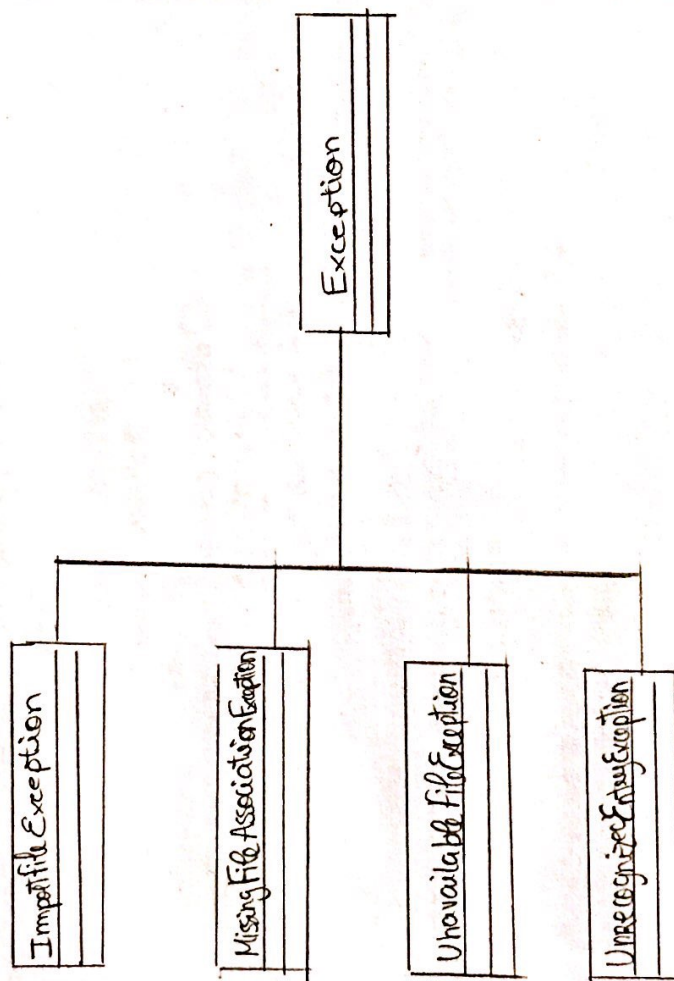


Methods 'Equals' and 'ToString' have been omitted as they are inherited from 'Object'. Apart from 'NetworkManager', all classes implement Serializable. All getters, setters, and class-level numbers have also been omitted. The package 'per.exceptions' is represented on the following page. Classes 'Off', 'Idle', 'Busy', and 'Sleep' are not represented 3 onwards, as they only represent the abstract methods of 'terminalStatus'.

04/08/2026

Declara por minha honra que este diagrama foi realizado pelos elementos que constituem o grupo do projeto. Sinto Sangrinho  
25/10/2082



Declaro por minha honra que este diagrama foi realizado pelos elementos que constituem o grupo do projeto. Simão Sanguinho  
15/11/2022



NetworkA
- <<final>> serialVersionUID : long
<pre> +openMenuTerminal(Console): void +registerClient(id: String, name: String, nif: int): void +showClient(id: String): Client +showAllClients(): Client[] +showTerminalBalance(id: String): double +showClientBalance(id: String): double +showGlobalBalance(): double +showPaymentsByClient(id: String): double[] +showDebtsByClient(id: String): double[] +showPaymentsByTerminal(id: String): double[] +showDebtsByTerminal(id: String): double[] +showAllCommunications(): Communication[] +showClientsWithDebts(): Client[] +showClientsWithoutDebts(): Client[] +showCommunicationsFromClient(clientID: String): Communication[] +showCommunicationsToClient(clientID: String): Communication[] +showUnusedTerminals(): Terminal[] +showTerminalsWithPositiveBalance(): Terminal[] +showOngoingCommunications(): Communication[] +importFile(filename: String): void </pre>

NetworkManager
- filename: String
<pre> +load(filename: String): void +save(): void +saveAs(filename: String): void +importFile(filename: String): void </pre>

(Declaro por minha honra que este diagrama foi realizado pelos elementos que constituem o grupo do projeto. Simão Sanguinho - 1st 102082



Client

```
- idClient: String
- name: String
- nit: int
- balance: float
- etc etc etc etc etc: boolean
```

```
+ addPayment (communication: Communication): void
+ addDebt (communication: Communication): void
+ addTerminal (idTerminal: String): void
+ sendNotification (Notification: Notification): void
+ enableNotification(): void
+ disableNotification(): void
+ readNotifications (method: Delivery Method Notify): Notification []
+ getPayments(): float []
+ getDebts(): float []
+ showClientTerminals(): terminal []
+ setClientType (type: ClientType): void
```

Normal

```
+ getUpperClientType(): ClientType
+ getLowerClientType(): ClientType
+ shouldUpdateClient(): boolean
+ getCommunicationPrice (com: Communication): float
```

Gold

```
+ getUpperClientType(): ClientType
+ getLowerClientType(): ClientType
+ shouldUpdateClient(): boolean
+ getCommunicationPrice (com: Communication): float
```

<<abstract>>  
ClientType

```
+ abstract>> getLowerClientType(): ClientType
+ abstract>> getUpperClientType(): ClientType
+ abstract>> shouldUpdateClient(): boolean
+ abstract>> getCommunicationPrice (com: Communication): float
```

<<enumeration>>

NotificationType

OAS  
OZI  
BZI  
SZI

Notifications

- idTerminal

<<enumeration>>

Delivery Method Notify

APP

Platinum

```
+ getUpperClientType(): ClientType
+ getLowerClientType(): ClientType
+ shouldUpdateClient(): boolean
+ getCommunicationPrice (com: Communication): float
```

! Deixo por minha conta que este diagrama foi realizado pelos elementos que constituem o grupo do projeto. Since-Serginho 15/11/2022



terminal
<pre> - idTerminal: String - friends: Terminal[] - &lt;&lt;enumeration&gt;&gt; - status: TerminalStatus  + addFriend(idTerminal: String): void + deleteFriend(idTerminal: String): void + showFriendsOfTerminal(): float[] + isOnlineTerminal(): boolean + getTerminalName(): double + getTerminalStatus(status: TerminalStatus): void + showRecentCommunication(): Communication + payCommunication(comm: Communication): void + canEndCurrentCommunication(): boolean + canStartCommunication(): boolean </pre>

<<enumeration>> terminalType
BASIC
FANCY

<<abstract>> TerminalStatus
<pre> + &lt;&lt;abstract&gt;&gt; sendText(communication: idReceiver: String, text: String): void + &lt;&lt;abstract&gt;&gt; startInteractiveCommunication(idReceiver: String): void + &lt;&lt;abstract&gt;&gt; endInteractiveCommunication(idComm: int): void + &lt;&lt;abstract&gt;&gt; silenceTerminal(): void + &lt;&lt;abstract&gt;&gt; id(Terminal): void + &lt;&lt;abstract&gt;&gt; turnOnTerminal(): void + &lt;&lt;abstract&gt;&gt; turnOffTerminal(): void </pre>

Communication
<pre> - idCommunication: int - idSender: String - idReceiver: String - units: double - price: float  + isCommunicationOngoing(): boolean + getCommunicationStatus(statusCommunicationStatus): void + getNextCommunicationId(): int </pre>

<<enumeration>> CommunicationType
VOICE
TEXT
VIDEO

<<abstract>> CommunicationStatus
<pre> + &lt;&lt;abstract&gt;&gt; startCommunication(): void + &lt;&lt;abstract&gt;&gt; endCommunication(): void </pre>

Dedico por minha honra que este diagrama foi realizado pelos elementos que constituem o grupo de projeto. Since Sarguinho  
15/11/2018