

UML Diagram Exercise, by Roger Lester Palabasan

House (GPS Mapping)

- name: String
- address: String
- coordinates: double[]
- description: String
- tags: List<String>

+ getters - all
+ setters - name, description
+ (CRUD) tags
+ getDistance(House): double
+ getTravelTime(House): DateTime

House (3-D Design System)

- name: String
- dimensions: double[]
- rooms: List<Room>
- description: String
- filepath: String

+ getters - all
+ setters - all except rooms
+ (CRUD) rooms

Airplane (Air Traffic Control)

- id: double
- isClearToLand: bool
- altitude: double
- coordinates: double[]
- speed: double
- direction: double[]

+ getters - all
+ updateData(): void
+ getArrivalTime(): DateTime
+ toggleClearance(): void

Airplane (Flight Simulator)

- id: double
- planeModel: Model
- altitude: double
- speed: double
- direction: double[]

+ getters - all
+ steerHorizontal(double): void
+ steerVertical(double): void
+ changeSpeed(): void

Car (Dealership Inventory)

- id: double
- carModel: CarModel
- price: double
- isNew: boolean

+ getters - all
+ setters - all except id
+ sell(double paid): double
+ transfer(Dealership): void
- depreciate(): void

Car (Video Game)

- id: double
- carModel: CarModel
- description: String
- speed: double
- direction: double[]

+ getters - all
+ steer(double): void
+ changeSpeed(): void

Book (Publishing System)

- id: double
- name: CarModel
- category: List<Category>
- isbn: long
- sells: long

+ getters - all
- setters - all except id
+ updateDetails(): void