Class Moisture

# moisture: int

Class Temperature

# tempNowInside: float

# tempNowOutside: float

Class Light

# lux: int

Class Time

# h: int

# m: int

# s: int

+ Moisture()

+ Moisture(moisture: int)

+ checkInputMoisture(): bool

+ displayMoisture(): void

+ getInputMoisture(): void

+getMoisture(): int

+ Time()

+ Time(h: int, m: int, s: int)

+ checkInputTime(): bool

+ normalize(): void

+ displayTime(): void

+ getInputTime(): void

+ operator > (t1: Time, t2: Time): bool

+ operator < (t1: Time, t2: Time): bool

+ Light()

+ Light(lux: int)

+ setLux(lux: int): void

+ getLux(): int

+ checkInputLight(): bool

+ getInputLight(): void

+ displayLight(): void

+ Temperature()

+ Temperature

(tempNowInSide: float,

tempNowOutside: float)

+ warning(): void

+ setTempNowInside

(tempNowInside: float): void

+ setTempNowOutside

(tempNowOutside: float): void

+ getTempNowInside: float

+ getTempNowOutside: float

+ getInputTemperature(): void

+ displayTemperature(): void

# tsang: Time

#tDem : Time

Class Sensor

+ CurtainSystem()

+ curtainAutoControl(): void

Class CurtainSystem

+ stoveAutoControl(): int

Class StoveSystem

+ LightBulbSystem()

+ lightBulbLevel(): int

Class LigthBulbSystem

+ ConditionerSystem()

+ conditionerAutoControl(): float

Class ConditionerSystem

+ FanSystem()

+ fanAutoControl(): void

Class FanSystem

+ ControlStatus()

+ displayStatus(): void

Class ControlStatus

+ homeAutomation(): void

Class Home