Dictaphone: Requirements

Use Case Diagram
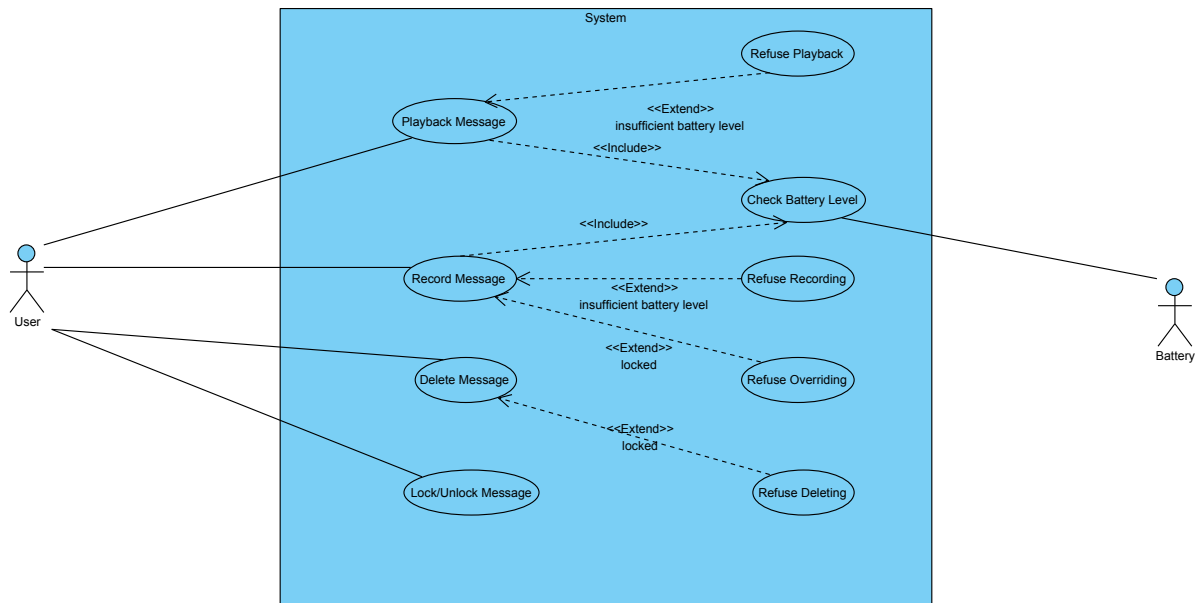

Figure 1: Use Case Diagram

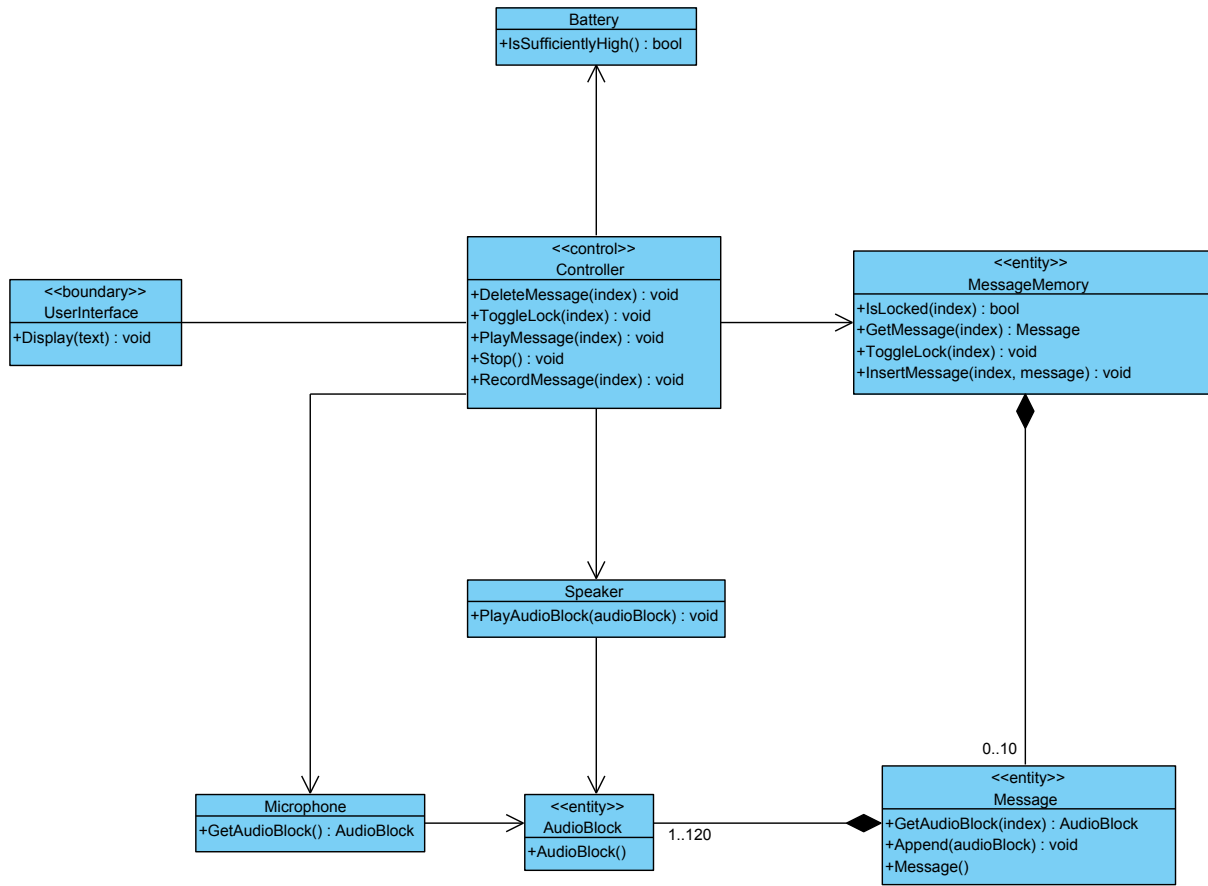# Class Diagram

Battery
+IsSufficientlyHigh() : bool

<<boundary>>
UserInterface
+Display(text) : void

<<control>>
Controller
+DeleteMessage(index) : void
+ToggleLock(index) : void
+PlayMessage(index) : void
+Stop() : void
+RecordMessage(index) : void

<<entity>>
MessageMemory
+IsLocked(index) : bool
+GetMessage(index) : Message
+ToggleLock(index) : void
+InsertMessage(index, message) : void

Speaker
+PlayAudioBlock(audioBlock) : void

0..10

Microphone
+GetAudioBlock() : AudioBlock

<<entity>>
AudioBlock
+AudioBlock()

1..120

<<entity>>
Message
+GetAudioBlock(index) : AudioBlock
+Append(audioBlock) : void
+Message()

Figure 2: Class Diagram