HardwareAdministration

HardwareController

- server: server

+ addServer(server: server): void
+ changeContainerLimit(server: server, containerLimit: number): void
+ selectServer(server: server): void

Server

- name: string
- address: string
- status: string
- containerLimit: number
- selectedForExecution: boolean
- resources: [(string, string)]

+server(name: string, address: string, status: string, containerLimit: number, selectedForExecution: boolean, resources:[(string, string)])

+ getName(): string
+ getAddress(): string
+ getStatus(): string
+ getContainerLimit(): number
+ isSelectedForExecution(): boolean
+ getRessources(): [(string, string)]

+ setName(name: string): void
+ setAddress(address: string): void
+ setStatus(status: string): void
+ setContainerLimit(limit: string): void
+ setSelectedForExecution(selected: boolean): void
+ setRessources(resources: [(string, string)]): void