

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

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

<<Интерфейс>> ICommand +uint DestinationID +lCollection<object> Command

<<Интерфейс>>
IInstructionPacket

+uint DeviceID
+uint PacketSize
+byte[] Data

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IEventsBaseUser

+void SaveEventInformation

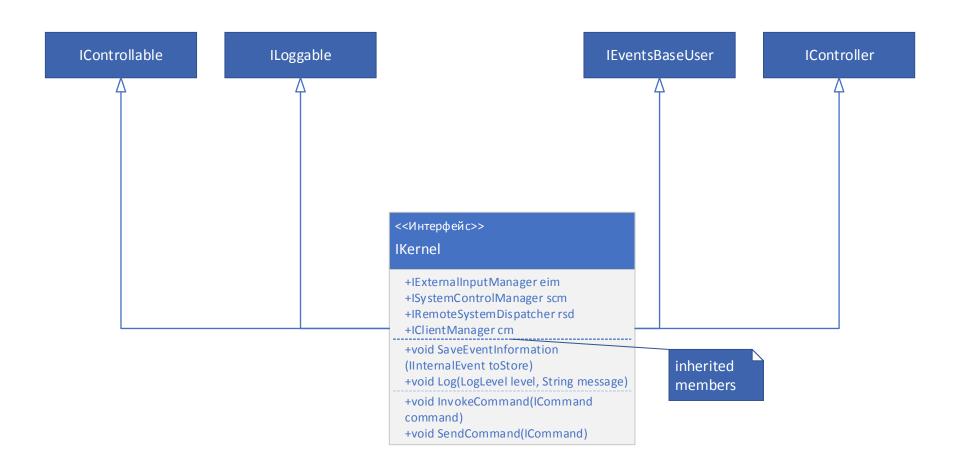
(IInternalEvent toStore)

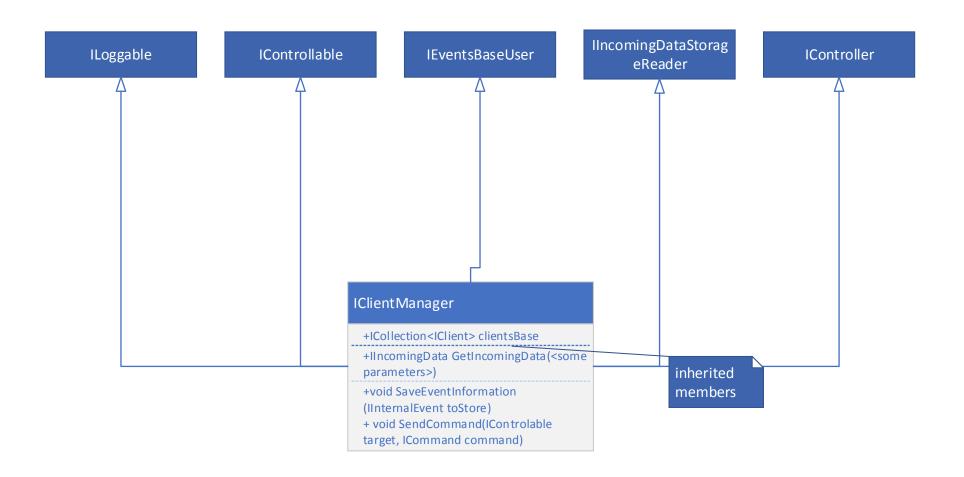
<
<<Интерфейс>>
IInternalEvent

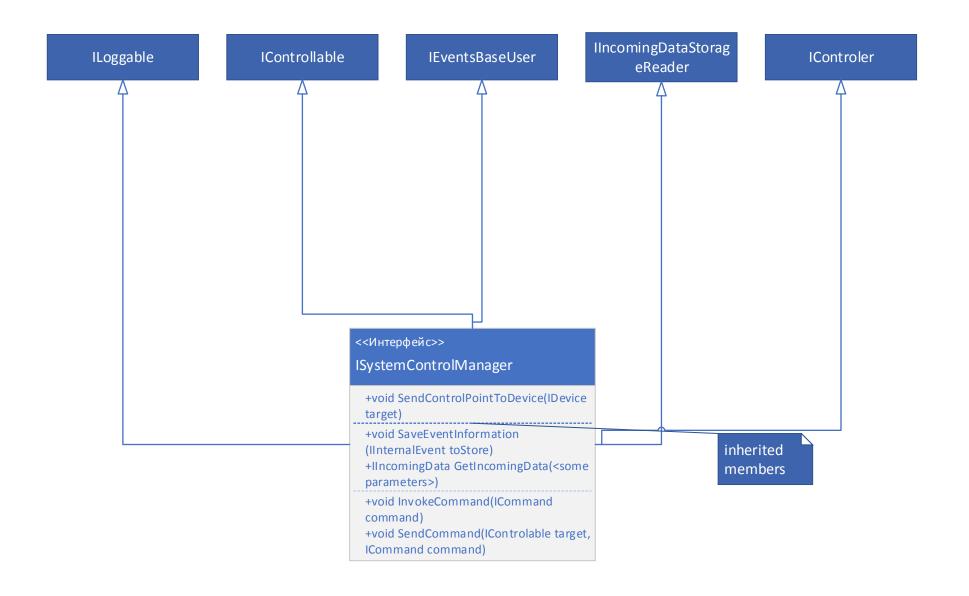
+uint SourceID
+uint EventID
+byte[] AdditionalInfo

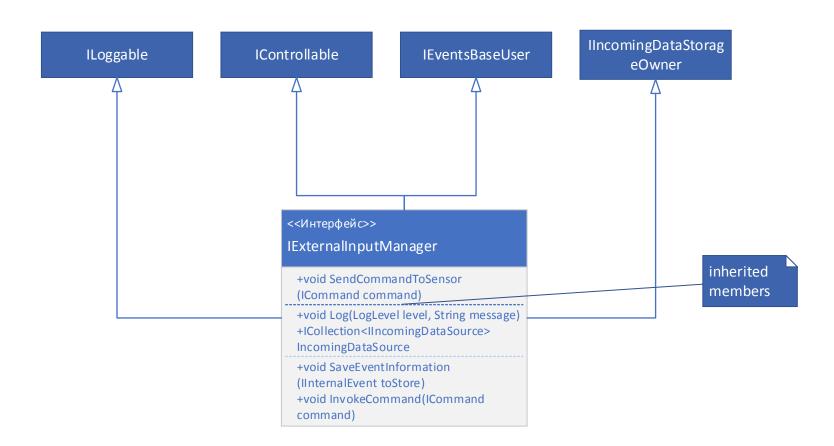
<<Интерфейс>>
IClient

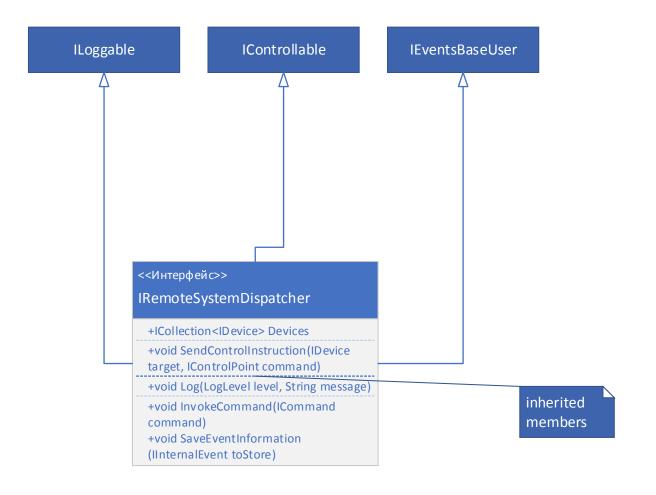
+(UnnamedEnum) accessLevel
+void SendData(byte[] data)
+byte[] ReceiveData()











<<Перечисление>> LogLevel Debug Info Warn Error Fatal

