	Boundary Objects	Entity Objects	Controllers			
Name	New Alarm Window	XML	Alarm Manager (Singleton)	Legend Name	Data	Behaviors
Data			HashMap <string, alarm=""> alarms ExecutionManager executionManager (singleton) StorageManager storageManager (singleton) UlManager uiManager (singleton) SoundManager soundManager (singleton) TimeManager (static import)</string,>	Name	Data	Beliaviois
Behaviors			isValidFutureDateTime(Date) isUniqueAlarmName(String) isAlarmRecurrent(AlarmDTO) isTextAlarm(AlarmDTO) isValidCellPhoneNumber(String) hasReminder(AlarmDTO) deleteAlarm(String) deleteAlarms() getAlarmInfoList() addAlarmToManage(AlarmDTO) updateAlarmToManage(AlarmDTO) alarmHasExecuted(String) reminderHasExecuted(String)			
Name	Main Application Window	Alarm	Time Manager (Static Class)			
Data		String alarmName Date date Recurrence alarmRecurrence Integer soundRecurrence String soundName String soundFileLocation String comments boolean isText boolean hasReminder Date reminderDate				
Behaviors		setAlarmName(String) getAlarmName() getDate() setDate() setDate(Date) setAlarmRecurrence(Recurrence) getAlarmRecurrence() setSoundRecurrence(Recurrence) getSoundName(String) getSoundName() setSoundFileLocation() getSoundFileLocation() getSoundFileLocation() setComments(String) getComments() setIsText(boolean) getIsText() sethasReminder(boolean) getHasReminder() setReminderDate() getReminderDate()	getCurrentTime()			
Name	Alarm List Window	Sound File DTO	Execution Manager (Singleton)			
Data		String soundName String soundFileLocation Integer soundRecurrence	Deque <alarmdto> nextAlarmToExecute (Queue Implementation) Deque<reminderdto> nextReminderToExecute (Queue Implementation) AlarmManager alarmManager (Singleton) TextManager (Singleton) TimeManager (static import)</reminderdto></alarmdto>			
Behaviors			registerAlarmToTrack(AlarmDTO) removeAlarmToTrack() removeAlarmToTrack() removeAllarmToTrack() registerReminderToTrack() registerReminderToTrack(ReminderDTO) removeReminderToTrack() removeReminderToTrack() removeAllRemidnersToTrack() isTextAlarm() (private) isTextReminder() (private) checkTimeAndExecuteAlarm() (private) checkTimeAndExecuteReminder() (private)			

Name	Error Message Popup	AlarmDTO	Storage Manager (Singleton)	
Data		String alarmName	Document xmlDoc	
Dala		Date date	Booth Amboo	
		Recurrence alarmRecurrence		
		Integer soundRecurrence String soundName		
		String soundFileLocation		
		String comments		
		boolean isText boolean hasReminder		
		Date reminderDate		
Behaviors			getStoredAlarms()	
			updateStoredAlarm(AlarmDTO) updateAllStoredAlarms(Set <alarmdto>)</alarmdto>	
			removeStoredAlarm(AlarmDTO)	
	D.L.C. Alexandra	D	removeAllStoredAlarms(Set <alarmdto>)</alarmdto>	
Name	Delete Alarm Popup	ReminderDTO	UI Manager (Singleton)	
Data		String forAlarmName Date reminderDate	AlarmManager alarmManager (Singleton) TimManager (static import)	
		boolean isText		
Behaviors			displayNewAlarmWindow()	
			displayEditAlarmWindow() displayMainApplicationWindow()	
			displayAlarmListWindow()	
			displayErrorMessagePopupWindow() displayDeleteAlarmPopupWindow()	
			displayDeleteAlarmPopupWindow() displayAllAlarmsPopupWindow()	
			displayJavaClockWindow()	
			displayAlarmExecutionWindow()	
Name	Delete All Alarms Popup		displayReminderPopup() Sound Manager (Singleton)	
Data	Boloto / III / III III o Fap		HashMap <string, soundfiledto=""> sound</string,>	
Behaviors			setSound(String alarmName, soundFileDTO)	
Benaviors			isSoundFound(String location)	
			isSoundValid(String location)	
			playSound(String alarmName) stopPlayingAllSounds()	
			removeSound(String alarmName)	
			removeAllSoundsExceptDefault()	
Name	Java Clock Window		Text Manager (Singleton)	
Data				
Behaviors			executeTextAlarm(AlarmDTO) executeTextReminder(ReminderDTO)	
Name	Alarm Execution Window		DAGGET DAGGET CHINING FOR TO	
Data				
Behaviors				
Name	Reminder Popup			
Data				
Behaviors				
Name	Edit Alarm Window			
	Edit / Editi Friidon			
Data				
Behaviors				