

# **CS 417**

## **Design Patterns**

### **UML Modeling part 3**

#### **extended example**

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# Create a class model for the following

- Elements to include: Person, home, car, room, bedroom, garage (only consider attached garages for simplicity), furniture, appliance
- HouseholdMaintenance operations to consider
  - You should be able to *service()* anything with electronics
  - You should be able to *clean()* anything that is not a person