UML

https://csci-1301.github.io/about#authors June 17, 2021 (10:00:51 PM)

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0.1 Conception

<! – TODO: we should use different class here, since Precise Rectangle is already done in Precise Rectangle lab $-\!>$

Draw the UML diagram of a PreciseRectangle class: it should have two attributes, of type double, and eight methods:

- two setters, two getters (i.e., one for each attribute),
- one method to compute the area of a precise rectangle,
- one method to compute the perimeter of a precise rectangle,
- one method to swap the length and the width of a precise rectangle,
- one method to multiply the length and width of a precise rectangle by an ratio given in argument as an integer.

1 Pushing Further (Optional)

The following is an independent task, to widen your understanding of this class, and to prepare you for the next labs.

1. Class diagrams (the ones we will be using) are just a special case of UML diagram. Have a look at https://en.wikipedia.org/wiki/Unified_Modeling_Language#Diagrams. In which category are class diagrams: behavior, or structure diagram? Have a look at https://en.wikipedia.org/wiki/Activity_d iagram and try to read the example of activity diagram for a guided brainstorming process.