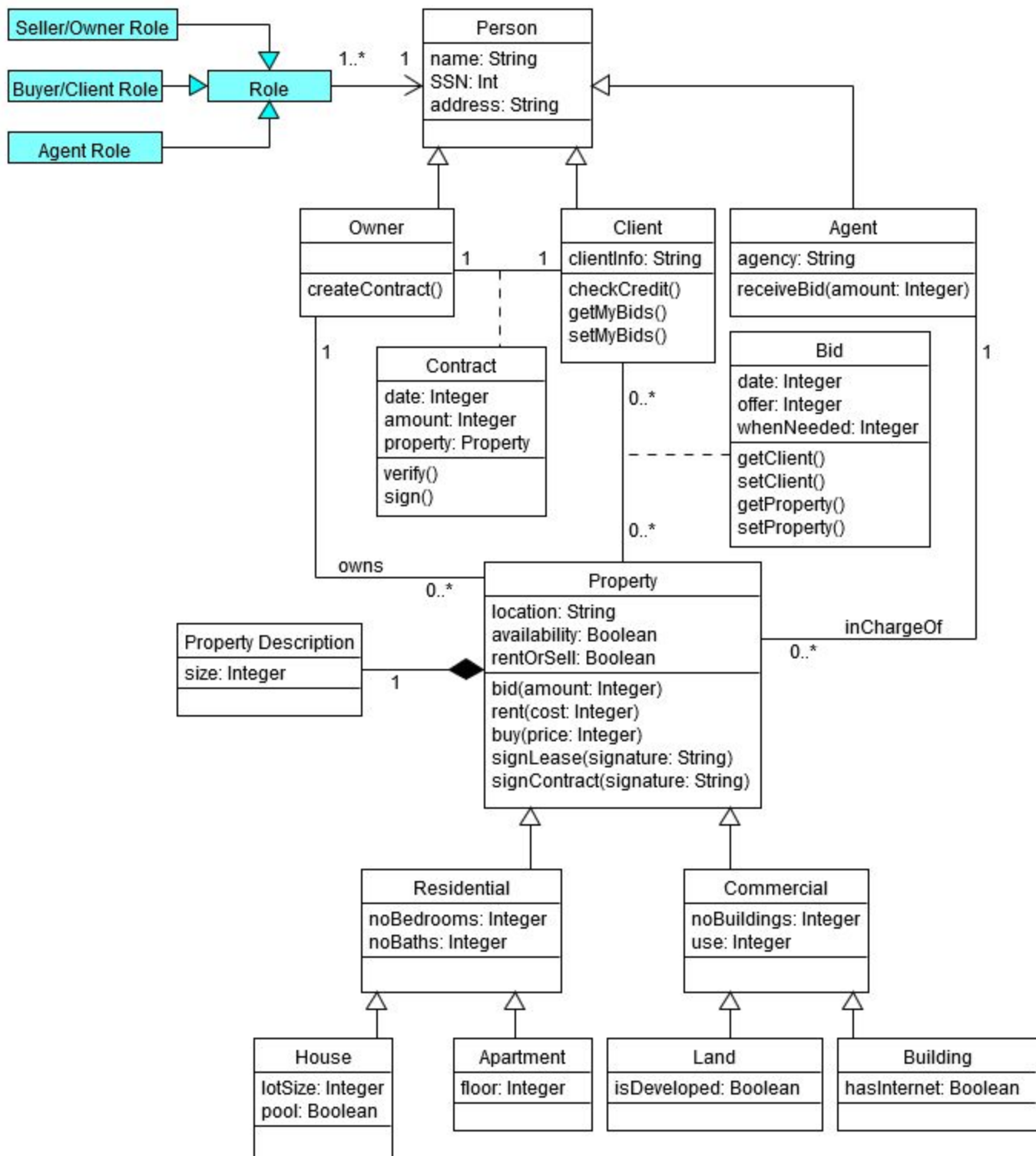
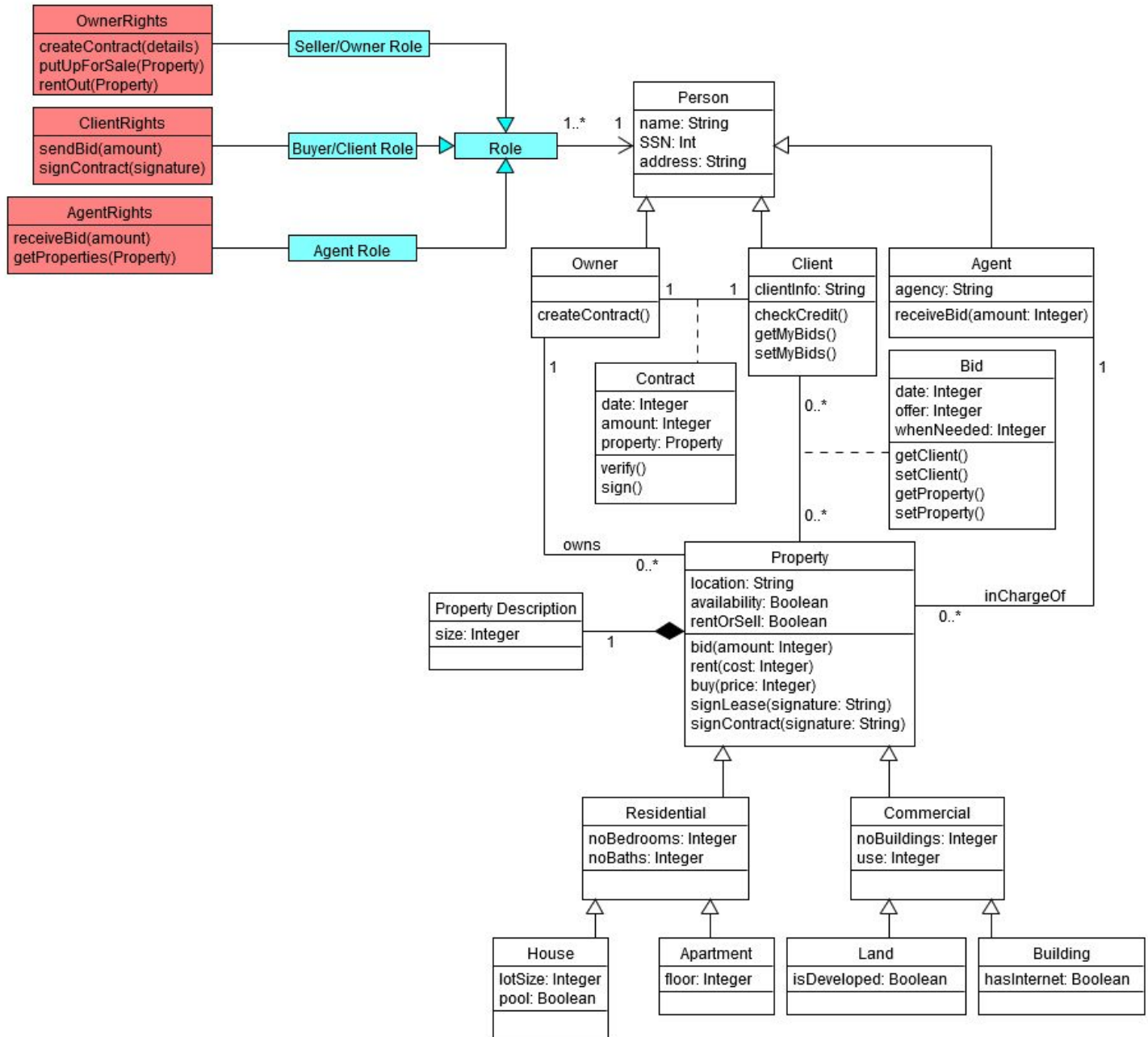


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Q1: Pattern addition is in cyan/blue for clarity. Used Player-Role pattern.



Q2: Additions are colored in red. An alternative may have been to connect the Person to the pre-existing Owner/Agent/Client classes via the Roles class (e.g. Person -> Roles -> Owner). I didn't find much information on "Role-Based Access control patterns", though, unless they're supposed to just be the Player-Role pattern. This pattern allows any Person to assume any of the three roles, thereby allowing the Person to buy, rent, sell, or be an agent. I assume that this was the goal, since allowing all of the roles to do anything that the other roles can do would defeat the entire purpose of having different roles entirely.



Q3: No mention was made of Security Administrators *making* any rights nor roles, so I assume that they should exist already and the Security Administrator's job is only to *assign* them.

