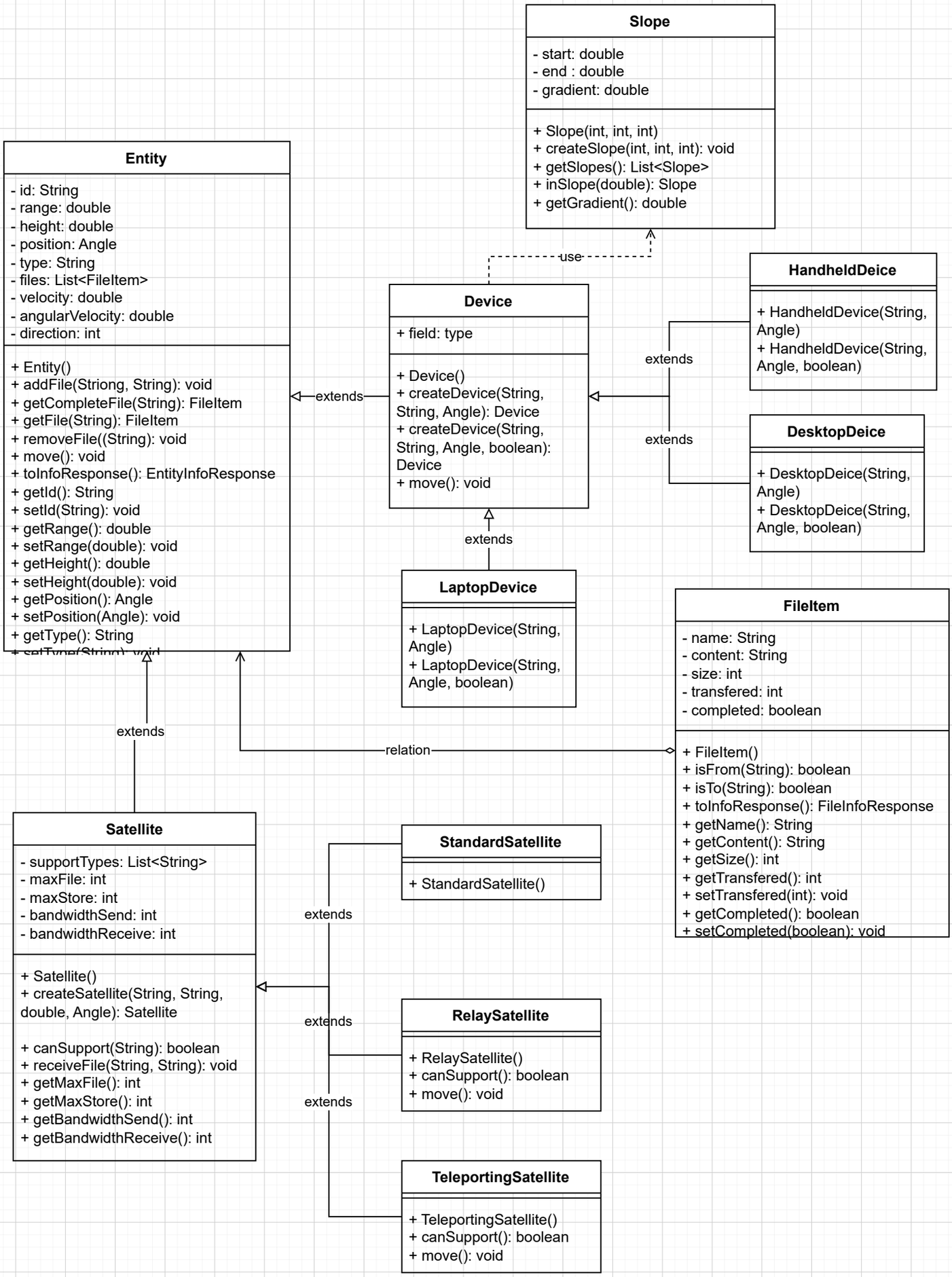
Slope
- start: double
- end : double
- gradient: double
+ Slope(int, int, int)
+ createSlope(int, int, int): void
+ getSlopes(): List<Slope>
+ inSlope(double): Slope
+ getGradient(): double
use
Entity
- id: String
- range: double
- height: double
- position: Angle
- type: String
- files: List<FileItem>
- velocity: double
- angularVelocity: double
- direction: int
+ Entity()
+ addFile(Striong, String): void
+ getCompleteFile(String): FileItem
+ getFile(String): FileItem
+ removeFile((String): void
+ move(): void
+ toInfoResponse(): EntityInfoResponse
+ getId(): String
+ setId(String): void
+ getRange(): double
+ setRange(double): void
+ getHeight(): double
+ setHeight(double): void
+ getPosition(): Angle
+ setPosition(Angle): void
+ getType(): String
+ setType(String): void
extends
Device
+ field: type
+ Device()
+ createDevice(String, String, Angle): Device
+ createDevice(String, String, Angle, boolean): Device
+ move(): void
HandheldDeice
+ HandheldDevice(String, Angle)
+ HandheldDevice(String, Angle, boolean)
extends
extends
DesktopDeice
+ DesktopDeice(String, Angle)
+ DesktopDeice(String, Angle, boolean)
extends
LaptopDevice
+ LaptopDevice(String, Angle)
+ LaptopDevice(String, Angle, boolean)
FileItem
- name: String
- content: String
- size: int
- transfered: int
- completed: boolean
+ FileItem()
+ isFrom(String): boolean
+ isTo(String): boolean
+ toInfoResponse(): FileInfoResponse
+ getName(): String
+ getContent(): String
+ getSize(): int
+ getTransfered(): int
+ setTransfered(int): void
+ getCompleted(): boolean
+ setCompleted(boolean): void
relation
extends
Satellite
- supportTypes: List<String>
- maxFile: int
- maxStore: int
- bandwidthSend: int
- bandwidthReceive: int
+ Satellite()
+ createSatellite(String, String, double, Angle): Satellite
+ canSupport(String): boolean
+ receiveFile(String, String): void
+ getMaxFile(): int
+ getMaxStore(): int
+ getBandwidthSend(): int
+ getBandwidthReceive(): int
extends
StandardSatellite
+ StandardSatellite()
extends
RelaySatellite
+ RelaySatellite()
+ canSupport(): boolean
+ move(): void
extends
TeleportingSatellite
+ TeleportingSatellite()
+ canSupport(): boolean
+ move(): void