**UML Diagram**

**Q1.**

Team

Name (String)

Record(int)

re

**1**

Coach

Lvl. of acc. (String)

Yrs of exp. (int)

re

Team

Name (String)

Record (int)

re

**0..1**

Game

Score (int)

Location (String)

re

League

Leads by 2 6..12

play

**Q2.**

Movie Shop

Catalogue

Subscribers

Credit

Users

Movie

**Q3.** Progs2.java have better design consideration because when initiating an instance variable, it should be declared as private in order to restrict visibility. It prevents the information from being accessed outside of the class, therefore, it should be private instead of public.

**Q4.** In prog3.java, it is a bad implementation because there is a lack of cohesiveness within the class. This is because there are unrelated functions contained within that class that is unnecessary and should be either be removed or placed into another separate class of its own. When rewriting the code, it should be:

Class MyReader {

public String readFromDisk(String fileName) {

return "data of " + fileName;

}

public String readFromWeb(String url) {

return "data of " + url;

}

public String readFromNetwork(String networkAddress) {

return "data of " + networkAddress;

}

}