Coupling Ratio: 8/5 = 1.6

Alarm

+ PropertyChanged: PropertyChangedEventHandler
+SnoozeTime:DateTime
-_hour:int<<get,set>>
-_minuets:int<<get,set>>
-_seconds:int<<get,set>>
-_running:bool<get,set>>
__amPM:bool<<get,set>>
+Ringing:bool<<get,set>>
+Hour:int<<get,set>>
+Minuets:int<<get,set>>
+Seconds:int<<get,set>>
+Running:bool<get,set>>
+AmPM:bool<<get,set>>
+Ringing:bool<<get,set>>

+ ToString(): String<<Override>>
+Alarm(hourIn:int, minuetsIn:int,,secondsIn:bool,amPm,string
#OnPropertyChanged(propertyName:string):void
+GetTime():DataTime

Sta

+StartReadin

alarmTIme

G

+GetAlarmTi

SnoozeB

+SnoozeButt

<<
AlarmC

+AlarmChec

sound

<<enumeration>>
Sound

Radar,
Beacon,
Chimes,
Circuit,
Reflection

AddButton

-AddButtonClickLogicDel: AddButtonClickLogicDelegate

+AddButton(AddButtonClickLogicDel: AddButtonClickLogicDelegate)
+GetTimePickerTimeAdd():string
+GetComboAlarmSoundAdd():string
-uxSetButtonAdd_Click(sender:object,EventArgs:e)
-uxCancelButtonAdd_Click(sender:object, EventArgs e)

+EditButtonClick

ed

EditButton

-editAlarm:Alarm
-index:int
-EditButtonClickLogicDelegate:EditButtonClickDel

+EditButton(alarm:Alarm,index:int,EditButtonClickLogicDelegate:EditButtonClickDel)
-uxCancelButton_Click(sender:object, e:EventArgs):void
+GetTimePickerTimeEdit():string

`<<delegate>>`
artReadingAtLineDel

ngAtLine(lineNumber:int):void

`<<delegate>>`
etAlarmTimeDel

me():BindngList<Alarm>

`<<delegate>>`
ButtonClickLogicDel

tonClickLogicDel():void

`delegate>>`
CheckLogicDel

kLogic():void

`<<delegate>>`
AddButtonClickLogicDel

+AddButtonClickLogic():void

`<<delegate>>`
EditButtonClickLogicDel

kLogic(editAlarm:Alarm,index:int):void

Controller

-form:Form
-alarmTime:BindingList<Alarm>
-AlarmOffDelegate: AlarmOffDel
-GetSnoozeTimeDelegate: GetSnoozeTimeDel
-newTimer: Timers.Timer

+Controller()
+Controller(AlarmOffDelegate: AlarmOffDel,GetSnoozeTimeD
-ElapsedEvent(o:Object, e:ElapsedEventArgs):void
+LineChanger(newText:string, lineNumber):void
+ReadFile():void+StartReadingAtLine(lineNumber:int):void
+CountLine():int
+AlarmCheckLogic():void
+SnoozeButtonClickLoigc():void
+StopButtonClickLogic():void
+EditButtonClickLogic(editAlarm:Alarm,index:int):void
+AddButtonClickLogic():void
+GetAlarmTime():BindingList<Alarm>
+AddAlarmConsole():void
+EditAlarmConsole():void

`<<delegate>>`
StopButtonClickLogicdel

+StopButtonClickLogicDel():void

`<<delegate>>`
CountLineDel

+CoutnLine():int

`<<Delegate>`
ReadFileDe

+ReadFile():void

-newTImer:Timers.T
-ReadFileDelagate:F
-CountLineDelefate:
-StartReadingAtLine
-AlarmCheckDelega
-SnoozeButtonClick
-StopButtonClickLog
-GetAlarmTimeDele
-AddButtonClickLog
-EditButtonClickLog

AlarmConsole
+Main(args:String[ ]):void +AlarmSoundOff(sound:Sound):void +GetSnoozeTime():int

Delegate: GetSnoozeTimeDel)

c

<<delegate>> **GetSnoozeTimeDel**
+GetSnoozeTime():int

<<delegate>> **AlarmOffDel**
+AlarmOff():void

<<>> **el**

Form1

Timer
ReadFileDelegate
CountLineDel
eDelegate:StartReadingAtLineDel
te:AlarmCheckDel
LogicDelegate:SnoozeButtonClickLogicDelegate
gicDelegate:StopButtonClickLogicDel
gate:GetAlarmTimeDel
icDelegate:AddButtonCLickLogicDel
icDelegate:EditButtonClickLogicDel

+GetTimerPickerTimeEdit():string
+GetComboAlarmSoundEdit():string
-uxSetButtonEdit_Click(sender:object,EventArgs:e):void
-uxAlarmSoundCombo_SelectedIndexChanged(sender:object,e:EventArgs):void

+Form1()
-AlarmCheck(sende
-uxAddButton_Click
-uxEditButton_Click
-SetText():void
+AlarmOff(sound:Sc
+GetSnoozeTime():i
-uxSnoozeButton_C
-uxStopButton_Click
+SetUp(ReadFileDe
,AlarmCheckDelega
,StopButtonClickLog
AddButtonClickLogi
,EditButtonClickLogi

r:object,e:ElapsedEventArgs):void
(sender:object, e:EventArgs):void
(sender:Object,e:EventArgs):void

ound):void
int
Click(sender:object,e:EventArgs):void
k(sender:object, e:EventArgs):void
elagate:ReadFileDelegate,CountLineDelefate:CountLineDel,StartReadingAtLineDelegate:StartReadingAtLineDel
te:AlarmCheckDel,AlarmCheckDelegate:AlarmCheckDel,SnoozeButtonClickLogicDelegate:SnoozeButtonClickLogicDelegate
gicDelegate:StopButtonClickLogicDel,GetAlarmTimeDelegate:GetAlarmTimeDel,
cDelegate:AddButtonCLickLogicDel
icDelegate:EditButtonClickLogicDel)