radio Interface
  - d. (Class) FM implements Radio - (Object) fmRadio
    - i. Responsibilities
      1. Play fm radio while fm radio is turned on
      2. Play fm radio when an alarm set to sound with fm radio goes off
    - ii. Collaborators - Same as Radio Interface



