

Description of Operations

Looking above at the UML Diagram you are demonstrated with multiple operations/methods. As shown in the userRanger class we are presented with eight operations. The first six operations are designed to get and set each ranger's name, username, and password. Lastly, the last two operations are tasked to inspect whether the ranger is in the database, and if found the system will give the user access to the detection system. Moving on to the Control System class we are given three operations. The first two operations are related to creating the alarm and the sound in which the alarm produces whenever a mountain lion is detected. Lastly, the class will also have an operation that will allow the user to log out of the system. The Alarm System consists of 3 basic methods. The task for these methods is to get the location of sensors whenever an alarm goes off and the ability to turn off the alarm. However, the Alarm System won't work without the Alarm Class. The alarm class is what helps the alarm system by getting the time at which an alarm goes off, the name of the alarm, and the ability to map out an alarm/sensor. Continuing to the Map System we are given the operations to get data from the sensors and also receive park control from the Park Control class. In order to gain access to the Park Control the system will go through the security protocol operation to make sure the ranger has access to modify the map. The Animals-R-Here class consists of the operations to get the sound of the sensors and send them back to the software and database. Finally, our Report class contains two operations that sort the reports according to the input from the user, and the second function displays the reports.