

⚡ PersistentEmbeddedSystemStateMemento

- ⚡ - long id
- ⚡ - int missingInterval
- ⚡ - int missingDuration
- ⚡ - int statusPushInterval
- ⚡ - int nutrientsPPM
- ⚡ - double nutrientSolutionRatio
- ⚡ - int lightsOnHour
- ⚡ - int lightsOffHour
- ⚡ - int lightsOnMinute
- ⚡ - int lightsOffMinute
- ⚡ - float targetUpperChamberHumidity
- ⚡ - float targetUpperChamberTemperature
- ⚡ - float targetLowerChamberTemperature
- ⚡ - int targetCO2PPM

- ⚡ - long getId()
- ⚡ - int getMissingInterval()
- ⚡ - int getMissingDuration()
- ⚡ - int getStatusPushInterval()
- ⚡ - int getNutrientsPPM()
- ⚡ - double getNutrientSolutionRatio()
- ⚡ - int getLightsOnHour()
- ⚡ - int getLightsOffHour()
- ⚡ - int getLightsOnMinute()
- ⚡ - int getLightsOffMinute()
- ⚡ - float getTargetUpperChamberHumidity()
- ⚡ - float getTargetUpperChamberTemperature()
- ⚡ - float getTargetLowerChamberTemperature()
- ⚡ - int getTargetCO2PPM()
- ⚡ - void setId(long id)
- ⚡ - void setMissingInterval(int missingInterval)
- ⚡ - void setMissingDuration(int missingDuration)
- ⚡ - void setStatusPushInterval(int statusPushInterval)
- ⚡ - void setNutrientsPPM(int nutrientsPPM)
- ⚡ - void setNutrientSolutionRatio(double nutrientSolutionRatio)
- ⚡ - void setLightsOnHour(int lightsOnHour)
- ⚡ - void setLightsOffHour(int lightsOffHour)
- ⚡ - void setLightsOnMinute(int lightsOnMinute)
- ⚡ - void setLightsOffMinute(int lightsOffMinute)
- ⚡ - void setTargetUpperChamberHumidity(float targetUpperChamberHumidity)
- ⚡ - void setTargetUpperChamberTemperature(float targetUpperChamberTemperature)
- ⚡ - void setTargetLowerChamberTemperature(float targetLowerChamberTemperature)
- ⚡ - void setTargetCO2PPM(int targetCO2PPM)

⚡ EmbeddedSystemCombinedStateMemento

- ⚡ - PersistentEmbeddedSystemStateMemento persistentState
- ⚡ - TransientEmbeddedSystemStateMemento transientState
- ⚡ - PersistentEmbeddedSystemStateMemento getPersistentState()
- ⚡ - void setPersistentState(PersistentEmbeddedSystemStateMemento persistentState)
- ⚡ - TransientEmbeddedSystemStateMemento getTransientState()
- ⚡ - void setTransientState(TransientEmbeddedSystemStateMemento transientState)

persistentState

transientState

EmbeddedSystemStateSafeDefaultsFactory

- ⚡ - static EmbeddedSystemCombinedStateMemento get()

TransientEmbeddedSystemStateMemento

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

- ⚡ - long getTimestamp()
- ⚡ - void setTimestamp(long timestamp)
- ⚡ - long getTimeLeftUnlocked()
- ⚡ - void setTimeLeftUnlocked(long timeLeftUnlocked)
- ⚡ - float getReservoirLevel()
- ⚡ - void setReservoirLevel(float reservoirLevel)
- ⚡ - float getNutrientSolutionLevel()
- ⚡ - void setNutrientSolutionLevel(float nutrientSolutionLevel)
- ⚡ - float getCurrentUpperChamberHumidity()
- ⚡ - void setCurrentUpperChamberHumidity(float currentUpperChamberHumidity)
- ⚡ - float getCurrentUpperChamberTemperature()
- ⚡ - void setCurrentUpperChamberTemperature(float currentUpperChamberTemperature)
- ⚡ - float getCurrentLowerChamberTemperature()
- ⚡ - void setCurrentLowerChamberTemperature(float currentLowerChamberTemperature)
- ⚡ - int getCurrentCO2PPM()
- ⚡ - void setCurrentCO2PPM(int currentCO2PPM)
- ⚡ - boolean isLit()
- ⚡ - void setLit(boolean lit)
- ⚡ - boolean isPowered()
- ⚡ - void setPowered(boolean powered)
- ⚡ - boolean isMisting()
- ⚡ - void setMisting(boolean misting)
- ⚡ - boolean isOpen()
- ⚡ - void setOpen(boolean open)
- ⚡ - boolean isDehumidifying()
- ⚡ - void setDehumidifying(boolean dehumidifying)
- ⚡ - boolean isCooling()
- ⚡ - void setCooling(boolean cooling)
- ⚡ - boolean isInjectingCO2()
- ⚡ - void setInjectingCO2(boolean injectingCO2)
- ⚡ - boolean isLocked()
- ⚡ - void setLocked(boolean locked)

EmbeddedSystemEventDescriptions

- ⚡ - HashMap<Integer, String> codes2Descriptions
- ⚡ - HashMap<String, Integer> descriptions2Codes

- ⚡ - EmbeddedSystemEventDescriptions()
- ⚡ - boolean exists(Integer arg)
- ⚡ - boolean exists(String arg)
- ⚡ - Pair<Boolean, Integer> getCode(String arg)
- ⚡ - Pair<Boolean, String> getDescription(Integer arg)

TimeOfDayValidator

- ⚡ - static boolean validate(int hours, int minutes)

EmbeddedStateChangeValidator

- ⚡ - static EmbeddedSystemConfigChangeMemento validate(EmbeddedSystemConfigChangeMemento arg, int currentLightsOnHour, int currentLightsOnMin, int currentLightsOffHour, int currentLightsOffMin)

CommonValues

- ⚡ - final String stateSafeFileName
- ⚡ - final String descriptionsSafeFileName
- ⚡ - final String localhost
- ⚡ - final int mqttPort
- ⚡ - final int mqttLocalPort
- ⚡ - final String mqttBrokerURL
- ⚡ - final String defaultDescription
- ⚡ - final String pushEventFromEmbeddedTopic
- ⚡ - final String pushStatusToBackendTopic
- ⚡ - final String pushConfigToEmbeddedTopic
- ⚡ - final String updateDescriptionRequestTopic
- ⚡ - final String configEmbeddedRequestTopic
- ⚡ - final int mqttMessageSizeLimit
- ⚡ - final String pushSystemsTid
- ⚡ - final String mqttSystemId
- ⚡ - final String pushSystemsForUrl
- ⚡ - final String pushEventsForUrl
- ⚡ - final String getEventForUrl
- ⚡ - final String pushDescriptionsForUrl
- ⚡ - final int missingInterval
- ⚡ - final int missingDuration
- ⚡ - final int minMistingInterval
- ⚡ - final int minNutrientSolutionPPM
- ⚡ - final int maxNutrientSolutionPPM
- ⚡ - final double minNutrientSolutionRatio
- ⚡ - final double maxNutrientSolutionRatio
- ⚡ - final float minHumidity
- ⚡ - final float maxHumidity
- ⚡ - final float minTargetTemperature
- ⚡ - final float maxTargetTemperature
- ⚡ - final float minPossibleTemperature
- ⚡ - final float maxPossibleTemperature
- ⚡ - final int maxCO2PPM
- ⚡ - final int minCO2PPM
- ⚡ - final int maxCO2Length
- ⚡ - final double millisSec
- ⚡ - final double millisMin
- ⚡ - final long millisHour
- ⚡ - final long millisDay
- ⚡ - final int minSecondsHour
- ⚡ - final int hoursDay

ConnectionCloses

- ⚡ - static void closeConnection(PrintWriter tcpout, Socket socket)
- ⚡ - static void closeConnection(Socket tcpin, PrintWriter tcpout, Socket socket)

EventRecordMemento

- ⚡ - int event
- ⚡ - long timestamp
- ⚡ - void getEvent()
- ⚡ - void setEvent(int event)
- ⚡ - long getTimestamp()
- ⚡ - void setTimestamp(long timestamp)

EmbeddedSystemEventType

- ⚡ - MIST_ON
- ⚡ - MIST_OFF
- ⚡ - MIN_WATER_LEVEL_REACHED
- ⚡ - MAX_WATER_LEVEL_REACHED
- ⚡ - MIN_NUTRIENTS_LEVEL_REACHED
- ⚡ - MAX_NUTRIENTS_LEVEL_REACHED
- ⚡ - MISTING_WATER_PUMP_ON
- ⚡ - MISTING_WATER_PUMP_OFF
- ⚡ - NUTRIENTS_PUMP_ON
- ⚡ - NUTRIENTS_PUMP_OFF
- ⚡ - LIGHTS_ON
- ⚡ - LIGHTS_OFF
- ⚡ - POWER_ON
- ⚡ - POWER_OFF
- ⚡ - DOORS_LOCKED
- ⚡ - DOORS_UNLOCKED
- ⚡ - DOORS_OPEN
- ⚡ - DOORS_CLOSE
- ⚡ - DEHUMIDIFIER_ON
- ⚡ - DEHUMIDIFIER_OFF
- ⚡ - COOLING_ON
- ⚡ - COOLING_OFF
- ⚡ - CO2_VALVE_OPEN
- ⚡ - CO2_VALVE_CLOSE