control::ControlCenter

- stationsList : Map<integer, Station>- stationsNeedsToBeVerify: List< Station>-nbStation : int

+ControlCenter()

+getStationList(): Map<integer,Station>

+getOneStation(): Station +getStationWithBikeToVerify():

List<Station>

+addStation(station: Station)

+initStation(): void

+verification(): void

+sendRepairer(station : Station): void

+collectVehicles:

Map<integer,twoWheeledVehicle>

+redistribution(): void

+show(): void

Station

#vehicles : Map<twoWheeledVehicle, State>

#capacityMax : int #id : int

#repairer : Repairer #availableVehicleNB: int

+Station(id : int)

+getId(): int

+getVehicles(): Map<twoWheeledVehicle, State>

+getOneVehicle(): twoWheeledVehicle

+getRepairer() : Repairer

+setRepairer(r : Repairer)

+getCapacityMax(): int

+getAvailableVehicleCount():int

+addVehicle()

+removeVehicle(): void

+setStateVehicle():

+increaseAvailableVehicleNB():

+decreaseAvailableVehicleNB():

+stoleAVehicle():

+initCapacityMax()

+displayVehicles():

+toString()



