



UNIVERSIDAD DE LAS FUERZAS ARMADAS

Object-oriented programming

Name team: "Proyecto x"

Topic the team: Control of military weapons in warehouses

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Group members:

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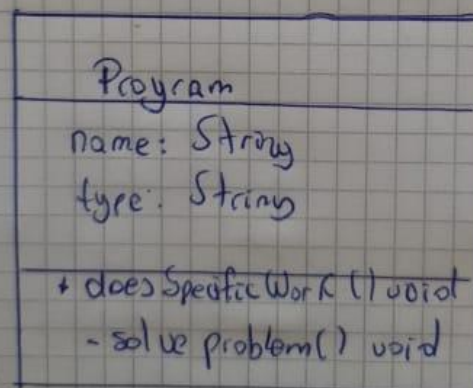
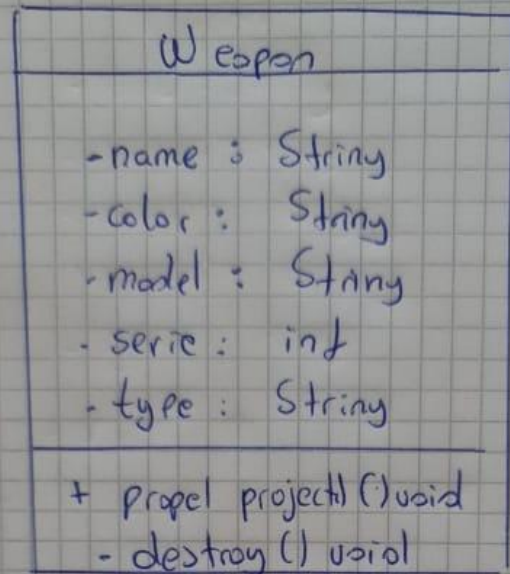
1.-List Objects:

Objects:

- Weapon
- Program
- Warehouse
- Hand
- Explosive
- Security
- System
- War material
- Time
- Ammunition
- Border
- Logistic
- Control
- Antecedent
- Code
- camouflage

3-Model the objects:

weapon and program



Explosive

Explosive

sort : String
name : String
amount : int

+ doExploded(): void
- detonate(): void

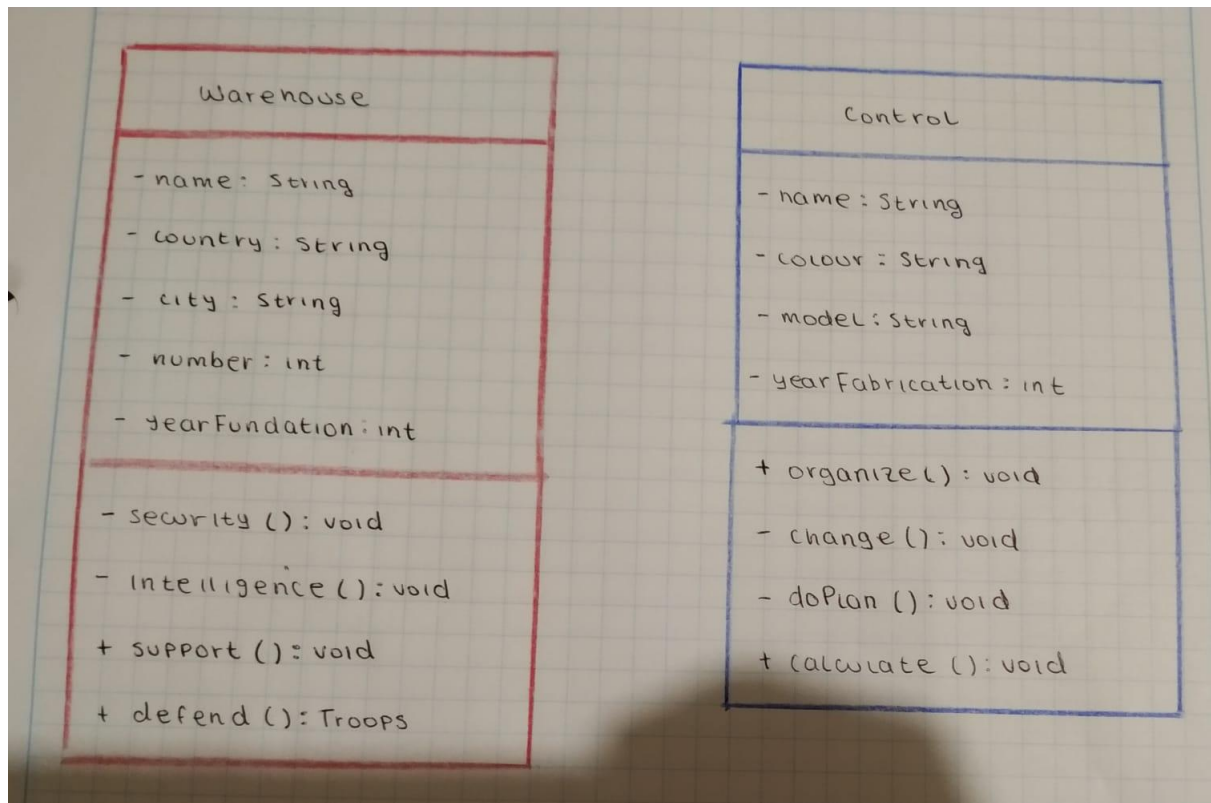
System

System

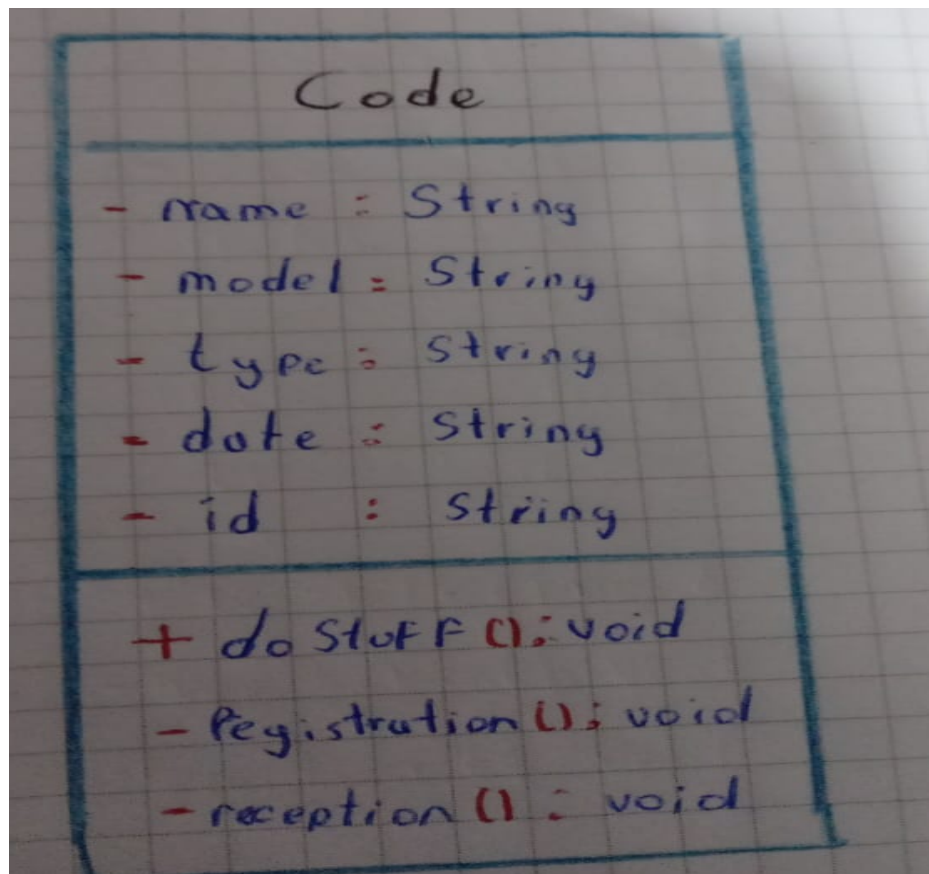
sort : String
name : String
id : String

+ store(): void
- reception(): void
- registration(): void
- storage(): void
- dispatch(): void

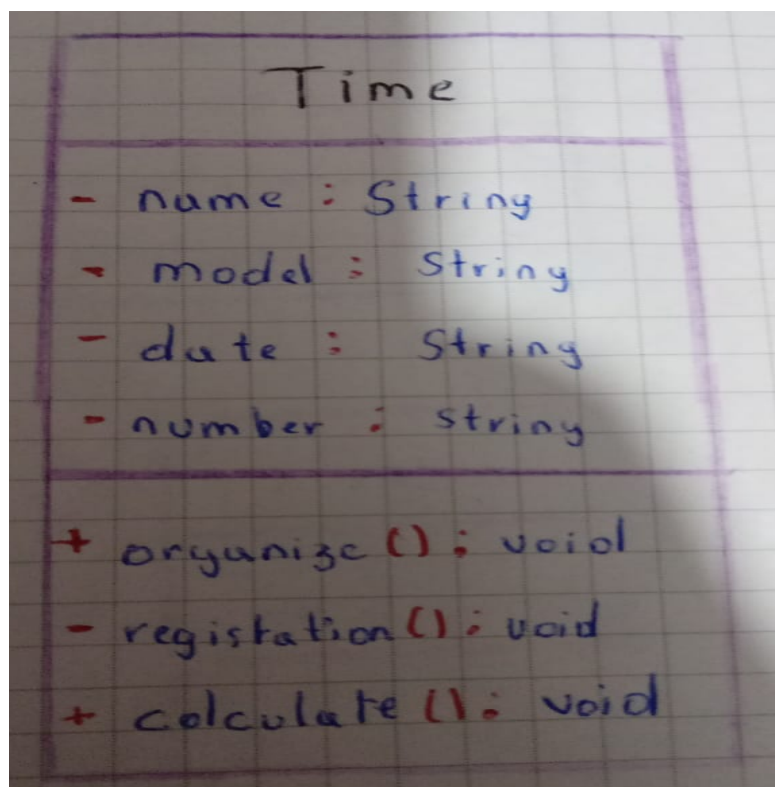
warehouse and control



code



Time



war material and ammunition

War Material

- name = String
- color = String
- model = String

- + save(): void
- + delete(): void
- + organize(): void
- + use(): void

Ammunition

- name: String
- type: String
- amount: int

- + save(): void
- + delete(): void
- + organize(): void
- + use(): void