Assignment 1

In this assignment, you should translate a complex problem into a concrete set of objects  
and identify interactions among those objects to solve the problem.

**Questions:**

1. Order Pizza from Dominos

2. Design a platform for buying tickets of local events.

3. Design a Car Rental System.

4. Design a Parking lot.

5.Design a Traffic Controller System for a Junction.

**Steps to approach a problem:**

• Understand the requirements

• Hash out the primary use cases

• Identify key Objects

• Identify operations supported by Objects

• Identify interactions between Objects

**Examples have been attached for reference**.

**Tips:**

• This assignment aims to help you understand the way of design.

• Separating a big problem into several small parts is a good approach to use.

• Please read the given PDF(Example) and try to finish the assignment in the same format.

• Think of as many scenarios, behaviors, objects as you can.

• Try to make the logic as clear as you can.

• Use pseudo code not real code. This assignment has nothing to do with the real code, we want you to experience what is object-oriented language.

• This will be individual submission; you should come up with your own ideas but discussion with classmates should be ok.

**Deadlines:**

Friday, Jan 29, 11:49 PM PST