accse.csc2a.model

<<Enumeration>>
LANGUAGE_TYPE

Vane

English

Mercurian

Marsian

Jupe

French

Neptunic

Bananas

<<Enumeration>>
MESSAGE_TYPE
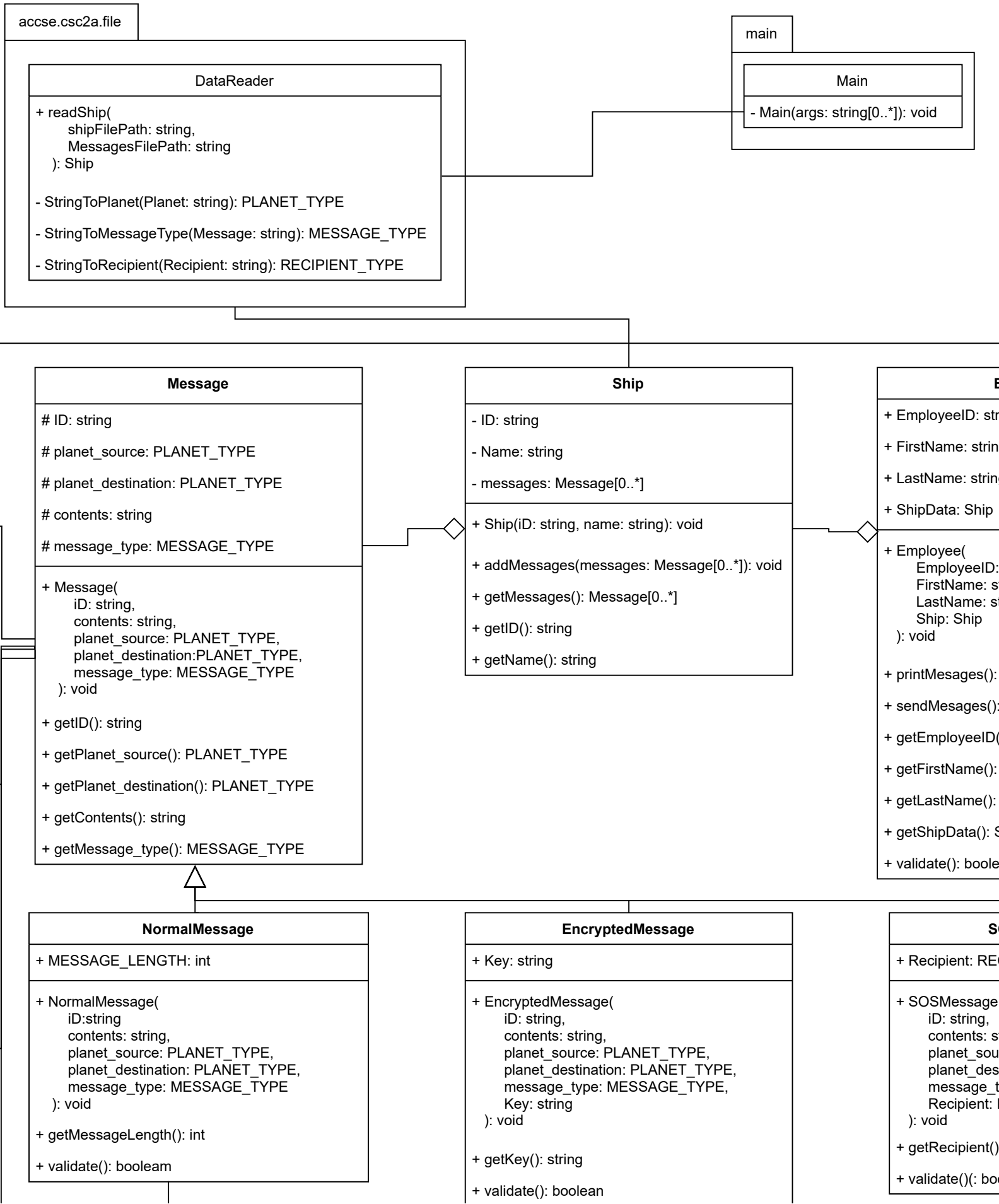
SOSMessage

EncryptedMessage

NormalMessage

<<Enumeration>>
PLANET_TYPE

Earth

Mercury

Venus

Mars

Jupiter

Saturn

Uranus

Neptune

Pluto

Practical 4 UML

accse.csc2a.file

DataReader

+ readShip(
    shipFilePath: string,
    MessagesFilePath: string
  ): Ship

- StringToPlanet(Planet: string): PLANET_TYPE

- StringToMessageType(Message: string): MESSAGE_TYPE

- StringToRecipient(Recipient: string): RECIPIENT_TYPE

main

Main

- Main(args: string[0..*]): void

Message

ID: string

planet_source: PLANET_TYPE

planet_destination: PLANET_TYPE

contents: string

message_type: MESSAGE_TYPE

+ Message(
    iD: string,
    contents: string,
    planet_source: PLANET_TYPE,
    planet_destination:PLANET_TYPE,
    message_type: MESSAGE_TYPE
  ): void

+ getID(): string

+ getPlanet_source(): PLANET_TYPE

+ getPlanet_destination(): PLANET_TYPE

+ getContents(): string

+ getMessage_type(): MESSAGE_TYPE

Ship

- ID: string

- Name: string

- messages: Message[0..*]

+ Ship(iD: string, name: string): void

+ addMessages(messages: Message[0..*]): void

+ getMessages(): Message[0..*]

+ getID(): string

+ getName(): string

E

+ EmployeeID: str

+ FirstName: string

+ LastName: strin

+ ShipData: Ship

+ Employee(
    EmployeeID:
    FirstName: s
    LastName: st
    Ship: Ship
  ): void

+ printMesages():

+ sendMesages():

+ getEmployeeID(

+ getFirstName():

+ getLastName():

+ getShipData(): S

+ validate(): boole

NormalMessage

+ MESSAGE_LENGTH: int

+ NormalMessage(
    iD:string
    contents: string,
    planet_source: PLANET_TYPE,
    planet_destination: PLANET_TYPE,
    message_type: MESSAGE_TYPE
  ): void

+ getMessageLength(): int

+ validate(): booleam

EncryptedMessage

+ Key: string

+ EncryptedMessage(
    iD: string,
    contents: string,
    planet_source: PLANET_TYPE,
    planet_destination: PLANET_TYPE,
    message_type: MESSAGE_TYPE,
    Key: string
  ): void

+ getKey(): string

+ validate(): boolean

S

+ Recipient: RE

+ SOSMessage
    iD: string,
    contents: s
    planet_sou
    planet_des
    message_t
    Recipient: I
  ): void

+ getRecipient()

+ validate()(: bo

Employee

ring

g

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: string,
tring,
tring,

: string

: boolean

): boolean

: string

: string

Ship

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OSMessage

CIPIENT_TYPE

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rce: PLANET_TYPE,
tination: PLANET_TYPE,
ype: MESSAGE_TYPE,
RECIPIENT_TYPE

: RECIPIENT_TYPE

olean

<<Enumeration>>
RECEPIENT_TYPE
GOVERNMENT
PUBLIC

<<Interface>>
RECEPIENT_TYPE
GOVERNMENT
PUBLIC