Project Milestone #2 UI & UML

Main Screen:

CLIMATE WATCH

ENTER ZIP CODE | FIND

Maple Grove, Minnesota

6.9mph SSE
Humidity: 70%
Dew point: 54° (°F)

86° / 59° (°F)

City	Temp		City	Temp	
Chicago, Illinois 80° / 70° (°F)		Show More	Tokyo, Japan 84° / 73° (°F)		Show More
Houston, Texas 102° / 74° (°F)		Show More	Jakarta, Indonesia 90° / 80° (°F)		Show More
Las Vegas, Nevada 97° / 63° (°F)		Show More	Delhi, India 86° / 79° (°F)		Show More
Miami, Florida 84° / 43° (°F)		Show More	Seoul, South Korea 75° / 71° (°F)		Show More
Phoenix, Arizona 89° / 71° (°F)		Show More	Shanghai, China 87° / 73° (°F)		Show More

Secondary screen (User Preferences):

CLIMATE WATCH

User Preferences

Temperature Unit: ● Fahrenheit ● Celsius ● Kelvin

Windspeed: ● Mph ● M/s

Time Zone: Central Time (CST) ⌄

User Language: English ⌄

Favorite Pinned City: 55301

Error State:

CLIMATE WATCH

⚠ **Please enter a valid zip code**   X

Scooby Dooby Doo   **FIND**

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UML Diagram:

5 Day Forecast

- currentForecast: Weather[]
- currentCity: City

+ getCurrentForecast(): Weather[]
+ getCurrentCity: City

+ setCurrentForecast(Weather[]): void
+ setCurrentCity(City): void

**<<Interface>>
Cache**

- cityId: int
- weather:

+ getCityId(): int

+ setCityId(int): void

+clearCache(): void
+populateCache(): void

**<<Abstract>>
Location**

- name:String
- latitude: float
- longitude:float

+ getName(): String
+ getLatitude(): float
+ getLongitude(): float

+ setName(String): void
+ setLatitude(float): void
+ setLongitude(float): void

Weather

- temprature: float
- tempratureMin: float
- tempratureMax: float
- humidity: float
- windSpeed: float
- windDirection: String
- clouds: int
- rain: String
- sunrise: int
- sunset:int
- visibility:float
- description:String

+ getTemprature(): float
+ getTempratureMin(): float
+ getTempratureMax(): float
+ getHumidity(): float
+ getWindSpeed(): float
+ getWindDirection(): String
+ getClouds(): integer
+ getRain(): float
+ getSunrise(): int
+ getSunset(): int
+ getVisibility(): float
+ getDescription(): float

+ setTemprature(float): void
+ setTempratureMin(float): void
+ setTempratureMax(float): void
+ setHumidity(float): void
+ setWindSpeed(float): void
+ setWindDirection(String): void
+ setClouds(int): void
+ setRain(String): void
+ setSunrise(int): void
+ setSunset(int): void
+ setVisibility(float): void
+ setDescription(String): void

User

- userCity: City()
- userTimeZone: int
- userSpeedUnit: String
- userTempratureUnit: String
- userPinnedCities: Cities[ ]
- userGraphic: Image

+ getUserCity(): City
+ getUserTimeZone(): int
+ getUserSpeedUnit(): String
+ getUserTempratureUnit(): String
+ getPinnedCities(): Cities[ ]
+ getUserGraphic(): image

+ setUserCity(City): void
+ setUserTimeZone(int): void
+ setUserSpeedUnit(String): void
+ setUserTempratureUnit(String): void
+ setPinnedCities(Cities[]): void
+ setUserGraphic(Image): void

City

- cityId: int
- cityName: String
- longitude: float
- latitude: float
- timeZone: int
- country: String
- groundLevel: int
- seaLevel: int

+ getCityId(): int
+ getCityName(): String
+ getLongitude(): float
+ getLatitude(): float
+ getTimeZone(): int
+ getCountry(): String
+ getGroundLevel: int
+ getSeaLevel: int

+ setCityId(int): void
+ setCityName(String): void
+ setLongitude(float): void
+ setLatitude(float): void
+ setTimeZone(int): void
+ setCountry(String): void
+ setGroundLevel(int): int
+ setSeaLevel(int): int