«interface»
ntsAlerts::Target

notify

«interface»
EventsAlerts::AlertHandler

+ listOfAlertHandlers: AlertHandle

+ handleAlert(alertType): void

House::Blind

- isPulled: boolean

+ pull(): void

0..*

EventsAlerts::ControlUnit

1
- listOfAlertHandlers: AlertHandle

1
+ handleAlert(Alert): void

Sitter

«interface»
EventsAlerts::
Observer

+ update(): void

EventsAlerts::
ObserverEverything

+ update(): void

EventsAlerts::Event

- consuption: int
- eventID: int
- source: EventGenerator
- target: Target
- type: EventType

+ getAktualniSpotreba(consuptionType): int

«enumeration»
EventsAlerts::
EventType

Info
Alert

Eve

- AllEvents:

+ updateFro
+ updateFro
+ updateFro

«enumeration»
EventsAlerts::
alertType

fire
broken
circuitBreakers
babyCrying

EventsAlerts::Alert

\- alertType: alertType

ntsAlerts::EventReporter

List

mControlUnit(int, AlertHandler): void
mMeter(int, Meter): void
mObserver(int, EventGenerator): void