Model represents intercom system that includes inner outer parts and Locks controller.

Features (that were not in the task)

Inner user can open the door any time, even if outer intercom is broken. Case when inner intercom has access for more than 1 door is not being described.

Outer intercom has no info about locks other than ID of 1 of them so even being dismantled or broken it won’t open any of the doors. All responsibility lies on Locks controller.

Outer user can finish the conversation after pressing “connect” 1 more time. That takes from inner user ability to block the intercom by not finishing a conversation.

Door opening does not stop the conversation. That is useful in a case where outer user wants to deliver some info to inner user and not only the door to be opened.