

```

classDiagram
    class FanBrkConfig {
        slot : int
        fanBrkNode : FanBrkConfig.FanBrkNode
        comType : DevType
        servBrkSlotList : List<Integer>
        + FanBrkConfig()
        + FanBrkConfig(List<slotNo>, DevType, comType, List<Integer>)
        + servBrkSlotList : FanBrkConfig.FanBrkNode
        + getFanBrkNode() : FanBrkNode
        + getSlot() : int
        + getComType() : DevType
        + getServBrkSlotList() : List<Integer>
    }
    class FanBrkConfigBuilder {
        slot : int
        servBrkSlotList : List<Integer>
        comType : DevType
        fanBrkNode : FanBrkConfig.FanBrkNode
        + addFanBrkSlot(List<slot>) : FanBrkConfig.FanBrkConfigBuilder
        + addDev(DevType, comType) : FanBrkConfig.FanBrkConfigBuilder
        + addServBrkSlot(List<slot>) : FanBrkConfig.FanBrkConfigBuilder
        + build() : FanBrkConfig
    }
    class FanCtrlAction {
        fanBrk : IFanBrk
        + <<Constructor>>> FanCtrlAction(IFanBrk fanBrk)
        + initTimeOutConfig(FanBrkConfig cfg) : Status
        + manualStart(List<slot>, FanSpeed speed) : Status
        + getSlotInfoOfBrk() : List<IFanBrk>
        + configFanBrkNode(List<slot>, FanBrkNode nodeType) : Status
        + onServBrkChanged(List<slot>, int temp) : Status
        + getServBrkSlotId(List<slot>) : Status
    }
    class FanCtrlActionBuilder {
        + FanCtrlActionBuilder()
        + FanCtrlActionBuilder(FanCtrlAction)
        + FanCtrlActionBuilder(FanCtrlActionBuilder)
    }
    FanBrkConfig <|-- FanBrkConfigBuilder
    FanCtrlAction <|-- FanCtrlActionBuilder
    FanBrkConfigBuilder ..> FanBrkConfig
    FanCtrlActionBuilder ..> FanCtrlAction
  
```

The diagram illustrates the relationship between four classes: **FanBrkConfig**, **FanBrkConfigBuilder**, **FanCtrlAction**, and **FanCtrlActionBuilder**.

- FanBrkConfig** is a base class for **FanBrkConfigBuilder**. It contains attributes: `slot` (int), `fanBrkNode` (FanBrkConfig.FanBrkNode), `comType` (DevType), and `servBrkSlotList` (List<Integer>). It has methods: `FanBrkConfig()`, `FanBrkConfig(List<slotNo>, DevType, comType, List<Integer>)`, `servBrkSlotList` (FanBrkConfig.FanBrkNode), `getFanBrkNode()` (FanBrkNode), `getSlot()` (int), `getComType()` (DevType), and `getServBrkSlotList()` (List<Integer>).
- FanBrkConfigBuilder** inherits from **FanBrkConfig**. It contains attributes: `slot` (int), `servBrkSlotList` (List<Integer>), `comType` (DevType), and `fanBrkNode` (FanBrkConfig.FanBrkNode). It has methods: `addFanBrkSlot(List<slot>)` (FanBrkConfig.FanBrkConfigBuilder), `addDev(DevType, comType)` (FanBrkConfig.FanBrkConfigBuilder), `addServBrkSlot(List<slot>)` (FanBrkConfig.FanBrkConfigBuilder), and `build()` (FanBrkConfig).
- FanCtrlAction** is a base class for **FanCtrlActionBuilder**. It contains attributes: `fanBrk` (IFanBrk). It has methods: `<<Constructor>>> FanCtrlAction(IFanBrk fanBrk)`, `initTimeOutConfig(FanBrkConfig cfg)` (Status), `manualStart(List<slot>, FanSpeed speed)` (Status), `getSlotInfoOfBrk()` (List<IFanBrk>), `configFanBrkNode(List<slot>, FanBrkNode nodeType)` (Status), `onServBrkChanged(List<slot>, int temp)` (Status), and `getServBrkSlotId(List<slot>)` (Status).
- FanCtrlActionBuilder** inherits from **FanCtrlAction**. It contains methods: `FanCtrlActionBuilder()`, `FanCtrlActionBuilder(FanCtrlAction)`, and `FanCtrlActionBuilder(FanCtrlActionBuilder)`.

Relationships are shown as follows:

- FanBrkConfigBuilder** inherits from **FanBrkConfig**.
- FanCtrlActionBuilder** inherits from **FanCtrlAction**.
- FanBrkConfigBuilder** has a directed association to **FanBrkConfig**.
- FanCtrlActionBuilder** has a directed association to **FanCtrlAction**.

[illegible]