

David Andalcio
Intro. To Software Engineering
Assignment #3
5/29/17

Classes used:

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|-------------------------|---------------------------------|
| 1. GameSpeed | 24. PS4Console |
| 2. Product | 25. WiiConsole |
| 3. Warranty | 26. WiiUConsole |
| 4. Employee | 27. FIFA14Game |
| 5. Order | 28. Forza5Game |
| 6. Account | 29. NBA2K14Game |
| 7. Manufacture | 30. XBOXOneController |
| 8. Console | 31. XBOX360Controller |
| 9. Game | 32. PS3Controller |
| 10. Controller | 33. PS4Controller |
| 11. StoreManager | 34. WiiController |
| 12. Salesman | 35. WiiUController |
| 13. Customer | 36. MicrosoftRebate |
| 14. Rebate | 37. SonyRebate |
| 15. Microsoft | 38. NintendoRebate |
| 16. Sony | 39. ElectronicArtsRebate |
| 17. Nintendo | 40. ActivisionRebate |
| 18. ElectronicArts | 41. Take-TwoInteractiveRebate |
| 19. Activision | 42. PaymentAuthorizationService |
| 20. Take-TwoInteractive | 43. Payment |
| 21. XBOXOneConsole | 44. Cash |
| 22. XBOX360Console | 45. CreditCard |
| 23. PS3Console | 46. Check |

Diagram separated since the entire diagram was too big

















