In this assignment, all the steps were clear and explained in details during the LAB. As we are allowed to use our previous model, also for this assignment we will continue with the Bowling example. As our knowledge concerning QVT-o is limited only to the material given during the LAB, we went with simple mappings and queries.

As requested, we use as source our last model and as target a simple model, built just for this assignment purposes. Each class has only the necessary attributes that we could use from the Player model. The mappings just pass the values from one model to another and call the respective queries.