Glossary

1. Intercom
   1. outer intercom – the part of the intercom located outside the building. Includes mic. keypad, speaker. Can be connected some of the inner intercom parts, and to the Locks controller. In classes diagram replaced with the word “Intercom”.
   2. Inner intercom – includes speaker, mic. and 3 buttons. Connected to the Locks controller. In classes diagram replaced with the word “Dweller”.
   3. Locks controller – the part of the intercom , that has full access to all of the locks . Includes data about lock IDs and passwords to verify “open the door” kind of requests.
2. Connection – data connection between outer intercom and inner Intercom. In classes diagram Connection is an object, that allows to create connection (includes all needed data).

* Also used as a process that includes audio connection.

1. Message – piece of data used to communicate between parts of the intercom. Synonym: signal.
2. Lock – physical lock as well as small firmware that has 2 methods – “lock” and “unlock”.
3. Audio connection – state, in which users can hear each other.
4. Outer user – user from the outside of the house interacting with outer intercom
5. Inner user – user from inside the house interacting with inner intercom. In use case diagram replaced by Dweller.
6. Request – Message(3) with a particular meaning.
7. Door: mechanism with a lock. Can be opened(lock is opened) or closed.