

### WeatherService

+ updateWeatherData(location: Location, weather: WeatherData): void

#### **VideoAnalysisService**

- processRecordingForDefects(): void
- compress(): void
- + flagSuspiciousFailures(frames: ArrayList<int>): void

### CameraService

- + adjustAngle(camera: Camera, angle: double): void
- startRecording(camera: Camera): void
- stopRecording(camera: Camera): void
- calibrate(camera: Camera): void
- + storeRecording(recording: VideoRecording): void

# MaintenanceTaskService

- + addFailure(task: MaintenanceTask, failure: TrackFailure): void
- + assignUser(task: MaintenanceTask, user: User): void

# **AlertService**

+ notifyMaintenanceTeam(trackFailure TrackFailure): void

## UserService

- + assignRole(user: User, role: Role): void
- + logAction(user: User, action: String): void
- resetPassword(user: User): void

#### RoleService

- + addPermission(role: Role, permission: Permission): void
- + removePermission(role: Role, permission: Permission): void