Network 2404-A3 UML - cells : vector<CellPhone*> - towers : vector<Tower*> Danielle Nkem - 101218592 + resetIds() 1 + addCellPhone(in number : string, in location : string) : void + addTower(in location : Location) : void + routeMessage(in message : Message) : bool + moveCellPhone(in id : string, in location : Location) : bool + getMessageHistory(in id : string, inout messages : List**) : bool + getMessagesWith(in id1 : string, in id2 : string, out outputList : List) : void 1 Message sender : string - receiver : string - message : string + equalsSender(in string) : bool + equalsReceiver(in string) : bool List - head : Node* - tail : Node* 1 - size : int + isEmpty(): bool Node + remove(in name :string) : Message* Location + remove(in index: int) : Message* + removeFirst(): Message* + add(in message : Message*) : bool + data : Message* + getMessagesWith(in id : string, out + x : int + next : Node* outpputList : List) + y : int + getMessagesWith(in id1 : string, in id2 : string, out outputList: List) + removeMessagesWith(in id : string, out - street(in int) : string outputList : List) 1 0...* **Entity** # id: string # loc : Location - messageHistory : List + addMessage(int m : Message) + equals(): bool 0...* CellPhone 0...* **Tower** - code : string - nextld : int - number : string - code : char - nextld: int + resetId() + resetId() + getMessagesWith(int id :string, in messages : List) : List*