

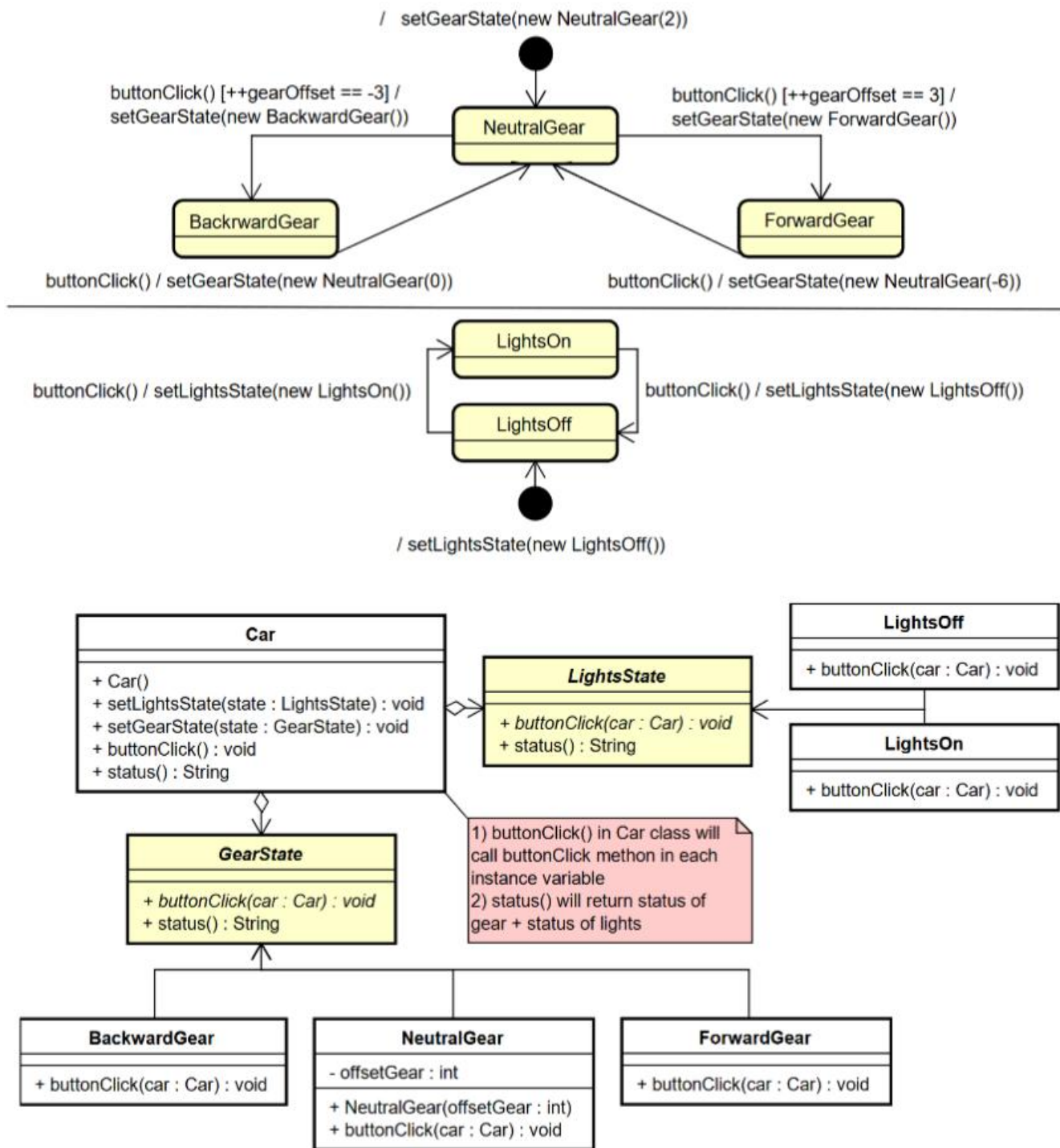
Billy's Car

Select a version (A – F) from the following pages – and implement Billys Car following the Statemachine diagram and the class diagram exactly as it is

If it cannot be implemented exactly like the diagrams, then specify (very precise) what is missing and send this to the group providing the diagrams.

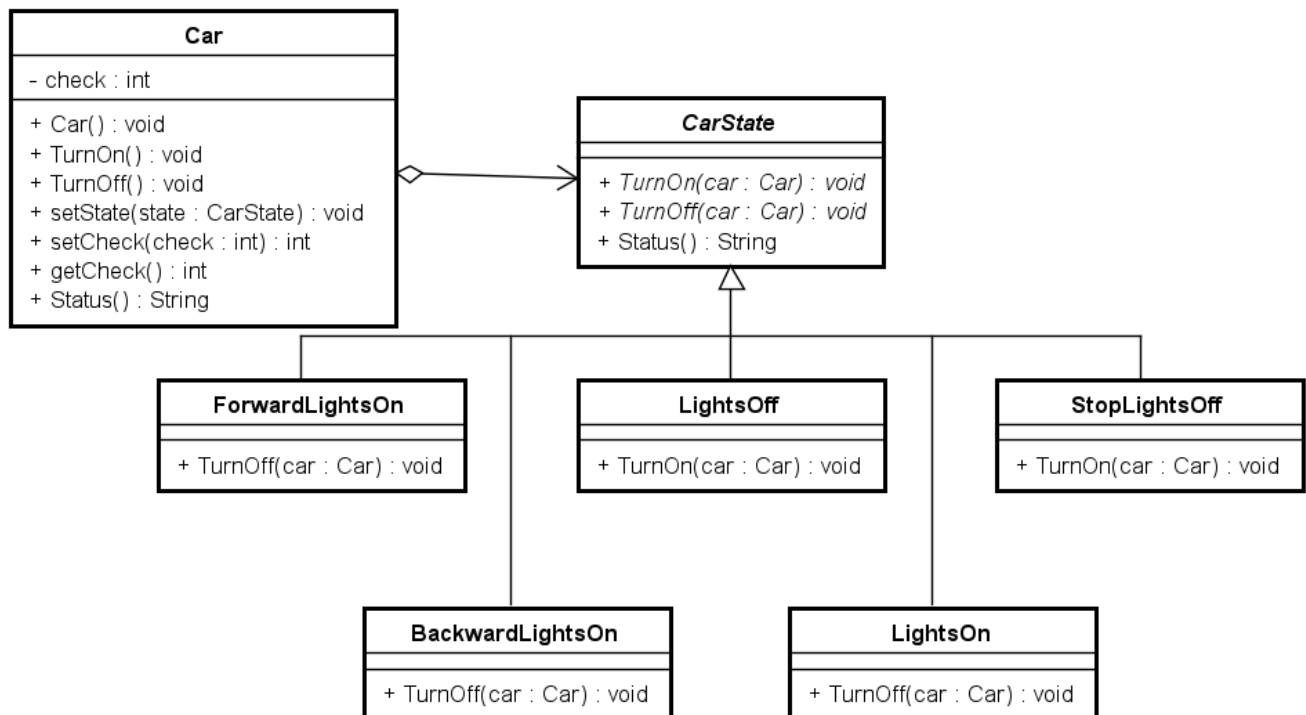
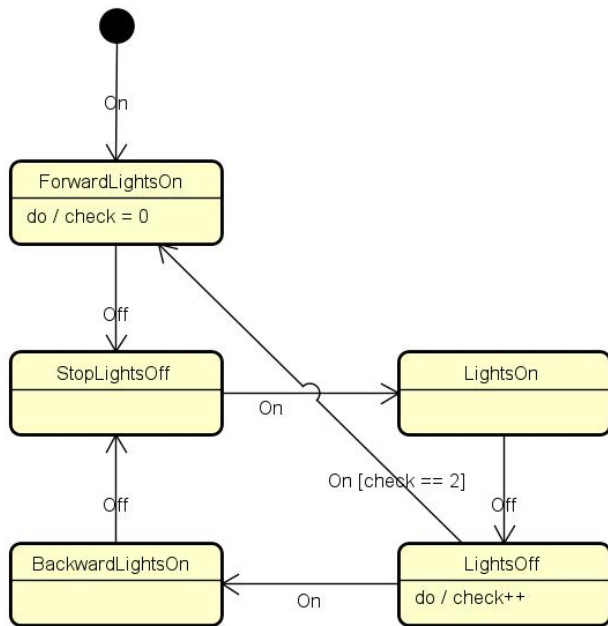
Billy's Car

Version A (Group 5)



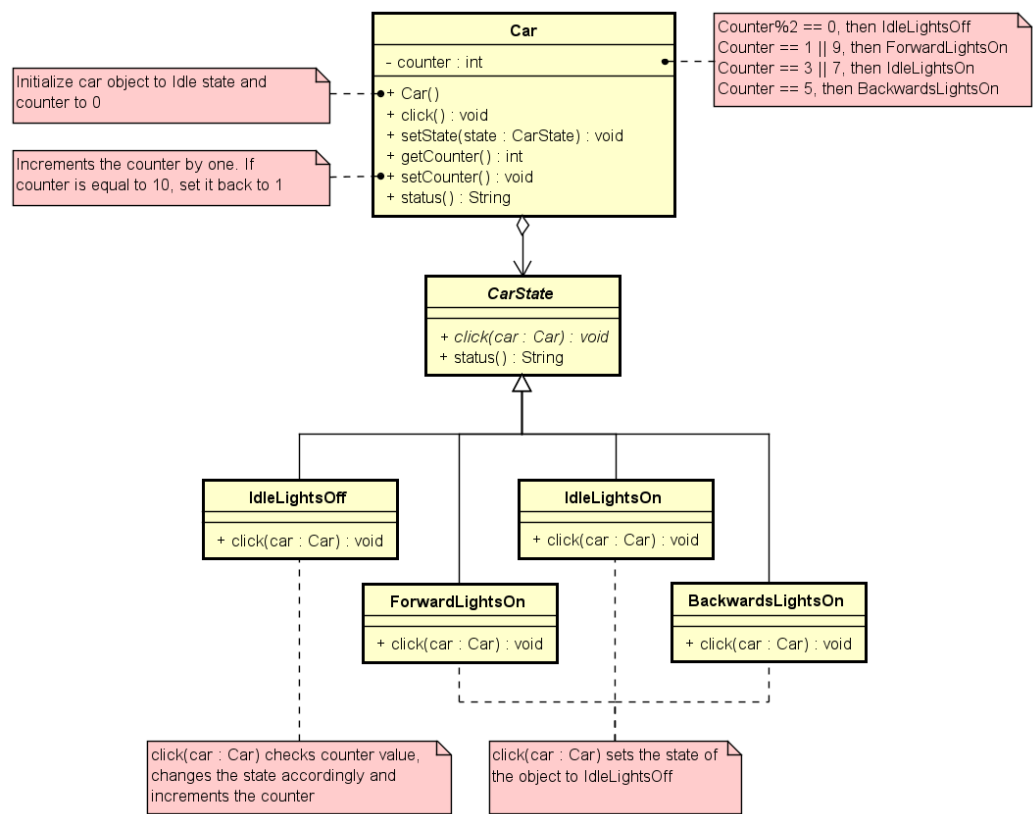
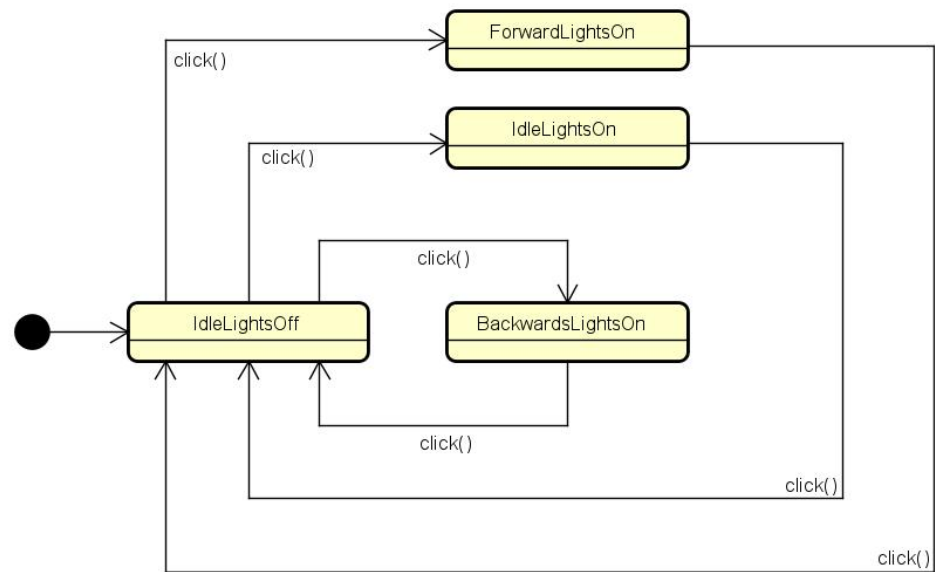
Billy's Car

Version B (Group 3)



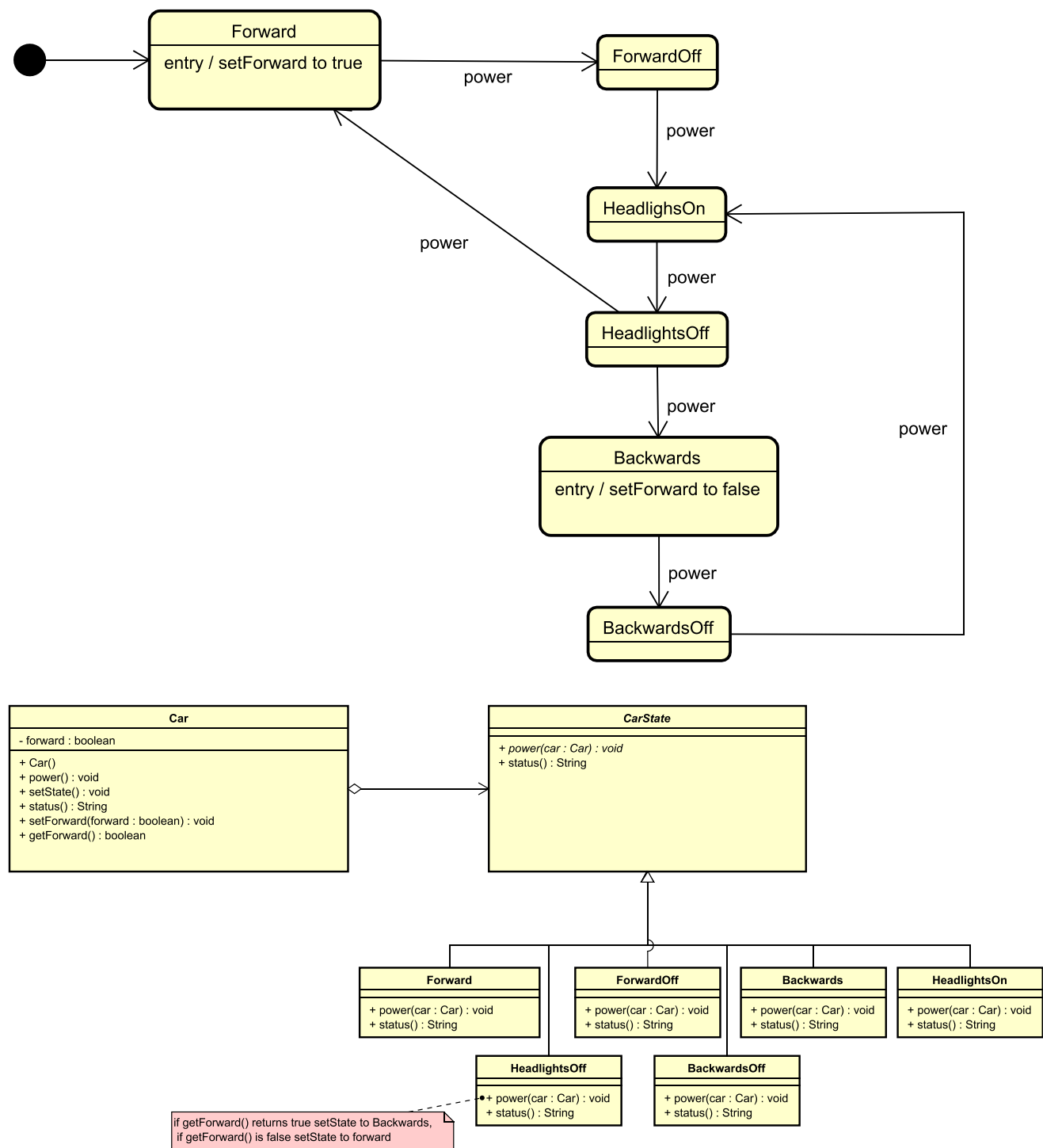
Billy's Car

Version C (Group 1)



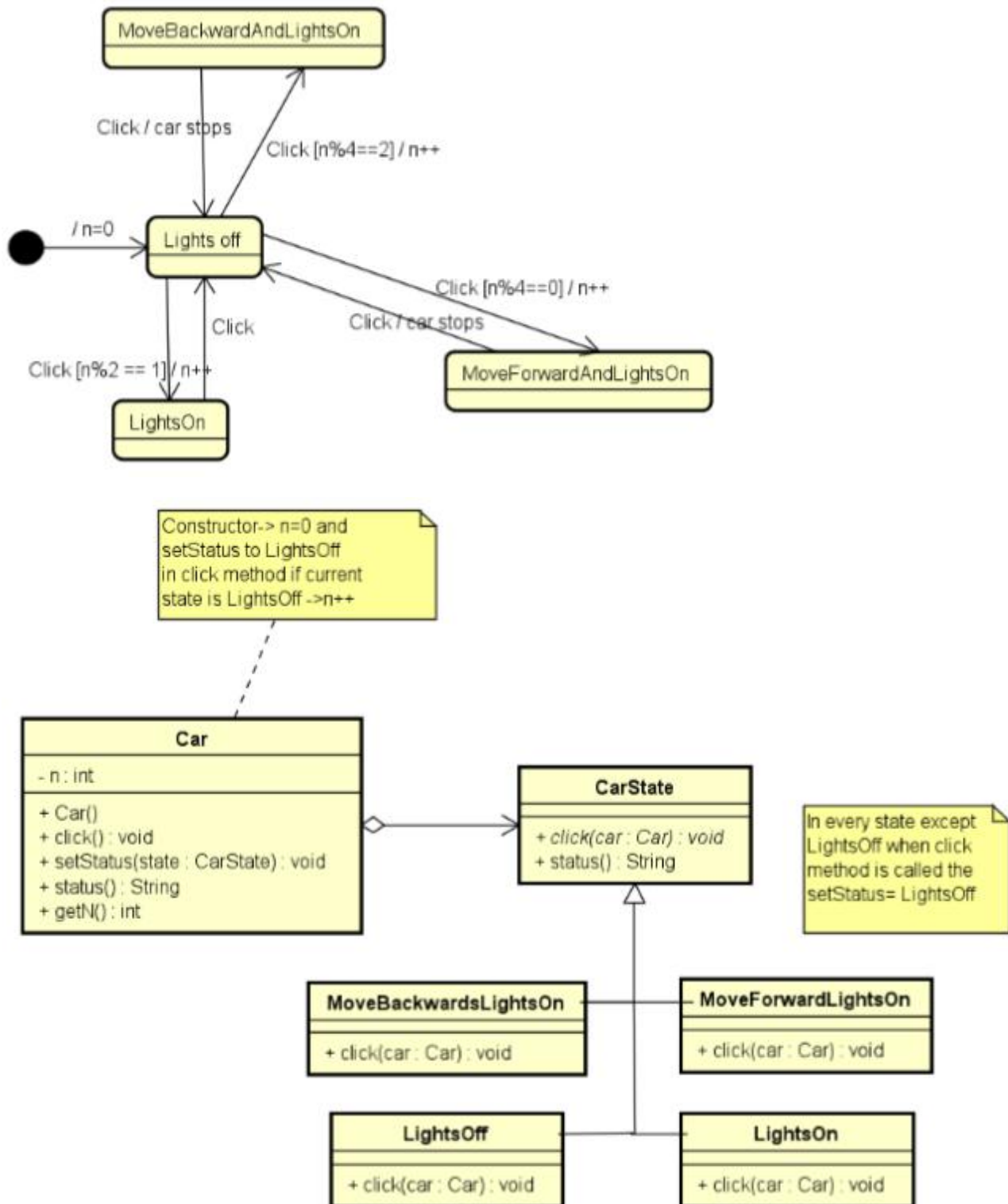
Billy's Car

Version D (Group 9)



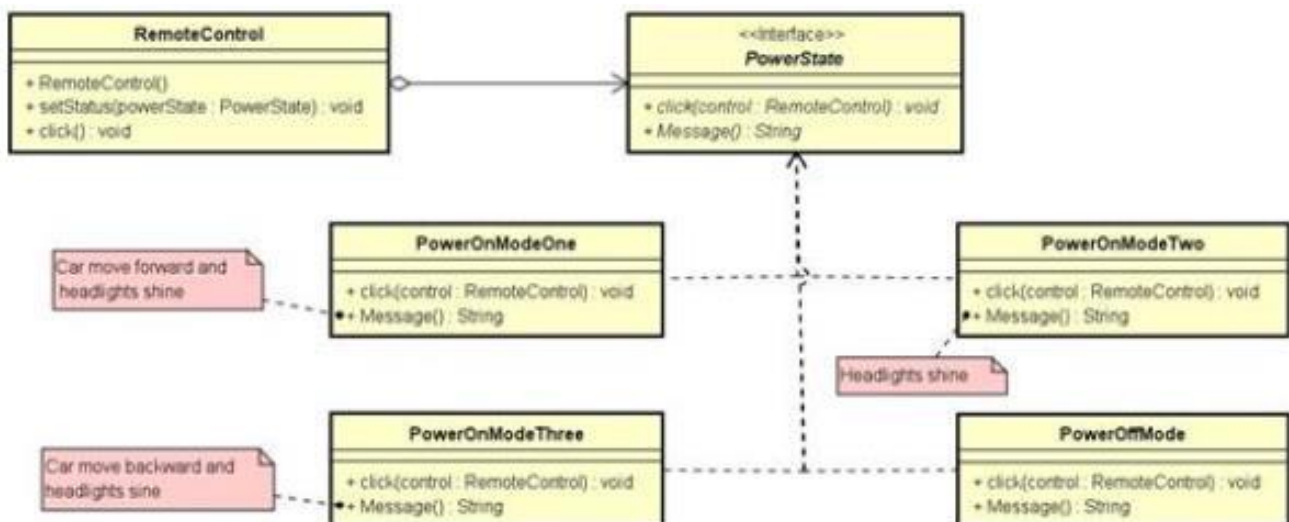
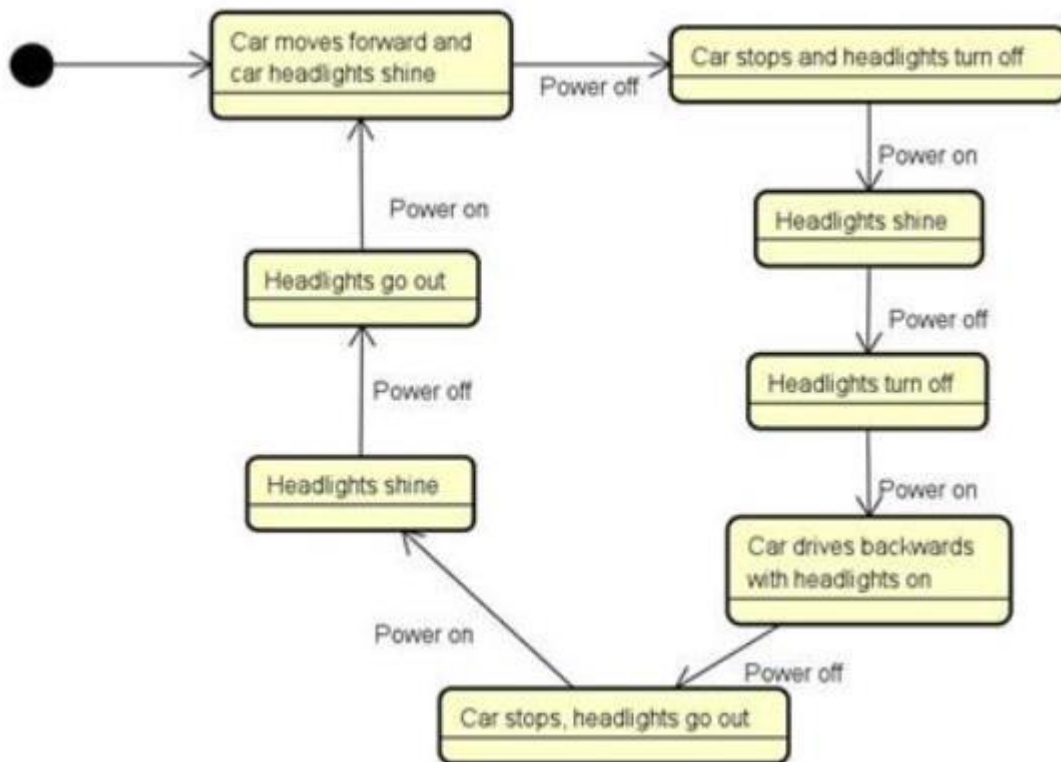
Billy's Car

Version E (Group 7)



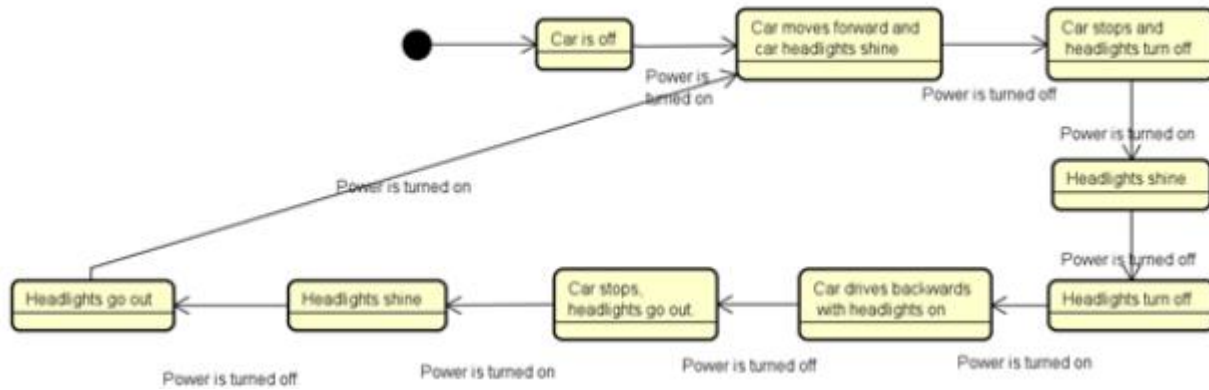
Billy's Car

Version F (Group 6)



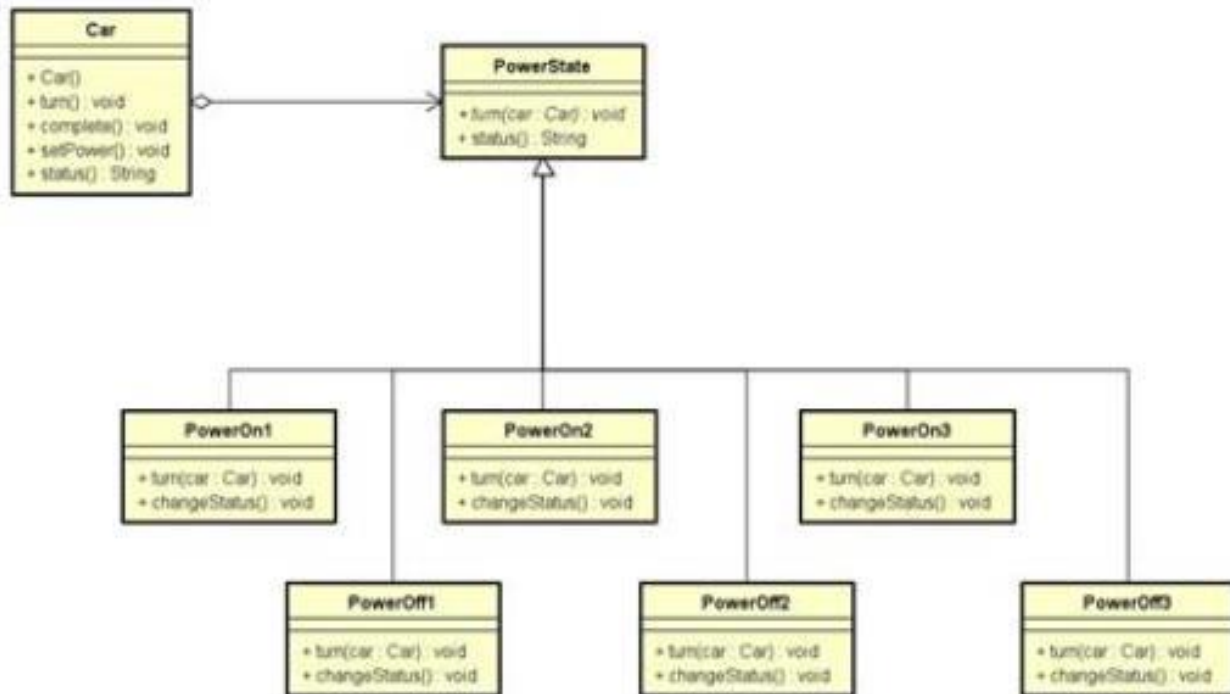
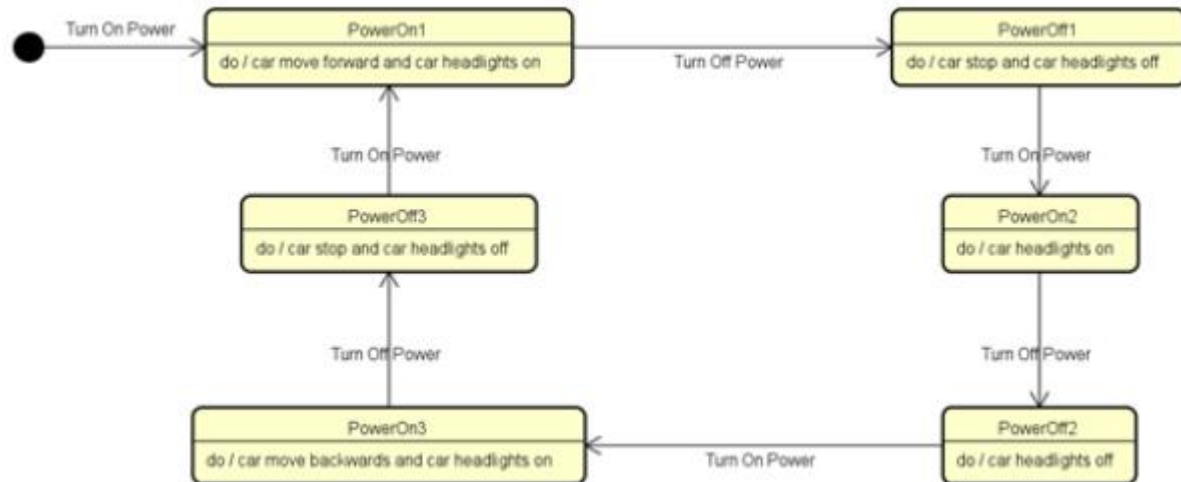
Billy's Car

Version G (Group 2)



Billy's Car

Version H (Group 4)



Billy's Car

Version I (Group 8)

