

## **Home Security System**

Client class:

- Name()
- Address()
- Number of Household Members()
- Type of house
  - NumberOfFloors()
  - Small, Medium, Large
- NumberOfPets()

Monitor (GUI) (heart of the project)

- Buttons to emergency services
- giveClientInfo (to emergency services)

911 Dispatch

- If burglar/crime
  - Police method will be alerted
- If fire
  - Fire Dept will be alerted
- If medical
  - Ambulance will be alerted
- getClientInfo (from monitor)
- giveClientInfo (to emergency services)

Police Station

- getClientInfo (from dispatch)
- sendETA(provides the client with estimated arrival time)
- getOfficer (sending officer info to client)

Ambulance

- getClientInfo (from dispatch)
- sendETA
- getAmbulance (sending doctor info to client)

Fire Department

- getClientInfo (from dispatch)
- sendETA
- getFiretruck (sending lead fireman info to client)

Home Alarm System

- Armed
- Disarmed (whenever, there is no one in the house, the system is disarmed)
- Check if Door/Window Sensor opens

- Check if CO Alarm goes off
- Check if Camera detects movement
- Check if Smoke Alarm goes off

#### Camera

- Checks is there movement? (maybe a burglar)
- Is the room hazy? (maybe a fire)

#### CO (Carbon Monoxide Detector) Detector

- Checks is there CO?

#### Smoke Alarm

- Check is there smoke?

#### Door/Window Sensor

- Is the door open?
- Is the window open?
- (Simulated RNG 1/100)

#### Crime News

- Are there any crimes nearby? Let's let the client know.
- Contains stimulated reports, news feed about any regular crime going on in the location

- Client class would serve as a large database which would have information of all the clients using the system.

Crimes News also contains a large database of the reports, letting the users about the crime rates around their neighborhood.