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<<Class>>
EvseController

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```

- *auth_manager: AuthenticationManager
- *session_manager: ChargingSessionManager
- user_preference: UserPreferences
- offline_preference: UserPreferences

- current_state: SetupState
- car_is_charging: bool
- start_state_of_charge: int
- stop_state_of_charge: int
- send_message_callback_std::function<void(const std::string&, const std::string&)>
- msg_for_user std::string
- periodic_comm_with_car: void
- start_periodic_comm_with_car: void
- stop_periodic_comm_with_car: void
- running_: std::atomic<bool>
- periodic_thread_: std::thread
- available_solar_energy: bool
- is_within_time_window(const std::string& schedule): bool
- get_car_charged_with_solar(): int
- get_car_charged_on_grid(): int

```

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+ evseController()
+ ~evseController()
+ start_charging_session(): void
+ stop_charging_session(): void
+ handle_authentication(): bool
+ update_user_preferences(const UserPreferences& preferences): void
+ checking_ev_state(): void

template <typename Func>
+ process_event(Func func, SetupEvent event, SetupState& current_state): bool
+ handle_idle_state(SetupEvent event, SetupState& current_state): void
+ 3 more handle functions

+ on_MQTT_message(const std::string& topic, const std::string& message): void
+ set_message_callback(std::function<void(const std::string&, const std::string&)> callback) void
+ send_message_to_user(const std::string& topic, const std::string& message): void

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<<enum class>>
SetupState

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Idle
car_connected
initial_comm_done
inverter_chosen
authenticated
no_charging_possible

```

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<<enum class>>
SetupEvent

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```

checking_car_connection
start_initial_comm_with_car
choosing_inverter
start_authentication

```

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<<Class>>
ChargingSessionManager

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- voltage: int
- current: int
- session_id: int
- first_comm_after_init: bool
- *preference: UserPreferences
- *used_inverter: Inverter
- *int_comm_handler: InitialCommunicationHandler
- *session_comm_handler: ChargingSessionCommunicationHandler

+ ChargingSessionManager(): void
+ ~ChargingSessionManager()
+ do_initial_comm_with_car(): bool
+ do_charging_comm_with_car(): bool
+ chose_inverter(): bool
+ get_voltage() const: int
+ get_current() const: int
+ start_inverter(): void
+ stop_inverter(): void
+ get_state_of_charge(): int

```

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<<Class>>
AuthenticationManager

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- authenticated: bool

+ AuthenticationManager(): void
+ ~AuthenticationManager()

+ authenticate(): void
+ is_authenticated(): bool

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<<Class>>
UserPreferences

```

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- solar_usage: int
- schedules: std::string

+ UserPreferences(): void
+ UserPreferences(int solar_usate, const std::String& schedule)
+ UserPreferences(const UserPreferences& preferece)
+ ~UserPreferences()

+ get_solar_usage(): int
+ get_schedule(): std::string
+ set_solar_usage(int solar_usage) void
+ set_schedule(const std::string& schedule): void
+ is_valid_solar_usage_percentage(int percentage) const: bool
+ is_valid_schedule(const std::string& schedule) const: bool

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<<Class>>
CommunicationHandler

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- last_msg_send: bool
- session_id: int

+ CommunicationHandler(): void
+ ~CommunicationHandler()

```

parent

parent

child

child

```

<<Class>>
InitialCommunicationHandler

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- requierd_voltage: int
- required_current: int

+ CommunicationHandler(): void
+ ~CommunicationHandler()

+ get_initial_information_from_car(): std::tuple<int,int>

```

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<<Class>>
ChargingSessionCommunicationHandler

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- state_of_charge: int
- battery_tem: int

+ CommunicationHandler(): void
+ ~CommunicationHandler()

+ update_stats_from_car(): void
+ get_stats: std::tuple<int,int>

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<<Class>>
Inverter

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- inverter_active: bool
- voltage: int
- current: int
- id: int

+ Inverter(): void
+ ~Inverter()
+ Inverter(Inverter &inv)
+ Inverter(Inverter&& inv)
+ Inverter& operator=(const Inverter& inv)
+ Inverter& operator=(Inverter &&inv)

+ get_inverter_Stats(): std::tuple<int,int>
+ start_inverter(): void
+ stop_inverter(): void

```

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<<Class>>
MQTTClient

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```

- on_message(struct mosquitto* mosq, void* userdata, const struct mosquitto_message* message): static void
- on_connect(struct mosquitto* mosq, void* userdata, int result): static void
- loop(): void
- reconnect(): void
- *mosq_: struct mosquitto*
- id_: std::string
- host_std: string
- port_: int
- loop_thread_: std::thread
- running: std::Atomic<bool>
- message_callback_: std::function<void(const std::string&, const std::string&)>

```

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+ MQTTClient(const std::string& id, const std::string& host, int port)
+ ~MQTTClient()
+ connect(): bool
+ disconnect(): bool
+ publish(const std::string& topic, const std::string& message): bool
+ subscribe(const std::string& topic): bool
+ on_send_msg_from_logic(const std::string& topic, const std::string& message): void
+ set_message_callback(std::function<void(const std::string&, const std::string&)> callback): void

```