ui

Interface

- wasteCenter: WasteCenter
- scNum: Scanner
- scStr: Scanner

+ Main()
+ menu(obj: Main): void
+ createProduct(id: String, name: String, description: String) void
+ createProduct(): void
+ createResidue(id: String, name: String, precedence: char, color: String, decomposeTime: double, isCompostable: boolean, product: Product): String
+ createResidue(obj: Main): void
+ residueReport(): void
+ searchResidueByName(): void
+ searchResidueByProductId(): void
+ displayProductList(): void
+ listResiduesByNociveEffect(): void
+ displayProductNameId(): void

model

wasteCenter

WasteCenter

- name: String

+ createResidue(id: String, name: String, precedence: char, color: String, decomposeTime: double, isCompostable: boolean, product: Product): String
+ createResidue(id: String, name: String, precedence: char, color: String, decomposeTime: double, advice: String, product: Product): String
+ createResidue(id: String, name: String, precedence: char, color: String, decomposeTime: double, type: char, homeDescription: String, industrialDescription: String, product: Product): String
+ createProduct(id: String, name: String, description: String): String
+ residueReport(): String
+ searchResidueByName(name: String): String
+ searchResidueByProductId(id: String)
+ displayProductList(): String
+ listResidueByNociveEffect(): String
+ getProductNameId(): String
+ getProductByIndex(index: int): Product
+ isProduct(): boolean
+ nociveEffect(precedence: char): double
+ productionHasSpace(product: Product): boolean

1

residues

0..5

product

1

products

0..3

Product

- id: String
- name: String
- description: String

+ Product (id: String, name: String, description: String)
+ addResidue(residue: Residue): void
+ isSpace(): boolean
+ getResidues(): Residue[]
+ getName(): String
+ getId(): String

1

residues

0..3

<>
Residue

+ DECOMPOSE_TIME: double = 1.0
+ RECYCLABLE: double = 0.02
+ BIO_COMPOST: double = 0.01
+ I_FACTOR: double = 0.10
+ D_FACTOR: double = 0.05
+ C_FACTOR: double = 0.08
+ M_FACTOR: double = 0.12
+ H_FACTOR: double = 0.15
+ INDUSTRIAL: char = 'I'
+ DOMICILIARY: char = 'D'
+ MUNICIPAL: char = 'M'
+ CONSTRUCTION: char = 'C'
+ HOSPITALARY: char = 'H'
- id: String
- name: String
- precedence: char
- color: String
- decomposeTime: double
- nociveEffect: double

+ Residue(id: String, name: String. precedence: char, color: String, decomposeTime: double, nociveEffect: double, product: Product)
+ createResidue(id: String, name: String. precedence: char, color: String, decomposeTime: double, nociveEffect: double, product: Product): void
+ toString(): String

Extends

Biodegradable

- isCompostable: boolean

+ createBiodegradable(id: String, name: String precedence: char, color: String, decomposeTime: boolean isCompostable, nociveEffect: double, product: Product)
+ isUsable(): boolean
+ toString(): String
+ getUsable(): boolean

Extends

Inert

- advice: String

+ Inert(id: String, name: String precedence: char, color: String decomposeTime: double, advice: String, nociveEffect: double, product: Product)
+ toString(): String

Extends

Recyclable

+ PAPER: char = 'P'
+ PAPERBOARD: char = 'B'
+ GLASS: char = 'G'
+ PLASTIC: char = 'P'
+ METAL: char = 'M'
- type: char
- homeDescription: String
- industrialDescription: String
- isUsable: boolean

+ Recyclable(id: String, name: String precedence: char, color: String, decomposeTime: double, type: char, homeDescription: String, industrialDescription: String, nociveEffect: double, product: Product)
+ toString(): String
+ isUsable: boolean

<<Interface>>
Usable

+ usable(): boolean