Network NAP Control - UML Class diagram # status: string # location: string # manufacturer: string # model: string +NetworkElement() +NetworkElement(int, string, string, int, string, string, string) + virtual getID(): int = 0 + getName(): string + getSatus(): string + getLocation(): string + getManufacturer(): string + getModel(): string + virtual setID(string): void = 0 + setName(string): void + setStatus(string): void + setLocation(string): void + setManufacturer(string): void + setModel(string): void BackboneElement Nap Client << abstract >> - idNap: int # idBE: int - clients: Client[*] # numberFibers: int # idc: int - capacity: int # serviceOwner: String + getNumberFibers(): int # address: String + getID(): int override + Nap(int, string, string, int, string, string, # phoneNumber: int string, int) + setNumberFibers(int): void # fee: float Is connected to a + setID(int) : void override + getCapacity(): int + getID() : int override # status: boolean # bandwidth: int + setCapacity(int): void + setID(int) : void override + Client() + Client(int, string, + addClients(Client) : void string, string, float, boolean, int) + getID(): int + getServiceOwner(): string getAdress(): string Rack + getPhoneNumber(): int + getFee(): float Splice + getStatus(): boolean rackUnits: int + getBandwidth(): int - Fiber: string - splices: Splice[*] - naps : Nap[*] +Rack() +Rack(int, string, string, string, string, int) + setID(int): void + setServiceOwner(string): void + setAdress(string): void +Splice(int, string, string, int, string, string, + setPhoneNumber(int): void Is connected to a string, string, Nap[*]) + setFee(float): void Is connected to a + getRackUnits(): int + setStatus(boolean): void + getFiber() : string + setBandwidth(int): void + setRackUnits(int): void + addSplice(Splice) : void setFiber(int) : void + setNaps(Nap[*]) : void - addNap(Nap) : void Domestic Company - companyName: string + Domestic() - techsupportadv: boolean Domestic(int, string, string, string, float, + Company() boolean, int) + Company(int, string, string, string, float,

boolean, int, string, boolean)

+ setCompanyName(string): void + setTechsupportad(bool): void

+ getCompanyName(): string + getTechsupportad(): bool

NetworkElement << abstract >>

name: string