**Notify**

Functionality: Sends a message notifying the main subsystem components of a new event.

Parameters: Message containing an incident ID and the status of the incident.

Usage scenarios: When the status of an incident is changed or a new one is created.

Design rationales: The dispatcher, social media alerter and status report generator act as observers of the information distributor, performing different actions based on the message sent to them. This design makes them independent of each other and allows for ease of modification (new observers can easily be added or current ones modified).

**SendSms**

Functionality: Uses a 3rd party API to send an SMS message.

Parameters: Text, phone number.

Usage scenarios: When an SMS is to be sent.

Design rationales: Providing an internal interface for sending information means that code for contact with the 3rd party API and adaptation of data to conform with the interface only needs to exist in one place. This decouples the main subsystem components from the external interfaces and makes them easy to replace.

**SendTweet**

Functionality: Uses a 3rd party API to create a Twitter post.

Parameters: Text.

Usage scenarios: When a tweet is to be posted.

Design rationales: Providing an internal interface for sending information means that code for contact with the 3rd party API and adaptation of data to conform with the interface only needs to exist in one place. This decouples the main subsystem components from the external interfaces and makes them easy to replace.

**SendEmail**

Functionality: Uses a 3rd party API to send an email message.

Parameters: Subject, text, recipient address.

Usage scenarios: When an email is to be sent.

Design rationales: Providing an internal interface for sending information means that code for contact with the 3rd party API and adaptation of data to conform with the interface only needs to exist in one place. This decouples the main subsystem components from the external interfaces and makes them easy to replace.