

# Software Engineering

## Lab 4

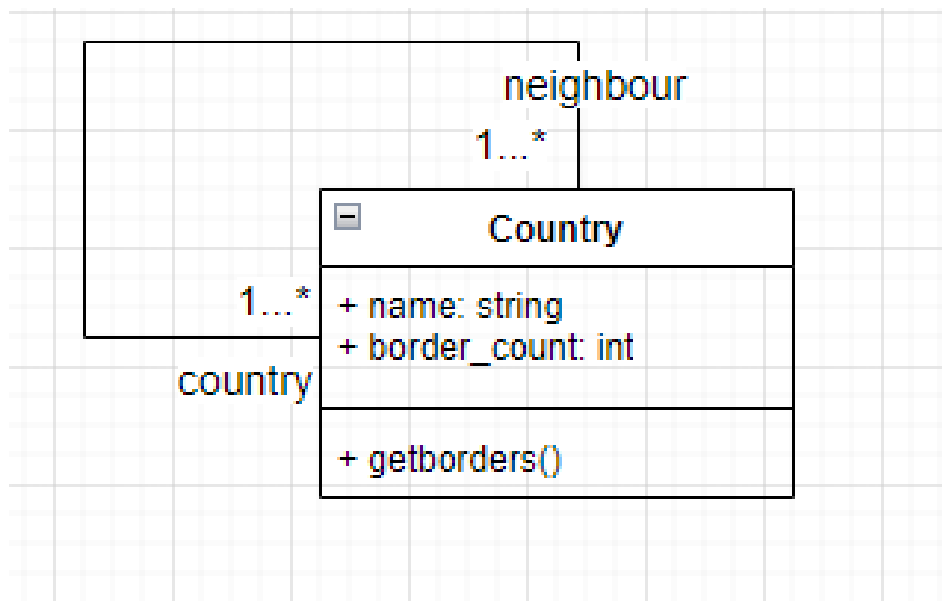
**SID: 202201165**

Q.1 Prepare a class diagram for the following object diagram that shows a portion of Europe.



Figure-1

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Q.2 Prepare a class diagram for object diagram given in Figure -2. Explain your multiplicity decisions. What is the smallest number of points required to construct a polygon? Does it make a difference whether or not point may be shared between polygons? Your answer should address the fact that points are ordered.

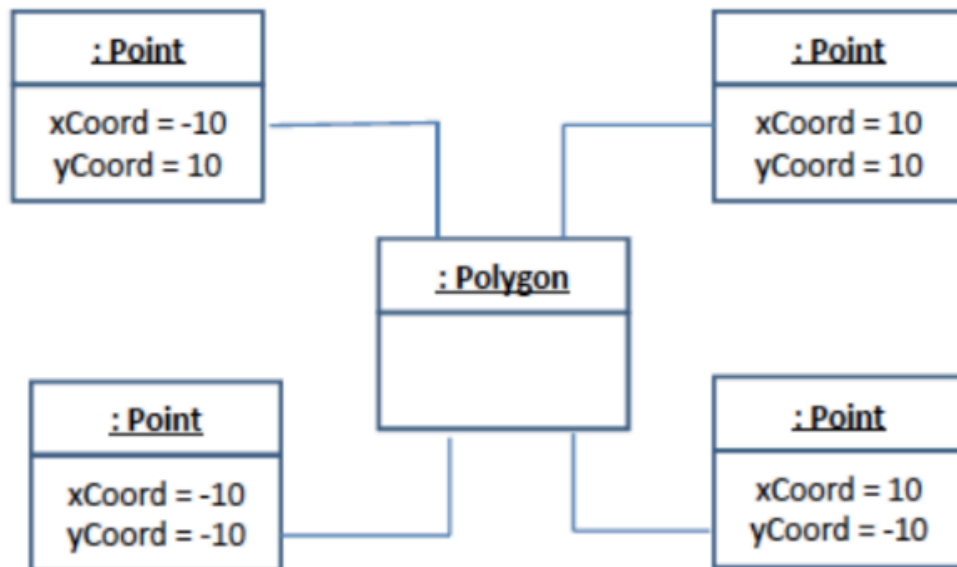


Figure - 2

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A point can be a part of one or many polygons. Also a point can be present without being a part of a polygon.

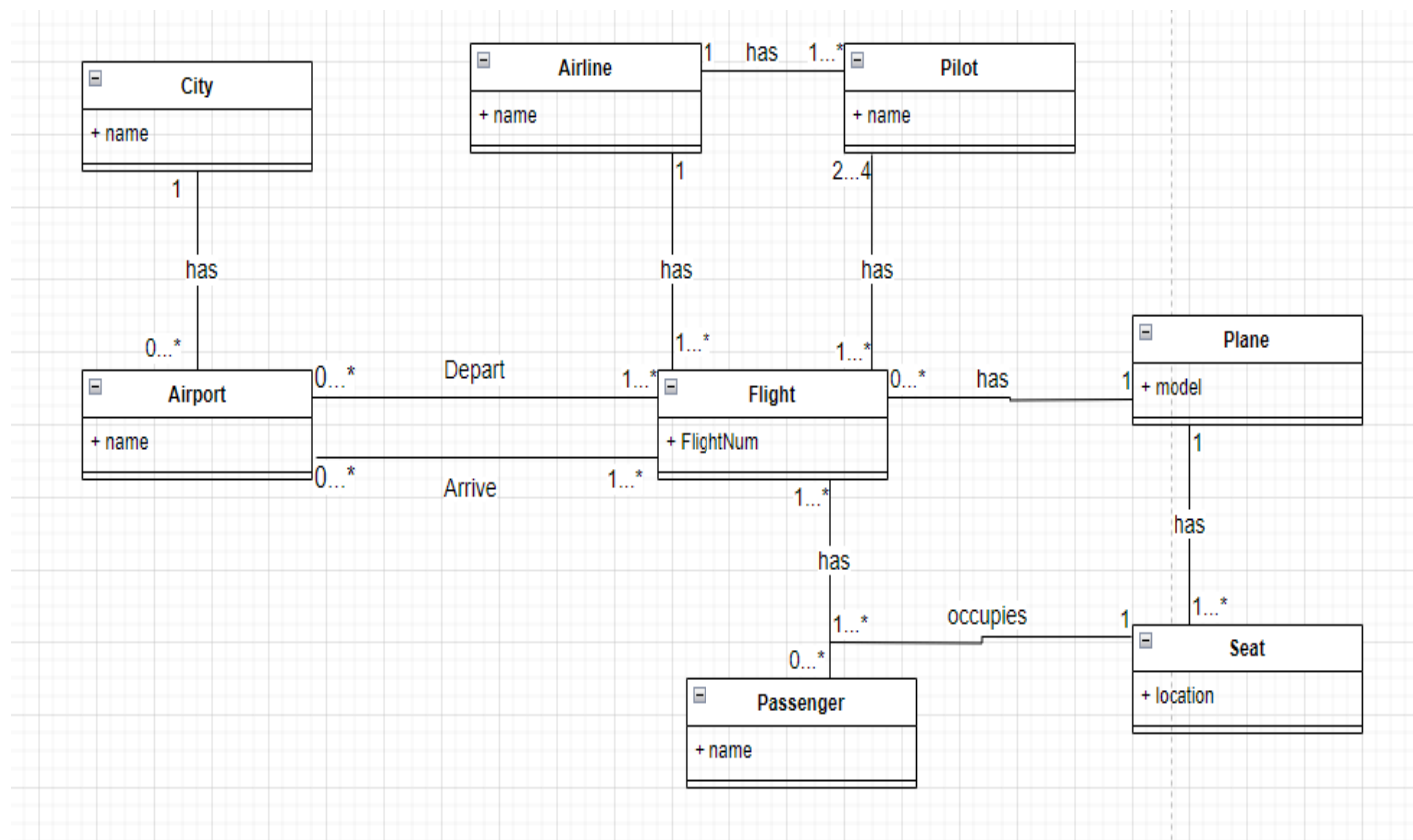
A polygon must have more than two points.

At Least 3 points are required to construct a polygon.

Yes, it does make a difference whether points are shared or not. If points are not shared its multiplicity will be (0...1).

Q.3 Figure 3 is a partially completed class diagram of an air transportation system. Add multiplicities in the diagram. Also add association names to unlevelled associations.

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Q.4 We want to model a system for management of flights and pilots. An airline operates flights. Each airline has an ID. Each flight has an ID, a departure airport and an arrival airport: an airport as a unique identifier. Each flight has a pilot and a co-pilot, and it uses an aircraft of a certain type; a flight also has a departure time and an arrival time. An airline owns a set of aircrafts of different types. An aircraft can be in a working state or it can be under repair. In a particular moment an aircraft can be landed or airborne. A company has a set of pilots: each pilot has an experience level: 1 is minimum, 3 is maximum. A type of aeroplane may need a particular number of pilots, with a different role (e.g.: captain, co-pilot, navigator): there must be at least one captain and one co-pilot, and a captain must have a level 3.

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