

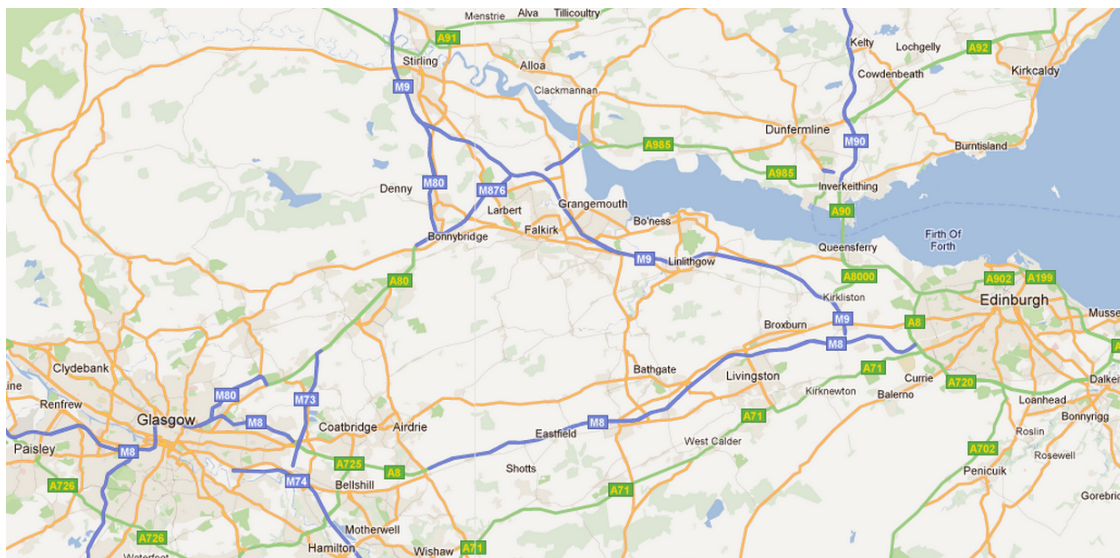
CSCU9A3 Tutorial 2

Overview

This tutorial is to help you understand further what we mean by Object Oriented Programming and how it can be used to represent information effectively. There are a countless ways that the following problem could be answered. Be creative and confident, as all ideas will be welcomed.

The Problem

How could the map below be represented in code? The roads, the cities, the lochs...? Focus on code reusability through the use of classes and objects. Think about what attributes such classes would have, and if there are any methods that they should offer.



Hints

Build yourself a simplified class diagram that shows the class definitions that represent and store the various map parts. Start with a Map class, which will represent the above map, then start to add new classes and their relationships to each other as needed. Be ready to discuss the details.

Bonus Points

Can you make use of inheritance in your solution?