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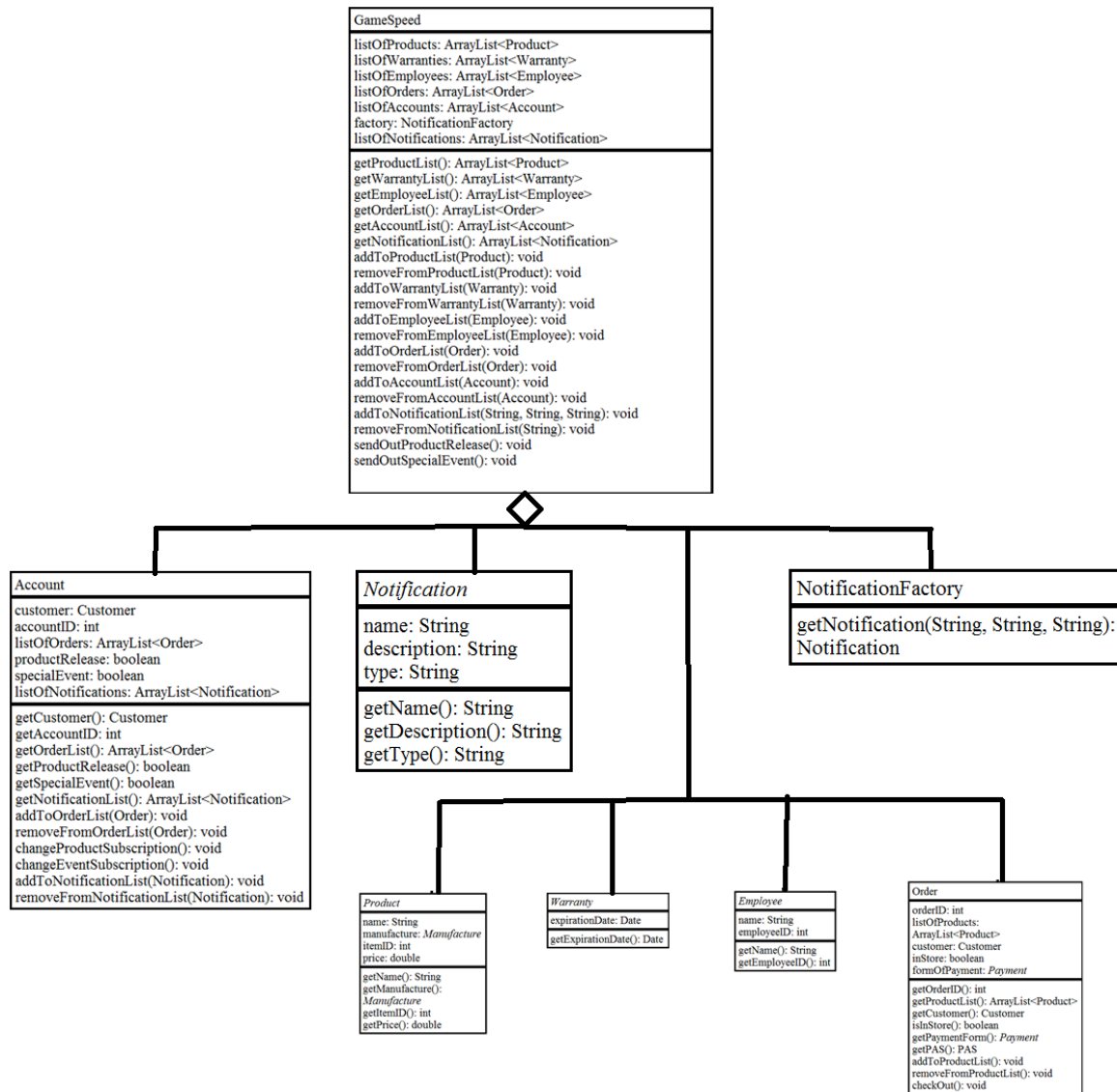
Intro. To Software Engineering

Assignment #4

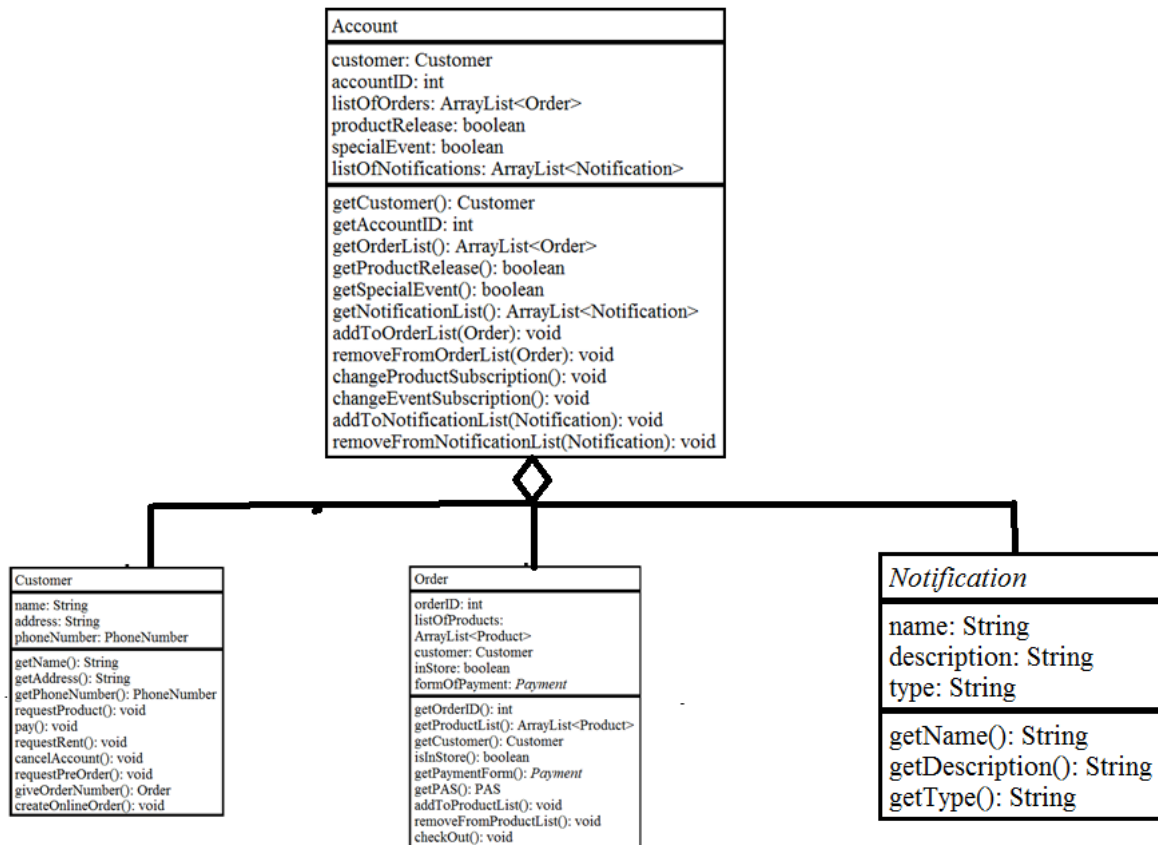
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Classes used:

- | | |
|-------------------------------|---------------------------------|
| 1. GameSpeed | 26. XBOX360Console |
| 2. Product | 27. PS3Console |
| 3. Warranty | 28. PS4Console |
| 4. Employee | 29. WiiConsole |
| 5. Order | 30. WiiUConsole |
| 6. Notification | 31. FIFA14Game |
| 7. NotificationFactory | 32. Forza5Game |
| 8. ProductReleaseNotification | 33. NBA2K14Game |
| 9. SpecialEventNotification | 34. XBOXOneController |
| 10. Account | 35. XBOX360Controller |
| 11. Manufacture | 36. PS3Controller |
| 12. Console | 37. PS4Controller |
| 13. Game | 38. WiiController |
| 14. Controller | 39. WiiUController |
| 15. StoreManager | 40. MicrosoftRebate |
| 16. Salesman | 41. SonyRebate |
| 17. Customer | 42. NintendoRebate |
| 18. Rebate | 43. ElectronicArtsRebate |
| 19. Microsoft | 44. ActivisionRebate |
| 20. Sony | 45. Take-TwoInteractiveRebate |
| 21. Nintendo | 46. PaymentAuthorizationService |
| 22. ElectronicArts | 47. Payment |
| 23. Activision | 48. Cash |
| 24. Take-TwoInteractive | 49. CreditCard |
| 25. XBOXOneConsole | 50. Check |



Observer: When GameSpeed sends out the notifications from the methods, the accounts are the observers to receive the notifications.



Factory method: Notifications are made by a user putting in a name, description, and type of notification to the notification factory and then it will create the type of notification with the name and description.

