Workshop I, grade 2
by Linda Ott Olander

The diagram has been created with the following use cases in mind:

1. Authenticate
A person wants to be authenticated as a role. So the User object can be one of the two roles (since we're only covering some of the use cases in this iteration) Secretary or Member. Therefore the User has an attribute named "Role".

4. Register Boat
The user who in this case is a member, can own 0 to many boats. The member needs to input size, type and an optional image so I've added these as attributes of the object Boat. The system presents the cost of the berth, therefore the object Berth has an attribute named "Cost".
The system updates the membership fee according to the number of boats that the user has registered. Since the membership fee is a derived value, I've marked this out and put MembershipFee as a derived attribute of the object User.

5. Remove Boat, 6. Change Boat
Since these use cases involve the same objects and properties as use case 4 I didn't think any addition or change was necessary.

8. Assign Berths
I'm assuming that the previous year's allocation of berths could be saved in a database. So this use case is already represented in the model.

10. Manage Calendar Event
I added a Calendar object with an "Event" attribute. Not all Users can manage or list a calendar event, only the ones with the role Secretary can do so. Therefore I've entered that a User can update, list or show zero to many calendar events.

11. List Calendar Events, 12 Show Calendar Event
Since the calendar events are presented with a title and start date, I've added the attributes"Title", "Start date" and "End date" to the Calendar object.