

<<Interface>> AccountManagementIF
+ login() + logout() + getAccountInformation() + getTeamInformation() + insertAvailability() + modifyAvailability() + deleteAvailability()

<<Interface>> TeamsManagementIF
+ createVolunteer() + modifyVoluntert() + deleteVolunteer() + createTeam() + modifyTeam() + deleteTeam () + assignForeman()

<<Interface>> OperationsVisualizationIF
+ getProgrammedOperationInformation() + getEmergencyInformation() + insertProgrammedOperationInformationForReport() + insertEmergencyInformationForReport() + visualizeRTPosition() + signalizeOperativity()

<<Interface>> OperationsManagementIF
+ createProgrammedOperation() + modifyProgrammedOperation() + deleteProgrammedOperation() + createEmergency() + modifyEmergency() + deleteEmergency() + getProgrammedOperationReport() + modifyProgrammedOperationReport() + getEmergencyReport() + modifyEmergencyReport()

<<Interface>> AreaInformationRequestIF
+ getAPRSInformation() + getOpenWeatherMapInformation() + getEarthquakeInformation() + getCustomDeviceInformation() + getProtezioneCivilePOPInformation() + getAllarms()

<<Interface>> AreaInformationManagementIF
+ insertAPRSInformation() + insertOpenWeatherMapInformation() + insertEarthquakeInformation() + insertCustomDeviceInformation() + insertProtezioneCivilePOPInformation() + insertAllarm()

<<Interface>> AlarmNotificationManagementIF
+ chooseTypeAlarmToBeNotify() + modifyTypeAlarmToBeNotify() + deleteTypeAlarmToBeNotify()

<<Interface>> TriggerIF
+ notifyUpdateDB()

<<Interface>> DBMySQLIF
+

<<Interface>> ClientShowIF
+

NB: il metodo *getTeamInformation()* permette solo di visualizzare (no modifica) le informazioni relative a una squadra e ha un comportamento diverso in base all'attore che lo invoca:

- il *volontario* e il *caposquadra* possono accedere soltanto alle informazioni della propria squadra;
- il *coordinatore*, invece, a quelle di tutte le squadre