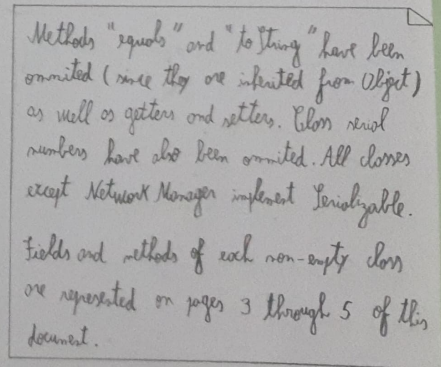
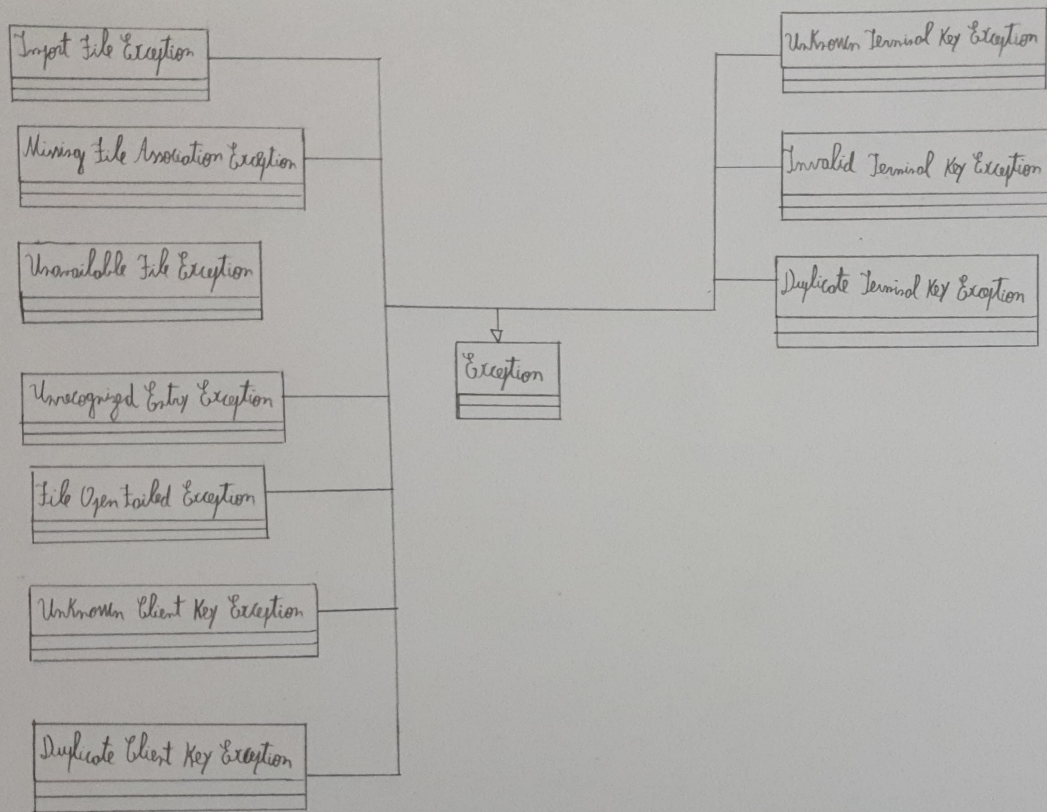


①







## Network

- next Communication Id: int
- global Payments: double
- global Debts: double

- + disable Client Notifications (client Id: String): void
- + enable Client Notifications (client Id: String): void
- + register Client (id: String, name: String, tax Id: String): void
- + get Client (client Id: String): Client
- + global Payments (): long
- + global Debts (): long
- + get Communication Id (): int
- + get All Communications (): Communication []
- + get Clients With Debts (): Client []
- + get Clients Without Debts (): Client []
- + get Communications To Client (client Id: String): Communication []
- + get Communications From Client (client Id: String): Communication []
- + get Terminals With Positive Balance (): Terminal []
- + get Unused Terminals (): Terminal []
- + get All Terminals (): Terminal []
- + register Terminal (id: int, terminal type: String, client Id: String): void
- + open Menu Terminal Console (terminal Id: int): void
- + obtain Client Payments (client Id: String): long
- + obtain Client Debts (client Id: String): long
- + register Terminal Friends (terminal Id: int, terminal Friends: String): void

## Network Manager

- filename: String
- network: Network

- + load (filename: String): void
- + save (): void
- + save As (filename: String): void
- + import File (filename: String): void

Client
- id: String
- name: String
- tax Id: int
- notification Alert: boolean
+ read Notifications(): void
+ get Terminal Quantity(): int
+ get Communications Sent(): Communication[]
+ get Communications Received(): Communication[]

«abstract» Client Statute
- payments: double
- delta: double
- statute Name: String
+ give Payment (double credit): void
+ update Delta (double delta): void
+ «abstract» update Statute(): void
+ get Balance(): double

Client Normal Statute
+ update Statute(): void
Client Gold Statute
+ update Statute(): void

«abstract» Notification
- notification Type: String
- terminal Id: int

«abstract» Notification Delivery Method
+ «abstract» deliver Notification (Notification notification): void

Application Delivery Method
+ deliver Notification (Notification notification): void

«abstract» Communication
- id: int
- status: String
- type: String
- units: double
- price Sender: double
- price Receiver: double
+ «abstract» calculate Price(): void

Text Communication
- text Message: String
+ calculate Price(): void

Video Communication
- video Duration: double
+ calculate Price(): void

Voice Communication
- call Duration: double
+ calculate Price(): void

Base Plan
- NORMAL_VOICE_COST: int = 20
- NORMAL_VIDEO_COST: int = 30
- GOLD_VOICE_COST: int = 10
- GOLD_VIDEO_COST: int = 20
- PLATINUM_VOICE_COST: int = 10
- PLATINUM_VIDEO_COST: int = 10
- NORMAL_TEXT_COST_CASE_ONE: int = 10
- NORMAL_TEXT_COST_CASE_TWO: int = 16
- GOLD_TEXT_COST_CASE_ONE: int = 10
- GOLD_TEXT_COST_CASE_TWO: int = 10
- PLATINUM_TEXT_COST_CASE_ONE: int = 0
- PLATINUM_TEXT_COST_CASE_TWO: int = 4
- PLATINUM_TEXT_COST_CASE_THREE: int = 4



## Terminal

- id: int
- payments: double
- debts: double
- type: String
- + get Balance(): double
- + add Friend ( id: int): void
- + remove Friend ( id: int): void
- + perform Payment ( communication Id: int): void
- + get Ongoing Communication(): Communication
- + make Terminal Idle(): void
- + make Terminal Offline(): void
- + make Terminal Silent(): void
- + start Interactive Communication ( terminal Id Receiver: int): void
- + send Text ( terminal Id Receiver: int, message: String): void
- + end Interactive Communication (call Duration: double): void
- + update Debt (double delta): void
- + can End Current Communication(): boolean
- + can Start Communication(): boolean
- + send Voice Mail ( terminal Id Receiver: int): void

## <<abstract>> Terminal Status

- status Name: String
- + <<abstract>> update Status (status Name: String): void
- + send Out Pending Notifications ( notification Type: String): void

## Terminal Idle Status

- + update Status (status Name: String): void

## Terminal Off Status

- + update Status (status Name: String): void

## terminal Busy Status

- + update Status (status Name: String): void

## Terminal Silent Status

- + update Status (status Name: String): void