#### Water CLASS

Water is the class that contains the functions and variables for the water system of the washing system.

|  |  |  |
| --- | --- | --- |
| Properties | | |
| Full | Constant Integer | Constant integer which will be used to indicate the full level of the water contained in the washing machine. |
| Medium\_water | Constant Integer | Constant integer which will be used to indicate the medium level of the water contained in the washing machine. |
| Low\_water | Constant Integer | Constant integer which will be used to indicate the low level of the water contained in the washing machine. |
| Empty | Constant Integer | Constant integer which will be used to indicate the empty level of the water contained in the washing machine. |
| CurrentLevel | Integer | Current level of the water |
| DesiredLevel | Integer | Desired level of the water |
| oWater | IWater \* | A pointer with point to an IWater object. It is used to reference to methods related to water functionalities in hardware class |
| Operations | | |
| Water (IWater \*): *constructor of the class* | | |
| CheckLevel(): int  *This function is used to check the current level of the water in the washing machine* | | |
| SetLevel(int level): void  *This function is used to set the water level at a certain level. We can pass the desired level as the value of the parameter of that function, to be set as the water level.* | | |
| SetSink(boolean state):void  *This function is used to set the state of the Sink whether ON of OFF. We can pass the desired state as the value of the parameter of that function, to be set as the state of the Sink.* | | |
| SetDrain(boolean state): void  *This function is used to set the state of the Drain whether ON of OFF. We can pass the desired state as the value of the parameter of that function, to be set as the state of the Drain.* | | |
| ~Water()  *This is the destructor of the object.* | | |
| Remarks:  All functions are implemented. The unit test environment and implementation of the unit test are setting up | | |

#### Motor CLASS

Motor is the class that contains the functions and variables for the motor of the washing system.

|  |  |  |
| --- | --- | --- |
| Properties | | |
| High | Constant Integer | Constant integer which will be used to indicate the high speed of the motor of the washing machine. |
| Medium | Constant Integer | Constant integer which will be used to indicate the medium speed of the motor of the washing machine. |
| Low | Constant Integer | Constant integer which will be used to indicate the low speed of the motor of the washing machine. |
| OFF | Constant Integer | Constant integer which will be used to indicate when we want to stop the motor. Therefore, the speed is 0 at that time. |
| Speed | Integer | Current speed of the motor. |
| Direction | Boolean | Boolean which we be used to set the direction of the washing machine. Left will be for 0 and Right will be for 1. |
| oMotor | IMotor \* | A pointer with point to an IMotor object. It is used to reference to methods related to motor functionalities in hardware class |
| Operations | | |
| Motor (IMotor \*): *constructor of the class* | | |
| Start(int s): void  *This function is used to set the speed of the Motor. We can pass the desired speed as the value of the parameter of that function, to be set as the current speed of the motor.* | | |
| Stop():void  *This function is used to stop the motor.* | | |
| SetDirection(boolean dir): void  *This function is used to set the direction of the washing machine. We can pass the desired direction of the wash as the parameter of that function, to be set as the direction of the washing machine.* | | |
| ~Motor()  *This is the destructor of the object.* | | |
| Remarks:  All functions are implemented. The unit test environment and implementation of the unit test are setting up | | |