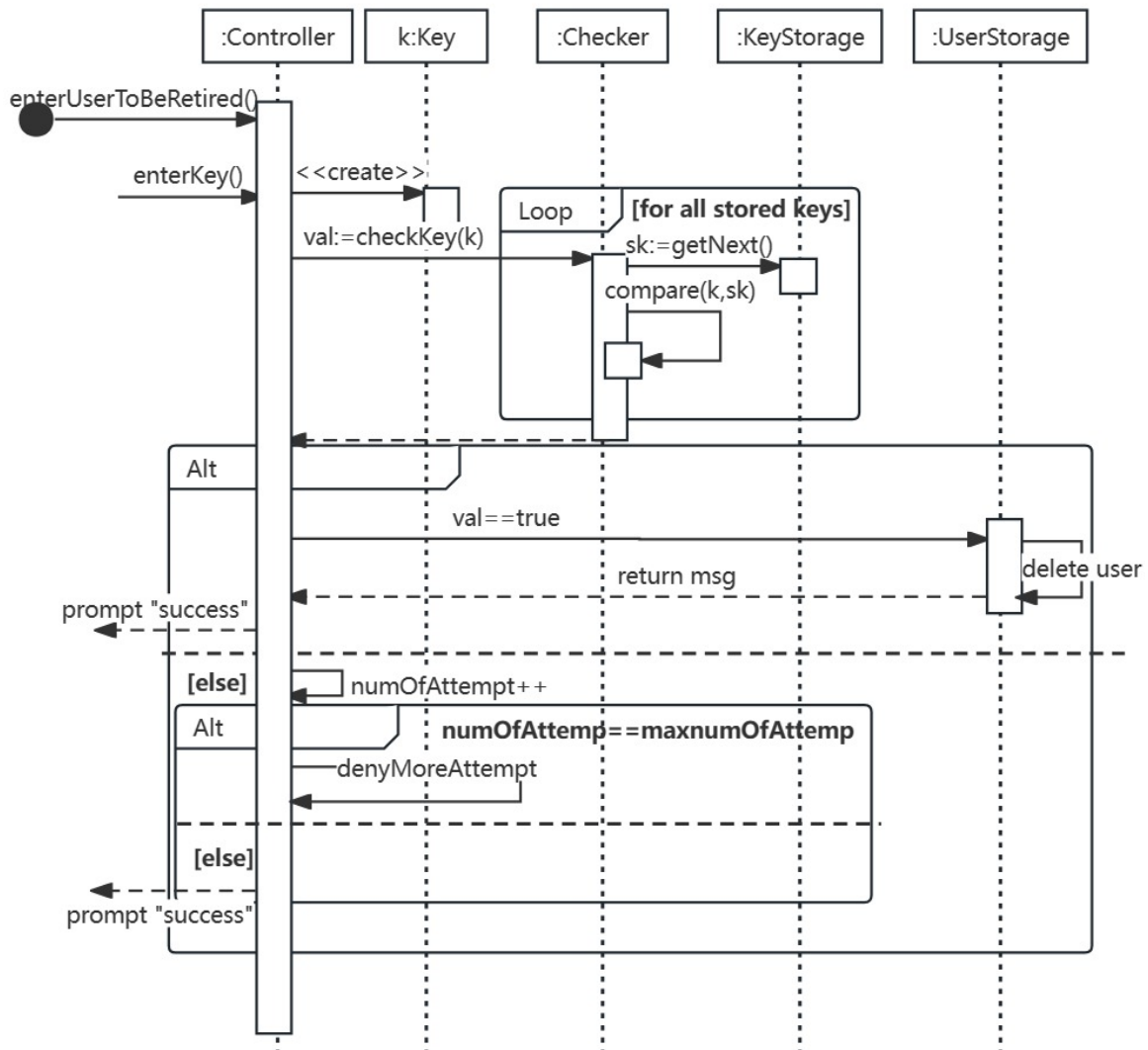# assignment_3

design sequence diagram

class diagram

Key

- code_ : string
- timestamp_ : long
- doorLocation_ : string

KeyStorage

+ getNext() : Key

1...*   1

validKeys 1

Controller

numOfAttemps_ : long
maxNumOfAttempts_ : long

+ enterKey(k : Key)
− denyMoreAttempts()

checker

KeyChecker

+ checkKey(k : Key) : boolean
-compare(k : Key, sk : Key) : boolean

UserStorage

+ userID:string
+ userKey:string

+ delete(userID):boolean