Time Manager

Design Document

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# introduction

## High Level DEsign

@startuml

‘ Class Definition

skinparam classAttributeIconSize 0

class Window {

UpdateCurrTime()

}

class MainWindow {

}

class AlarmWindow {

}

class SetupWindow {

}

class Model {

}

class SetupWinController {

}

class MainWinController {

}

class AlarmWinController {

}

class Controller{

}

class TimeManager {

}

class Clock {

}

class AlarmClock {

}

class TaskManager {

}

Class PieGraphics {

}

Class TimeManagerConfig {

}

Class CTime {

}

package “Time Thread”{

class TimeThread{

}

}

‘ Class Assosiaction

Window--|> MainWindow

Window--|> AlarmWindow

Window--|> SetupWindow

AlarmWindow--> PieGraphics

Model-->Window

Window-> Controller

Controller->Model

Controller--|> SetupWinController

Controller--|> MainWinController

Controller--|> AlarmWinController

TimeManager\*--> Model

TimeManager<-- Model

TimeManager--> Clock

TimeManager--> TimeManagerConfig

TimeManager--> AlarmClock

TimeManager--> TaskManager

TimeManager\*-> TimeThread

TimeManager<-- TimeThread

TimeManager-> CTime

Clock-> CTime

@endum

