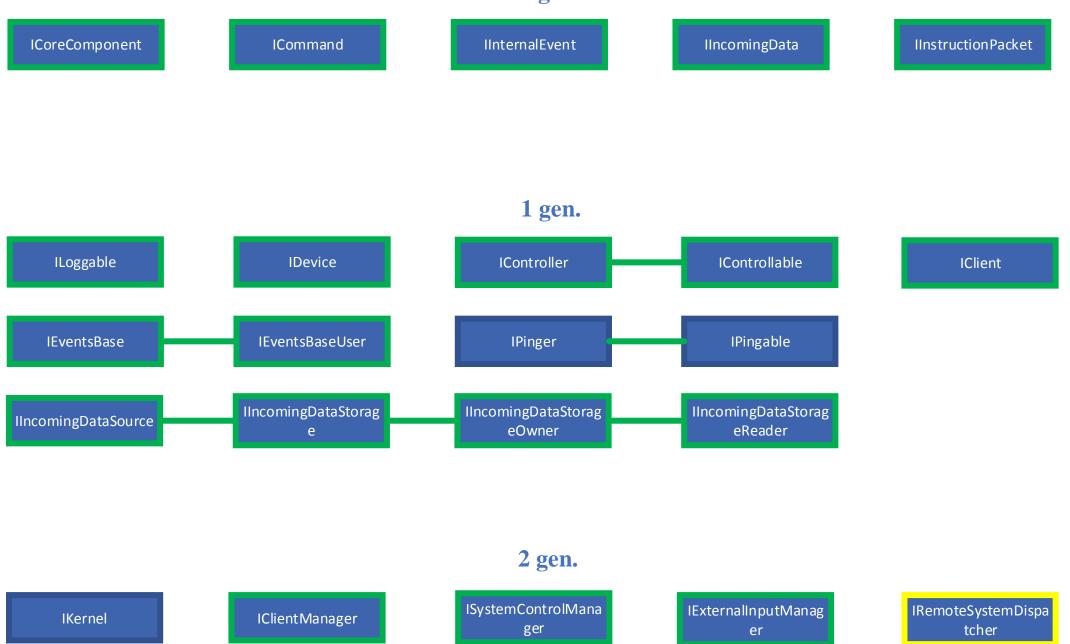


0 gen.



IRemoteInterface

ILogger

<<Интерфейс>>

**ICoreComponent** 

+uint ID{get;set;}

<<Интерфейс>>

IIncomingData

+ICollection<pair <uint sourceID, byte[] data>> IncomingData{get;set;}

<<Интерфейс>>

**ICommand** 

- +uint DestinationID{get;set;}
- +ICollection Command{get;set;}

<<Интерфейс>>

IInternalEvent

- +uint SourceID
- +uint EventID
- +byte[] AdditionalInfo

<<Интерфейс>>

**IInstructionPacket** 

- +uint DeviceID {get;set;}
- +uint PacketSize{get;set;}
- +byte[] Data {get;set;}

<<Интерфейс>> <<Интерфейс>> <<Интерфейс>> **IControllable IPingable ILoggable** +void PingRespond() +void Log(LogLevel level, String message) +void InvokeCommand(ICommand) <<Интерфейс>> <<Интерфейс>> <<Интерфейс>> **IController** IIncomingDataStorageReader IIncomingDataStorageOwner +void AddControllable(IControllable) +IIncomingData GetIncomingData(<some +IIncomingDataStorage +void SendCommand(IControllable IncomingDataStorage{get;set;} parameters>) target, ICommand command) <<Интерфейс>> <<Интерфейс>> <<Интерфейс>> The The collection **IEventsBase IIncomingDataStorage IDevice** collection must be must be +ICollection<pair<DataTime, +ICollection<pair<DataTime, +uint ID{get;set;} sorted by sorted by IInternalEvent>> Events IIncomingData>> IncomingData +void DataTime +TimeSpan StorageTIme DataTime InvokeControlInstruction(IControlPoint) +TimeSpan StorageTIme

<<Интерфейс>>
IIncomingDataSource
+void Listen()
+void Close()

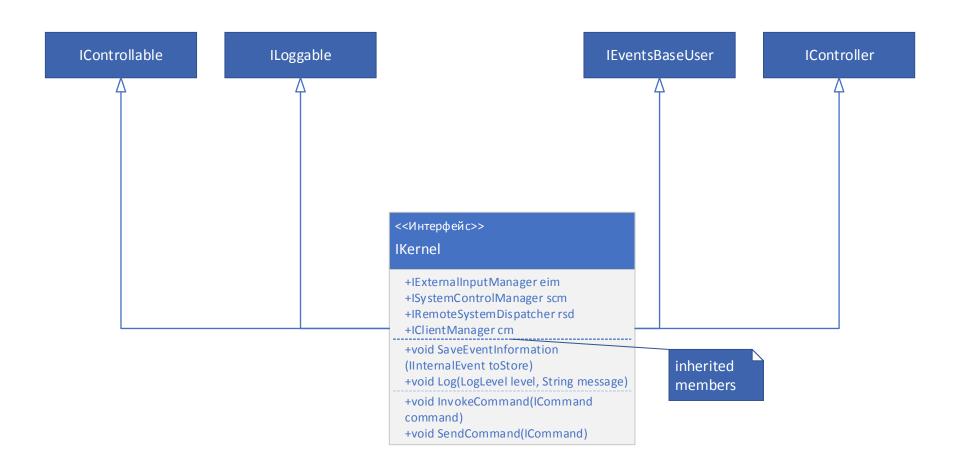
<<Интерфейс>>
IEventsBaseUser
+void SaveEventInformation
(IInternalEvent toStore)

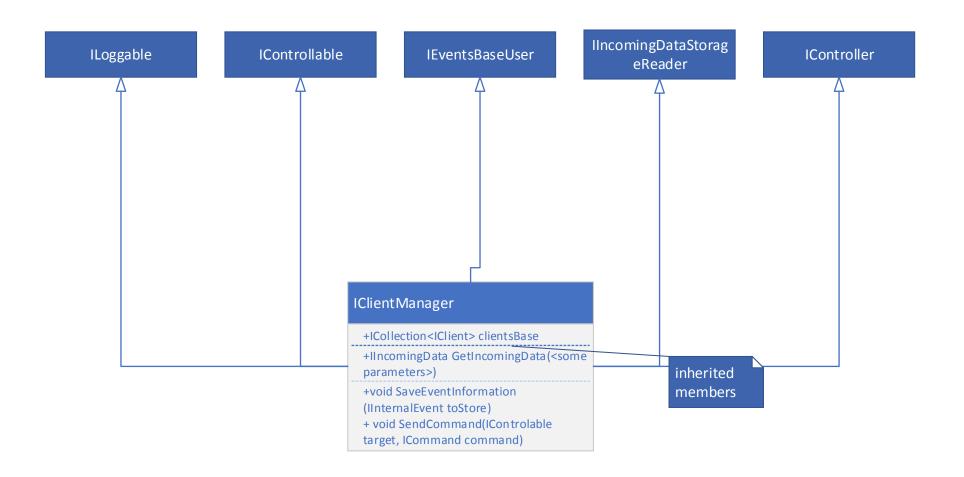
<<Интерфейс>>
IPinger

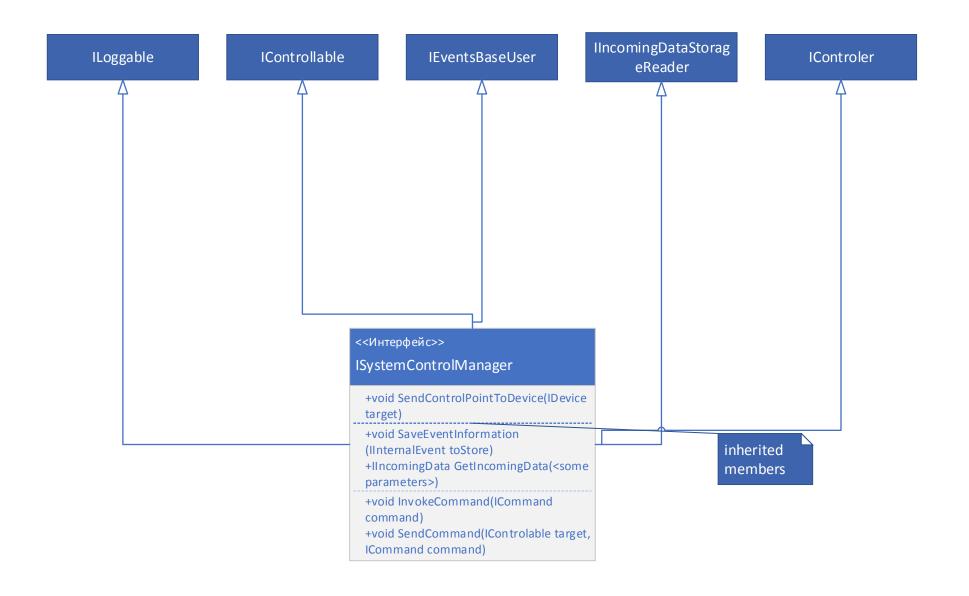
+AddPingable()
+bool PingRequest( uint ID )

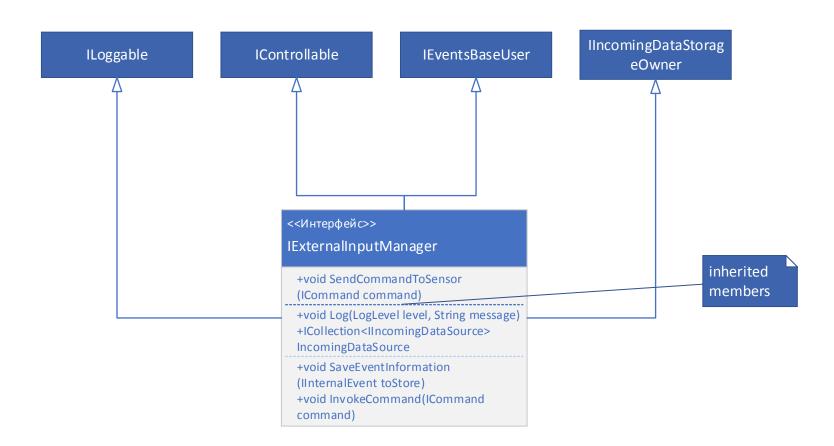
<<Интерфейс>>
IClient

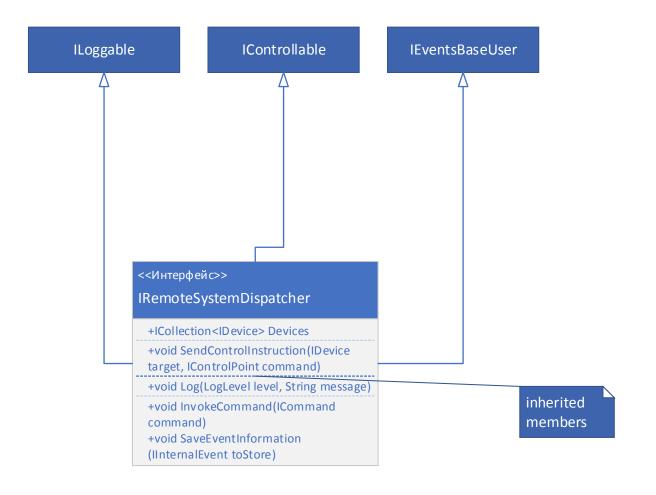
+(UnnamedEnum) accessLevel
+void SendData(byte[] data)
+byte[] ReceiveData()











## <<Перечисление>> LogLevel Debug Info Warn Error Fatal

