

+ getPowerLevel() : double + getImpedence() : double

<<Interface>>

Benjamin Vargas

CS 113 - Data Structures

Nery Chapeton-Lamas

Home Stereo UML Diagram

BookshelfSpeaker

- powerStatus : Boolean - leftOrRight : char - outputSignal : AudioSignal
- + toString() : String
- + setPowerStatus(inPower : Boolean) : void
- + setOutputSignal(inOutput: AudioSignal) : void
- + setDeviceID(inID : String) : void + setLeftOrRight(inSelect : char)
- + setAll(inPower : Boolean, inOutput : AudioSignal, inID : String, inSelect : char) : void
- + BookshelfSpeaker(inPower: Boolean, inOutput: AudioSignal, inID: String, inSelect: char
- + BookshelfSpeaker() + BookshelfSpeaker(other BookshelfSpeaker)
- + equals(other BookshelfSpeaker) : Boolean
- + getPowerStatus() : Boolean
- + getLeftorRight() : char
- + getOutputSignal(): AudioSignal + getDeviceID() : String
- + connectToReceiver() : void
- + playSoundSignal(outputSignal : AudioSignal)