Assignment 1

Exercise 1

Part 1

Task

Draw the structure of the project's packages and classes. You have to: (i) decide the level of abstraction you want to use in this depiction, (ii) use natural language to explain your decision, and (iii) describe what you understood from this depiction of the system

Diagram of the project's packages and classes

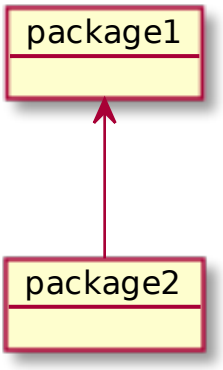

Figure 1: pacman-project-structure

Why was this level of abstraction used?

Description of the system based on the diagram above

Part 2

Task

Draw a call graph, starting from what you deem the most prominent entry point. You have to: (i) decide how many levels you want to have in the call graph, (ii) use natural language to explain your decision, and (iii) explain what you have understood from this call graph about the dynamic behavior of the system. Hint: this project may have several entry points; those contained in an example or test folder/class are hardly the most prominent ones

Call graph diagram

Why was this level of abstraction used?

Description of the dynamic behaviour of the system based on the diagram above

Exercise 2 - A Checkers Game - Design

Part 1

Task

Following the Responsibility Driven Design, start from the game's requirements and rules and derive classes, responsibilities, and collaborations (use CRC cards). Describe each step you make and store the final cards in your answers

CRC Cards

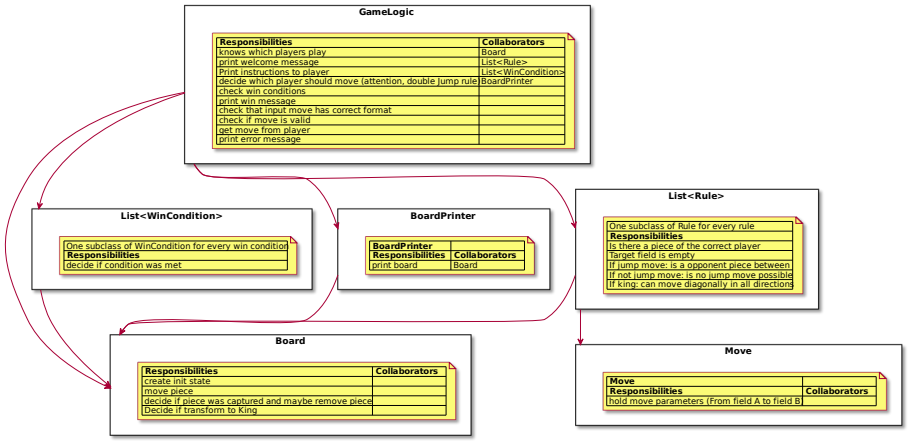

Figure 2: checkers crc cards

Description of the steps which lead to these CRC cards

Part 2

Task

Following the Responsibility Driven Design, describe the main classes you designed to be your project in terms of responsibilities and collaborations

Description of the main classes

Part 3

Task

Why do you consider the other classes as less important? Following the Responsibility Driven De- sign, reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed

Part 4

Task

Draw the class diagram of the aforementioned main elements of your game (do not forget to use elements such as parametrized classes or association constrains, if necessary)

Class diagramm

Part 5

Task

Draw the sequence diagram to describe how the main elements of your game interact (consider asynchrony and constraints, if necessary)

Sequence diagram