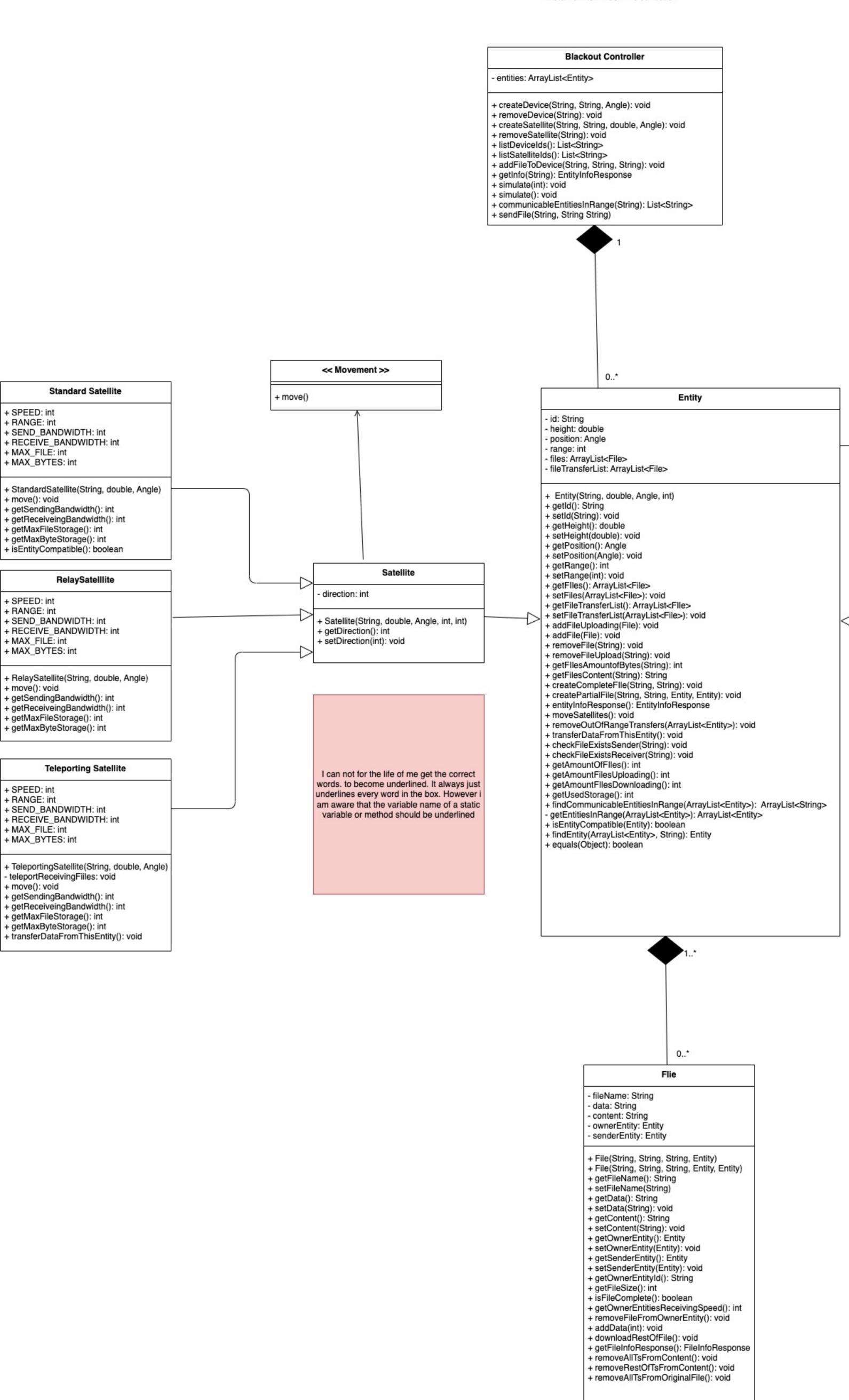
Blackout UML Diagram

Tristan Clinton-Muehr - 5 Jul 2023



<< File Transfer >> + checkFileExistsSender(String): void + checkFlleExistsReceiver(String): void + getSendingBandwidth(): int + getReceivingBandwidth(): int + getAmountFllesUploading(): int + getAmountFllesDownloading(): int {abstract} + getSendingSpeed(): int {abstract} + getReceivingSpeed(): int {abstract} + checkSpareSendingBandwidth(String): void {abstract} + checkSpareReceivingBandwidth(String): void {abstract} + checkStorage(int): void + getAmountOfFiles(): int + getUsedStorage(): int + getMaxFlleStorage(): int + getMaxByteStorage(): int + transferDataFromThisEntity(): void + removeOutOfRangeTransfers(): void Laptop Device + RANGE: int + LaptopDevice(String, Angle) Device **Desktop Device** + SEND_BANDWIDTH: int + RECEIVE_BANDWIDTH: int + RANGE: int + MAX_FILE: int + MAX_BYTES: int + DesktopDevice(String, Angle) + isEntityCompatible(Entity): boolean + Device(String, Angle, int) + getSendingBandwidth(): int + getReceiveingBandwidth(): int + getMaxFileStorage(): int + getMaxByteStorage(): int + isEntityCompatible(): int **Handheld Device** + RANGE: int

+ HandheldDevice(String, Angle)