

Golfer

- name; String
- homeCourse; String
- idNum; int
- numScores; int
- scores []; Score

- findScore(String date); int
+ Golfer()
+ Golfer(String name, String homeCourse)
+ setName(String name); void
+ setHomeCourse(String homeCourse); void
+ setID(int id); void
+ getName(); String
+ getHomeCourse(); String
+ getID(); int
+ addScore(String course, double rating, int slope, String date, int score); void
+ deleteScore(String date); boolean
+ getScore(String date); Score
+ lowestScore(); Score
+ toString(); String

Score

- courseName; String
- score; int
- date; String
- courseRating; double
- courseSlope; int

+ Score()
+ Score(String courseName, int score, String date, double courseRating, int courseSlope)
+ setCourseName(String courseName); void
+ setScore(int score); void
+ setDate(String date); void
+ setCourseRating(double courseRating); void
+ setCourseSlope(int courseSlope); void
+ getCourseName(); String
+ getScore(); int
+ getDate(); String
+ getCourseRating(); double
+ getCourseSlope(); int
+ toString(); String

Self Grading:

Good object oriented Design:	20pts
Coding standards:	10pts
Golfer class instance variables:	10pts
Golfer class methods:	30pts
Golfer class accessor and mutators:	10pts
Score class instance variables:	10pts
Score class accessor and mutators:	10pts
GolferTester class:	20pts
UML diagrams:	10pts
TOTAL:	130pts