

# interaction sd Add Blacklist Contact (Contact blContact) : void

**contactManager: ContactManager**

**blackList: Blacklist**

1 : blacklistContact(blContact)

2 : addBlacklistedContact(blContact)

3 : Contact has been blacklisted



interaction sd Remove Blacklist Contact (Contact blContact) : void

contactManager: ContactManager

blackList: Blacklist

1 : whitelistContact(contact)

2 : removeBlacklistedContact(blContact)

3 : Blacklisted contact has been removed

4 : Contact does not exist within the blacklisted contacts

alt

[checks if contact exists within the blacklisted contacts]

[else]

