

| Instance Name | Interface | Class  | Description   | Responsibilities   | Collaborators                                   |
|---------------|-----------|--------|---|--|---|
| system        | *None*    | System | The system object is the “brain” of the alarm clock and essentially controls all interactions between the GUI and the alarm clock’s logic           | switchRadio()<br>displayTime()<br>displayAlarm1()<br>displayAlarm2()                         | clock<br>alarm1<br>alarm2<br>amRadio<br>fmRadio |
| clock         |           | Clock  | The clock object is stores the time of the alarm clock and controls any interaction with the other classes that has to do with the clock as a whole | enterTimeSetMode()<br>setTime()<br>exitTimeSetMode()<br>switchTimeFormat()<br>getTime()      | system<br>alarm1<br>alarm2                      |
| alarm1        |           | Alarm  | The alarm1 object stores the time and alarm tone or radio tone for the first alarm and determines whether or not the first alarm should sound       | enterAlarmSetMode()<br>setAlarmTime()<br>exitAlarmSetMode()<br>snoozeAlarm()<br>soundAlarm() | system<br>clock<br>amRadio<br>fmRadio           |
| alarm2        |           |        | The alarm2 object stores the time and alarm tone or radio tone for the second alarm and determines whether or not the second alarm should sound     |  | system<br>clock<br>amRadio<br>fmRadio           |
| amRadio       | Radio     | AM     | The amRadio object stores the volume and station of the amRadio to be played when the AM Radio is turned on or activated by an alarm                | getRadioStatus()<br>startRadio()<br>stopRadio()<br>getStation()<br>setStation()              | system<br>alarm1<br>alarm2                      |
| fmRadio       |           | FM     | The amRadio object stores the volume and station of the amRadio to be played when the AM Radio is turned on or activated by an alarm                |  | system<br>alarm1<br>alarm2                      |