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Exercise 1
Part a)

User

+ setStrategy()

<<interface>>
Strategy

+ algorithm()

Strategy1

+ algorithm()
+ update()

Strategy2

+ algorithm()
+ update()

<<interface>>
Observer

+ update()

Observer

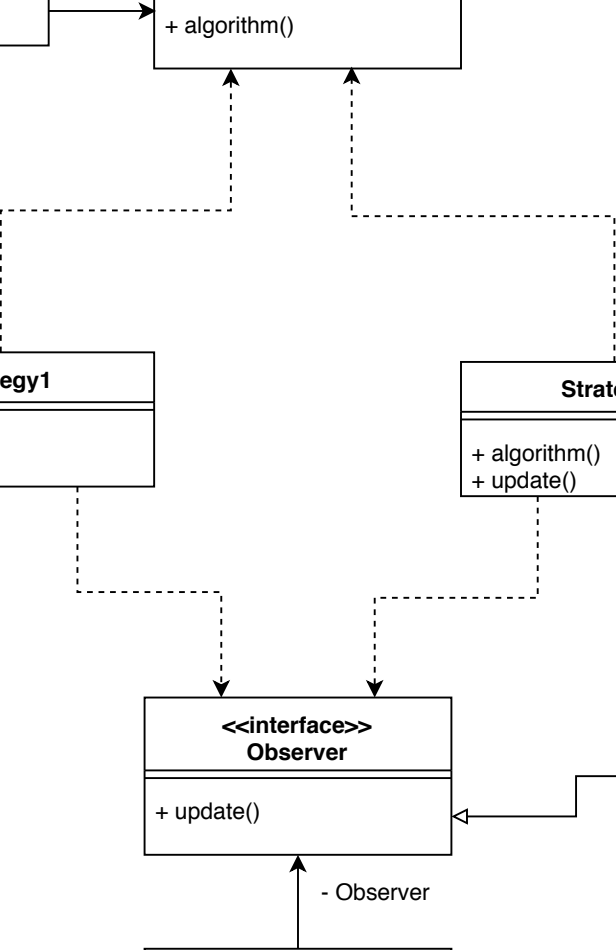
+ update()

<<interface>>
Subject

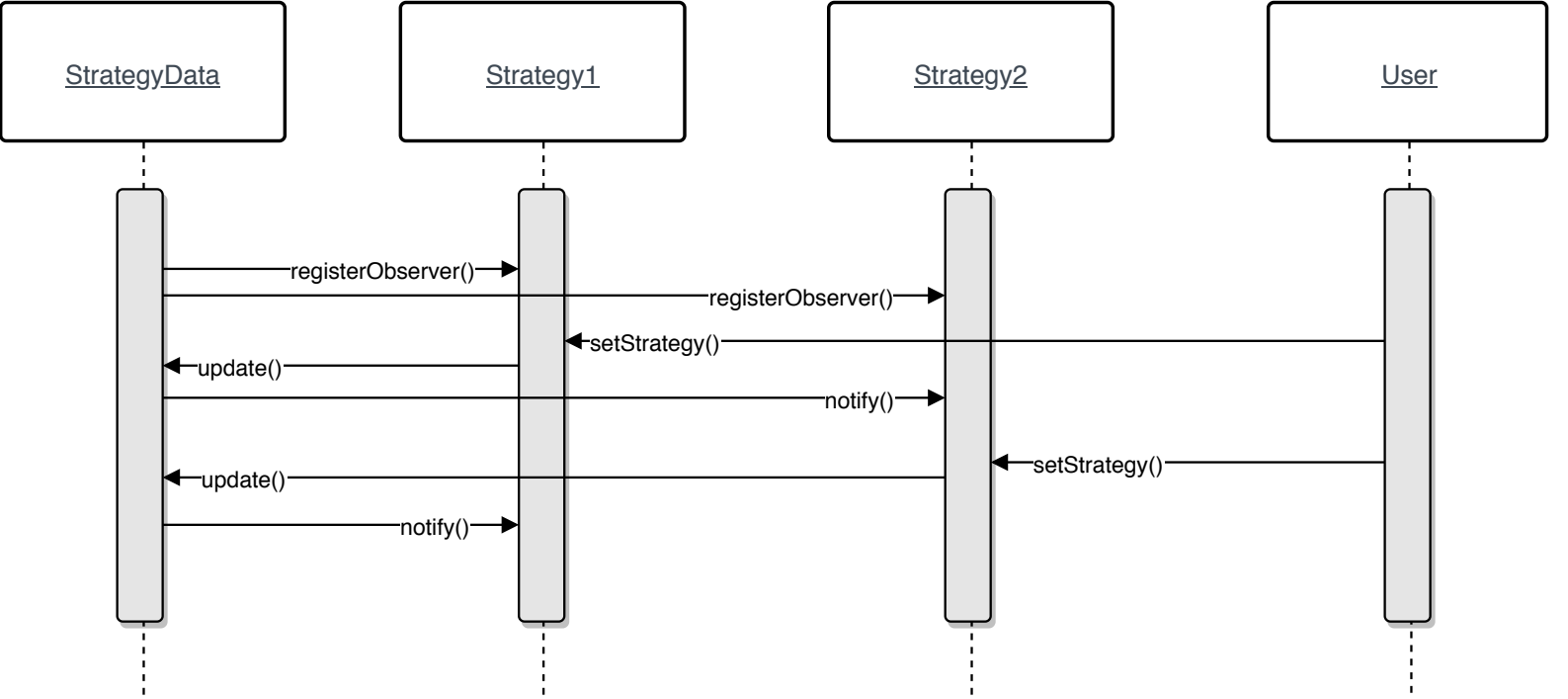
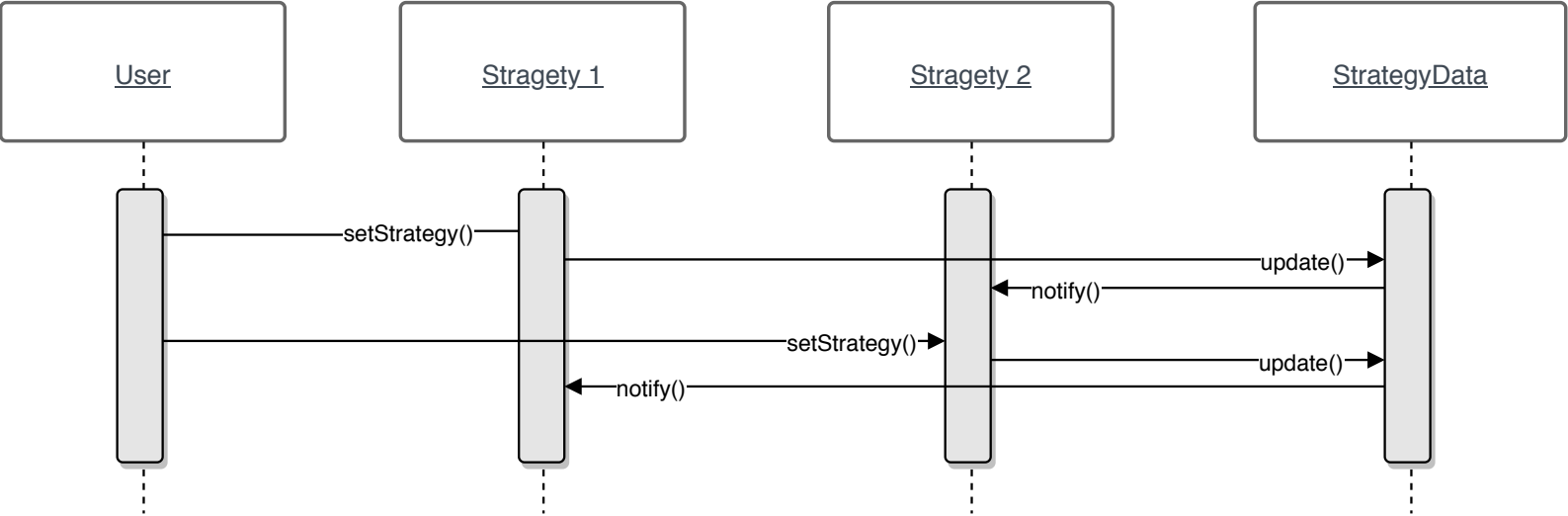
+ registerObserver()
+ removeObserver()
+notify()

StrategyData

+ registerObserver()
+ removeObserver()
+notify()



Part b)



Exercise 2

Part a)

Focus = $32\text{sp}/45\text{md} = 71.11\%$

Man Days = $15 \times 4 + (0.8)15 = 72$

$71.11\% \times 72\text{MD} = 51$ story points

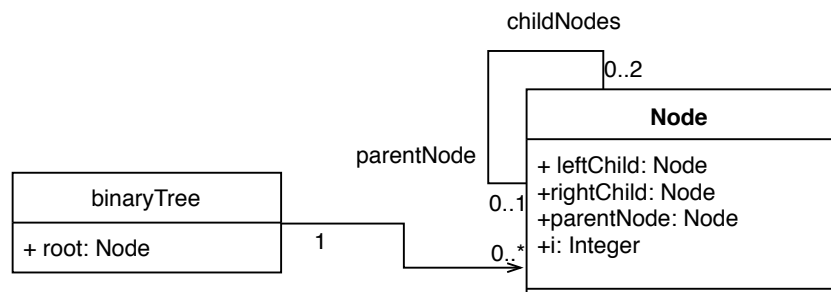
Part b)

For a new team, assume a focus of 70-80% (average 75%)

Part c)

Another way to estimate story points would be to represent difficulty with baked goods. The longer an item takes to bake, the more story points it represents. It is worse than poker because poker gives actual numerical representation, which is easier to understand.

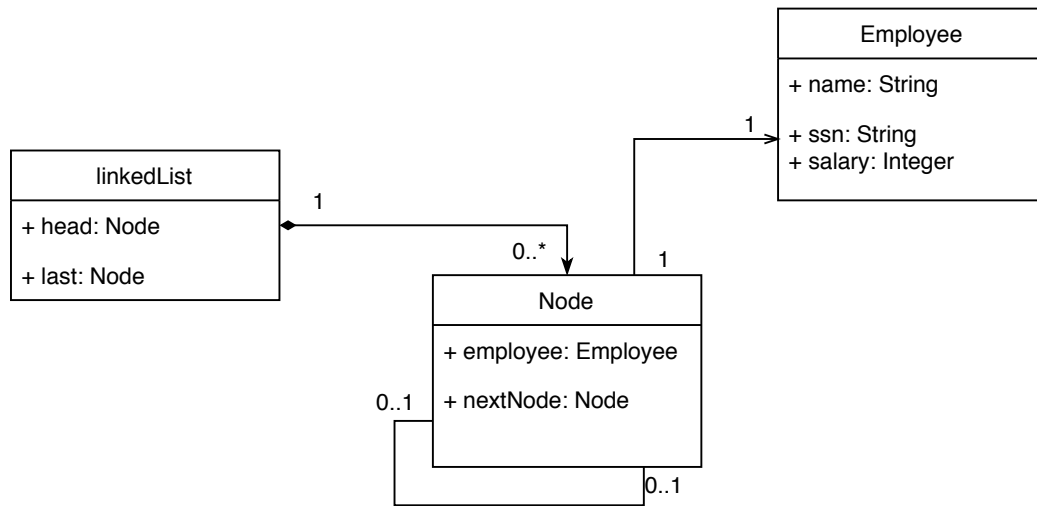
Part d)



```
Part e)
public class binaryTree{
    public Node root;
}

public class Node (Node n, Int integer){
    public Node leftChild l = new Node(this);
    public Node rightChild r = new Node(this);
    public Node parentNode = n;
    public int i = integer;
}
```

Part f)



Part g)

```
public class linkedList{
    public Node head;
    public Node last;
}

public class Node{
    public Employee employee;
    public Node nextNode;
}

public class Employee{
    public String name;
    public String ssn;
    public int salary;
}
```