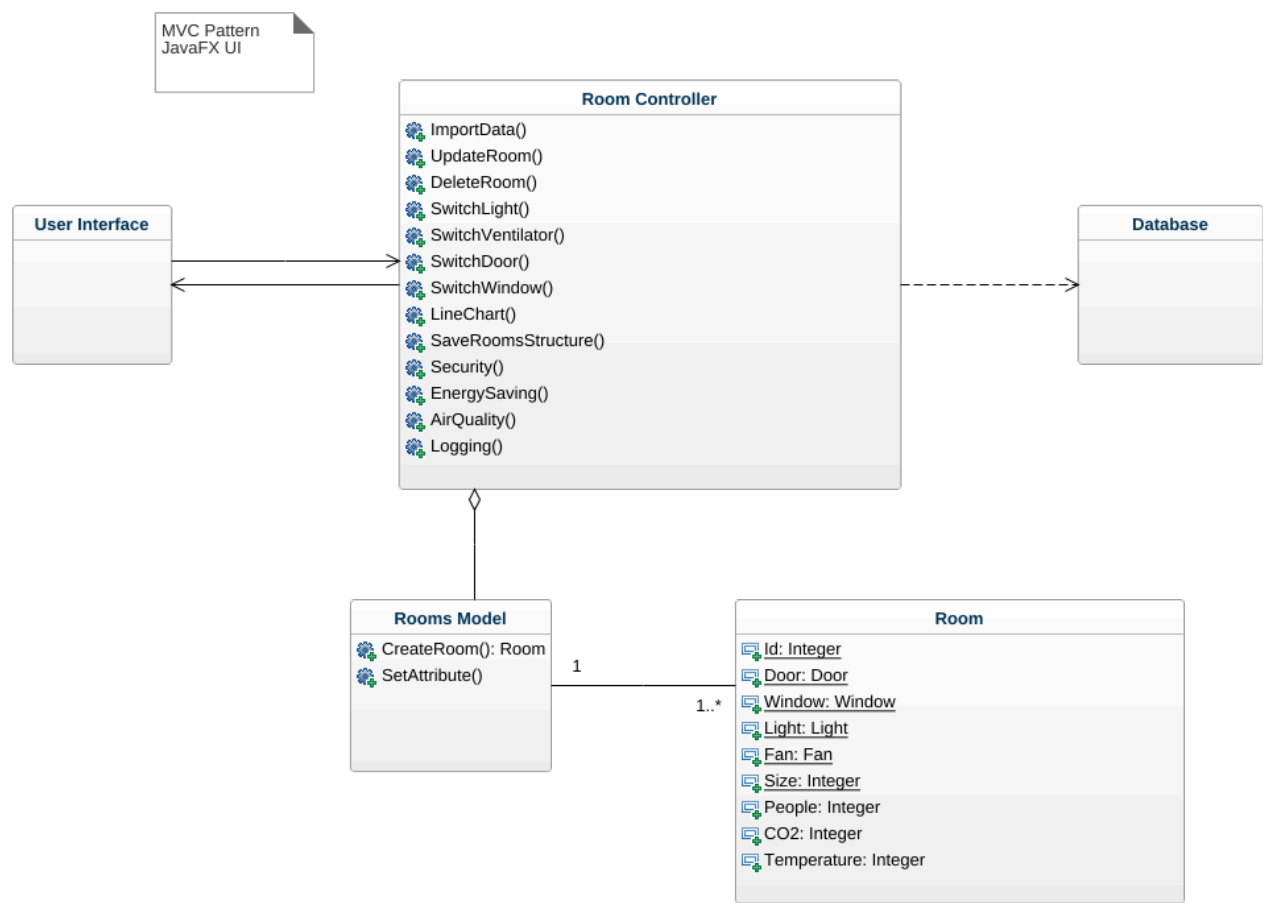




Author: Team1

Date: 2022-10-23

# SWE PR (Model)



class-diagram

## 1. Database (Class)

In SWE PR

Associations
Room Controller_Database - room Controller : Room Controller [0..1] - see <a href="#">definition</a>

## 2. Door (Class)

In SWE PR

## 3. Door (Class)

In SWE PR

Extends

- Room - see [definition](#)

#### 4. Fan (Class)

In SWE PR

#### 5. Light (Class)

In SWE PR

#### 6. Light (Class)

In SWE PR

Extends

- Room - see [definition](#)

#### 7. Light (Class)

In SWE PR

#### 8. Room (Class)

In SWE PR

Extends

- Rooms Model - see [definition](#)

Attributes
Id : Integer [1]
Door : Door [1]
Window : Window [1]
Light : Light [1]
Fan : Fan [1]
Size : Integer [1]
People : Integer [1]
Door : invalid [1]
CO2 : Integer [1]
Temperature : Integer [1]
Associations
Room_Rooms Model - rooms Model : Rooms Model [0..1] - see <a href="#">definition</a>
Room_Rooms Model2 - rooms Model : Rooms Model [1] - see <a href="#">definition</a>

#### 9. Room Controller (Class)

In SWE PR

Attributes
SaveRoomsStructure : invalid [1]
attribute : invalid [1]
Operations
ImportData
UpdateRoom
DeleteRoom
SwitchLight
SwitchVentilator
SwitchDoor
SwitchWindow
LineChart
SaveRoomsStructure
Security
EnergySaving
AirQuality
Logging
Associations
User Interface_Room Controller2 - user Interface : User Interface [0..1] - see <a href="#">definition</a>
Room Controller_Database - database : Database [0..1] - see <a href="#">definition</a>
Rooms Model_Room Controller - rooms Model : Rooms Model [0..1] - see <a href="#">definition</a>
Room Controller_Rooms Model2 - rooms Model : Rooms Model [0..1] - see <a href="#">definition</a>
User Interface_Room Controller - user Interface : User Interface [0..1] - see <a href="#">definition</a>
Room Controller_Rooms Model - rooms Model : Rooms Model [0..1] - see <a href="#">definition</a>

## 10. Rooms Model (Class)

In SWE PR

Operations
CreateRoom : Room
SetPeopleInRoom
SetAttribute

Associations
Room_Rooms Model - room : Room [0..1] - see <a href="#">definition</a>
Room Controller_Rooms Model2 - room Controller : Room Controller [0..1] - see <a href="#">definition</a>
Room Controller_Rooms Model - room Controller : Room Controller [0..1] - see <a href="#">definition</a>
Room_Rooms Model2 - room : Room [1..*] - see <a href="#">definition</a>
Rooms Model_Room Controller - room Controller : Room Controller [0..1] - see <a href="#">definition</a>

## 11. UI Controller (Class)

In SWE PR

## 12. User Interface (Class)

In SWE PR

Associations
User Interface_Room Controller2 - room Controller : Room Controller [0..1] - see <a href="#">definition</a>
User Interface_Room Controller - room Controller : Room Controller [0..1] - see <a href="#">definition</a>

## 13. Window (Class)

In SWE PR

## 14. Window (Class)

In SWE PR

Extends

- Room - see [definition](#)