

Session Service:

Session createSession(user_id, connection_id)

List<Session> getSessions(user_id)

void logoutSession(session_id)

Call State Manager:

Call initiateCall(caller_number, callee_number)

Validations and checks here. Find their profile. Find a route. Check for balance.

Boolean extendLease(Call)

Switch:

Call initiateCall(StateMachine callStateMachine)

StateMachine is an object, where different state transitions are mapped to actions.

This defines the state machine for a single call. For example, state change of terminated leads to action of "freeUpBandwidth".

State changeState(Call, CurrentState, ChangeToState)

Invoice Service:

Invoice createInvoice(call_id, talk_time, price_per_minute, currency)

addBalance(user_id, amount, currency)

lockBalance(user_id, amount, currency)

getBalance(user_id)

Router Service:

Provider getRoute(User A, User B)

Provider is a phone service provider's routing address. The call paths will now be patched using this address.