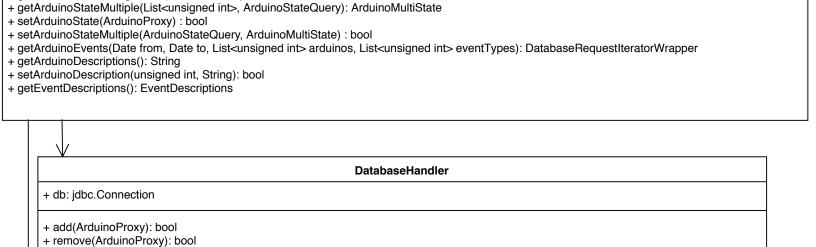
ArduinoProxy ArduinoStateQuery + upstreamIP: String + upstreamIP: bool + uid: unsigned int + uid: bool + timeOfDayInMillis: unsigned long + timeOfDayInMillis: bool + mistingIntervalInMillis : unsigned int + mistingIntervalInMillis: bool + statusUpdatePushIntervalsInMillis: unsigned int + statusUpdatePushIntervalInMillis: bool + containerWaterLevel: float + containerWaterLevel: bool + nutrientsLevel: float + nutrientsLevel: bool + nutrientsPPM: bool + nutrientsPPM: unsigned int + nutrientsSolutionRatio: double + nutrientsSolutionRatio: bool + lightsOn: bool + lightsOn: bool + lightsOnTimeInMinutesOfDay: unsigned int + lightsOnTimeInMinutesOfDay: bool + lightsOffTimeInMinutesOfDay: unsigned int + lightsOffTimeInMinutesOfDay: bool + powered: bool + powered: bool + locked: bool + locked: bool + timeLeftUnlockedInMillis: unsigned int + timeLeftUnlockedInMillis: bool + targetUpperChamberHumidity: float + targetUpperChamberHumidity: bool + currentUpperChamberHumidity: float + currentUpperChamberHumidity: bool + targetUpperChamberTemperature: float + targetUpperChamberTemperature: bool + currentUpperChamberTemperature: float + currentUpperChamberTemperature: bool + targetLowerChamberTemperature: bool + targetLowerChamberTemperature: float + currentLowerChamberTemperature: float + currentLowerChamberTemperature: bool + doorsOpen: bool + doorsOpen: bool + dehumidifying: bool + dehumidifying: bool + cooling: bool + cooling: bool **ArduinoMultiState ArduinoAlert** + upstreamIP: List<String> + uid: List<unsigned int> Extends + timeOfDayInMillis: List<unsigned long> Extends + mistingIntervalInMillis: List<unsigned int> Extends + statusUpdatePushIntervalInMillis: List<unsigned int> **PowerOutageAlert** + containerWaterLevel: List<float> Extends + nutrientsLevel: List<float> + nutrientsPPM: List<unsigned int> + nutrientsSolutionRatio: List<unsigned int> **NeedsNutrientsAlert** + lightsOn: List<bool> **NeedsWaterAlert** + lightsOnTimeInMinutesOfDay: List<unsigned int> + nutrientsLevel: float + lightsOffTimeInMinutesOfDay: List<unsigned int> + waterLevel: float + powered: List<bool> + locked: List<bool> Note: We + timeLeftUnlockedInMillis: List<unsigned int> **TooMuchWaterAlert** currently ignore + targetUpperChamberHumidity: List<float> the use of Java's + waterLevel: float + currentUpperChamberHumidity: List<float> wrapper classes + targetUpperChamberTemperature: List<float> for primitives; + currentUpperChamberTemperature: List<float> they may become + targetLowerChamberTemperature: List<float> **Database** necessary for + currentLowerChamberTemperature: List<float> serialization. + doorsOpen: List<bool> Arduinos + dehumidifying: List<bool> PK uniqueld: uint (not null autoincrement) + cooling: List<bool> arduinoUID: uint (not null) description: text **DatabaseRequestIteratorWrapper** + arduinoEvents: HashMap<unsigned int, HashMap<unsigned int, Date>>> StatusUpdateTypes + hasNextArduino(): bool PK uniqueld: uint (not null autoincrement) + getNextArduino(): unsigned int updateType: uint (not null) + hasNextEvent(): bool description: text + getNextEventType(): unsigned int + getNextEventDate(): Date **EventDescriptions** StatusUpdates PK uniqueld (not null autoincrement) + descriptions: HashMap<unsigned int, String> Arduinos::arduinoUID StatusUpdateTypes::uniqueId + exists(unsigned int): bool time: timestamp + get(unsigned int): String



+ getEvents(Date from, Date until, List<unsigned int> arduinos, List<unsigned int> eventTypes): DatabaseIteratorWrapper

UserInterfaceFacade

LiveSystemsControl

+ arduinos: HashMap<unsigned int, ArduinoProxy>

+ getArduinoState(unsigned int): ArduinoProxy

- + add(ArduinoProxy): bool
- + remove(unsigned int): bool
- + updateDescription:
- + getSingleState(unsigned int): ArduinoProxy
- + collectMultiState(List<unsigned int>, ArduinoStateQuery): ArduinoMultiState