Timer Smart UML

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**Controller**

timers :: Array<SmartTimer>

plans :: DailyPlans

board :: GUI

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main()

Listener()

AddTimer(int time)

UpdatePlans(BeginTime, EndTime, Plans)

**DailyPlans**

daysPlans :: linkedlist <Plans>

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DailyPlans()

~DailyPlans()

AddEvent(BeginTime, EndTime, String)

SubtractEvent(BeginTime, String)

EditEvent(BeginTime, String)

**SmartTimer**

endSound :: Sound

intervalSound :: Sound

timer :: Clock

intervalLength ::time

restlength :: time

snooze :: bool

snoozeTime :: time

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SmartTimer()

~SmartTimer()

SetEndSound(Sound)

SetIntervalSound(Sound)

SetRestTime(time)

SetSnooze(bool, int = 0)

Start() :: Pipe ??

**Plan**

StartTime :: Time

EndTime :: Time

Event :: String

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Plan()

Plan(StartTime, Event, EndTime)

EditStart(StartTime)

EditEnd(EndTime)

EditEvent(Event)