Course: Design of Software Systems (2017)



Kind: Assignment 1

Team Size: 1

Hand-in: PDF, mandatory

## **Preamble**

This work sheet comprises of Task 1 and Task 2.

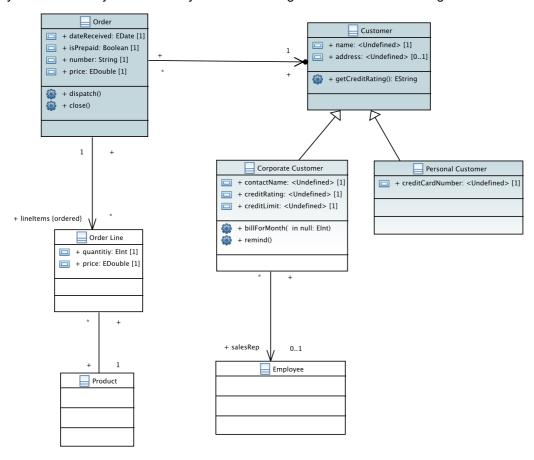
Task 1 and Task 2 are to be submitted as an Assignment on Blackboard.

Please note: in class, you might work individually or in pairs, i.e., 1 person or 2 persons. But each student submits a single PDF with the following:

- 1. Class diagram from Task 1
- 2. Sequence diagram from Task 2

## Task 1 UML Class Diagram: Reading and Modeling

The first task you have to carry out is to analyze the class diagram below and redrawing it:



- 1. Before you start modeling the diagram, please analyze the given class diagram, and reflect on:
  - a. What the class diagram is about;
  - b. Roles;
  - c. And multiplicities.
  - d. Anything missing/unclear?
- 2. Redraw this class diagram in a tool of your choice.

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## Task 2 UML Sequence Diagram: Code → Model



In the following, you find a small (pseudo) code snippet:

```
procedure dispatch
    foreach (lineitem)
        if (product.value >$10k)
            careful.dispatch
        else
            regular.dispatch
        end if
    end for
    if (needsConfirmation) messenger.confirm
end procedure
```

## Your tasks are:

- 1. Read and analyze the code snippet provided.
- 2. Show/draw the given piece of (pseudo) code in a Sequence Diagram using a tool of your choice.