Design patterns:

- The main design pattern in use here is the memento pattern.
- Memento allows you to use state to represent logical items for recall when convenient.
- It is also really good for indicating your next intentions.
- Literally stands for "memory aid."
- Also used in the web UI are builder patterns, but their use is perfunctory...
- Reusing code to write HTML tags to a page more neatly.
- Aside: I really wanted to keep it unix by using a simple command-line app, but we went that way instead and deep down I'm kinda glad I stepped out of my bubble.
- We also use a static factory method or two.
- However, they're nothing too interesting as far as our use-case is concerned. They're also completely perfunctory and don't really warrant too much discussion.
- They'd be far more central for our purposes and worth talking about if we were writing a serializer, for example...

PersistentEmbeddedSystemStateMemento

- + uid: long
- + mistingInterval: int + mistingDuration: int + statusPushInterval: int
- + nutrientsPPM: int
- + nutrientSolutionRatio: double
- + lightsOnHour: int
- + lightsOffHour: int
- + lightsOnMinute: int
- + lightsOffMinute: int
- + targetUpperChamberHumidity: float
- + targetUpperChamberTemperature: float
- + targetLowerChamberTemperature: float
- + targetCO2PPM: int



EmbeddedSystemConfigChangeMemento

- + persistentState: PersistentEmbeddedSystemStateMemento
- + changingMistingInterval: boolean
- + changingMistingDuration: boolean
- + changingStatusPushInterval: boolean
- + changingNutrientsPPM: boolean
- + changingNutrientSolutionRatio: boolean
- + changingLightsOnHour: boolean
- + changingLightsOffHour: boolean
- + changingLightsOnMinute: boolean
- + changingLightsOffMinute: boolean
- + changingTargetUpperChamberHumidity: boolean
- + changingTargetUpperChamberTemperature: boolean
- + changingTargetLowerChamberTemperature: boolean
- + changingTargetCO2PPM: boolean

<< Enumeration>> **EmbeddedSystemEventType**

- 0 MIST ON
- 1 MIST_OFF
- 2
- MIN_WATER_LEVEL_REACHED MAX_WATER_LEVEL_REACHED 3
- MIN_NUTRIENTS_LEVEL_REACHED 4
- 5 MAX_NUTRIENT_LEVEL_REACHED
- MISTING_WATER_PUMP_ON 6
- MISTING WATER PUMP OFF
- 8 NUTRIENTS_PUMP_ON
- NUTRIENTS_PUMP_OFF 9
- 10 LIGHTS ON
- 11 LIGHTS_OFF
- 12 POWER_ON
- 13 POWER_OFF
- 14 DOORS_LOCKED
- 15 DOORS_UNLOCKED
- 16 DOORS_OPEN
- 17 DOORS_CLOSE
- 18 DEHUMIDIFIER_ON
- 19 DEHUMIDIFIER_OFF
- 20 COOLING_ON
- 21 COOLING OFF
- 22 CO2_VALVE_OPEN
- 23 CO2_VALVE_CLOSED

TransientEmbeddedSystemStateMemento

- + timestamp : long
- + timeLeftUnlocked: long
- + reservoirLevel: float
- + nutrientSolutionLevel: float
- + currentUpperChamberHumidity: float
- + currentUpperChamberTemperature: float
- + currentLowerChamberTemperature: float
- + currentCO2PPM: int
- + lit: boolean
- + powered: boolean
- + misting: boolean
- + open: boolean
- + dehumidifying: boolean
- + cooling: boolean
- + injectingCO2: boolean
- + locked: boolean

EmbeddedSystemCombinedStateMemento

- + persistentState: PersistentEmbeddedSystemStateMemento
- + transientState: TransientEmbeddedSystemStateMemento

EventRecordMemento

- + event: int
- + timestamp: long