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Engineering Principles: Research, Design, and Build - Period 7

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API Behavior Categories and UML

- User Interface
 - inputCityState()
 - inputClockFormat()
 - selectTimeOfDay()
 - selectMoonInfo()
 - selectCelestialEvent()
 - displayErrorMessage(msg)
 - displaySelectedInfo()
- InformationFetcherRequestAndResponse
 - validateCityState()
 - setCityState()
 - setClockFormat()
 - setTimeOfDay()
 - getTimeOfDay()
 - setMoonInfo()
 - getMoonInfo()
 - setCelestialEvent()
 - getCelestialEvent()
 - getInfo()
 - getSunriseTime()
 - getSunsetTime()

UserInterface
<ul style="list-style-type: none"> + inputCityState() : String + inputClockFormat() : Int [12, 24] + inputDate() : LocalDate + selectTimeOfDay() : boolean + selectMoonInfo() : boolean + selectCelestialEvent() : boolean + displayErrorMessage(msg) : void + displaySelectedInfo() : void

InformationFetcherRequestAndResponse
<ul style="list-style-type: none"> - CityState : String - ClockFormat : Int - TimeOfDay : Char - MoonInfo : Char - CelestialEvent : Char - URL : String (https://api.sunrise-sunset.org/json) - SunriseTime : LocalTime - SunsetTime : LocalTime
<ul style="list-style-type: none"> - validateCityState(String CityState) : String + setCityState(String CityState) : String + setClockFormat(Int ClockFormat) : Int - validateDate(LocalDate Date) : LocalDate + setDate(LocalDate Date) : LocalDate + setTimeOfDay(Char TimeOfDay) : Char + getTimeOfDay() : boolean + setMoonInfo(Char MoonInfo) : Char + getMoonInfo() : boolean + setCelestialEvent(Char CelestialEvent) : Char + getCelestialEvent() : boolean + getInfo() : InformationFetcherRequestAndResponse + getSunriseTime(LocalTime) : InformationFetcherRequestAndResponse + getSunsetTime(LocalTime) : InformationFetcherRequestAndResponse