

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

**contactManager: ContactManager**

**blackList: Blacklist**

1 : blacklistContact(phone, name)

2 : addBlacklistedContact(blContact)

3 : Contact blacklisted



interaction sd Remove Blacklist Contact (Contact blContact) : void

contactManager: ContactManager

blackList: Blacklist

1 : whitelistContact(phone, name)

2 : changeContact(contact, phone, name)

alt

[changeContact(contact, phone, name) == true]

3 : whitelistContact(phone, name)

4 : deleteBlacklistedContact(blContact)

5 : Blacklisted contact deleted

[else]

6 : Provide error message stating such a contact does not exist



