



The following have been omitted from this diagram:  
 getters and setters, toString() and equals methods, serialVersionUID attributes, classes named Message, Label or Prompt.  
 The specifics of each class and interface are represented on the following pages of this document.

Declaro por minha honra que este diagrama foi realizado apenas pelos membros que constituem o grupo do projeto: Francisco Albuquerque  
 Declaro por minha honra que este diagrama foi realizado apenas pelos membros que constituem o grupo do projeto: Maria João Rosa

## NetworkManager

```
+ load(filename: String): void
+ save(): void
+ saveAs(filename: String): void
+ importFile(filename: String): void
+ openMenuClient(): void
+ openMenuLookups(): void
+ openMenuTerminals(): void
+ getGlobalBalance(): double
+ openFile(filename: String): void
```

«class»

### Communications

```
- _key: int
- _cost: long
- _paid: long
+ performPayment(): void
```

«interface»

### ClientType

```
+ upgrade(): void
+ downgrade(): void
```

### Notification

```
- _received: boolean
```

«abstract»

### InteractiveCommunication

```
- _duration: int
- _ongoing: boolean
+ endCommunication(): void
```

### TextCommunication

```
- _message: String
```

«enumeration»

### NotificationType

```
O2S
O2I
B2I
S2I
```

«enumeration»

### NotificationDeliveryMethod

```
APP
SMS
POSTAL
```

### VideoCommunication

### VoiceCommunication

## Network

```
+ importFile(filename: String): void
+ getAllCommunications(): Communication[]
+ getClientsWithDebt(): Client[]
+ getClientsWithoutDebt(): Client[]
+ getCommunicationsFromClient(): Communication[]
+ getCommunicationsToClient(): Communication[]
+ getTerminalsWithPositiveBalance(): Terminal[]
+ getUnusedTerminals(): Terminal[]
+ openMenuTerminalConsole(): void
+ registerTerminal(): void
+ getAllTerminals(): Terminal[]
+ disableClientNotifications(client: Client): void
+ enableClientNotifications(client: Client): void
+ registerClient(id: String, name: String, ntf: int): void
+ getAllClients(): Client[]
+ getClient(clientId: String): Client
+ getClientPaymentAndDebts(client: Client): long[]
```

### Terminal

```
- _key: String
+ canEndCurrentCommunication(): Boolean
+ canStartCommunication(): Boolean
+ addFriend(terminal: Terminal): void
+ performPayment(communicationId: int): void
+ registerFriend(terminal: Terminal): void
+ sendTextCommunication(terminal: Terminal, message: String): void
+ getTerminalBalance(): long[]
+ isActiveTerminal(): void
+ turnOffTerminal(): void
+ turnOnTerminal(): void
```

### Client

```
- _key: String
- _name: String
- _ntf: int
- _debt: long
- _payments: long
- _activeNotifications: boolean
+ enableNotifications(): void
+ disableNotifications(): void
```

### FancyTerminal

```
+ endInteractiveCommunication(): void
+ getOngoingCommunication(): Communication
+ startInteractiveCommunication(terminal: Terminal, type: String): void
```



ccabstracts  
TerminalStatus

+ ccabstracts changeStatus(status: TerminalStatus): void  
+ ccabstracts canChangeStatus(status: TerminalStatus): boolean

Idle Status

+ changeStatus(status: TerminalStatus): void  
+ canChangeStatus(status: TerminalStatus): boolean

Off Status

+ changeStatus(status: TerminalStatus): void  
+ canChangeStatus(status: TerminalStatus): boolean

Silence Status

+ changeStatus(status: TerminalStatus): void  
+ canChangeStatus(status: TerminalStatus): boolean

Busy Status

+ changeStatus(status: TerminalStatus): void  
+ canChangeStatus(status: TerminalStatus): boolean

Payment Plan

+ getCostTextCommunication(communication: TextCommunication, type: ChatType): long  
+ getCostVoiceCommunication(communication: VoiceCommunication, type: ChatType): long  
+ getCostVideoCommunication(communication: VideoCommunication, type: ChatType): long

