Names:-

1- Ahmed El-Sayed Mahmoud Mohamed (5)

2- Ahmed mohamed Abdou Hafez El-masRy (10)

3- Mohamed Ahmed Abd El-Twab sultan (52)

4- Mohamed Samir Shabaan (56)

5- Mohamed MAGdy Housny (62)

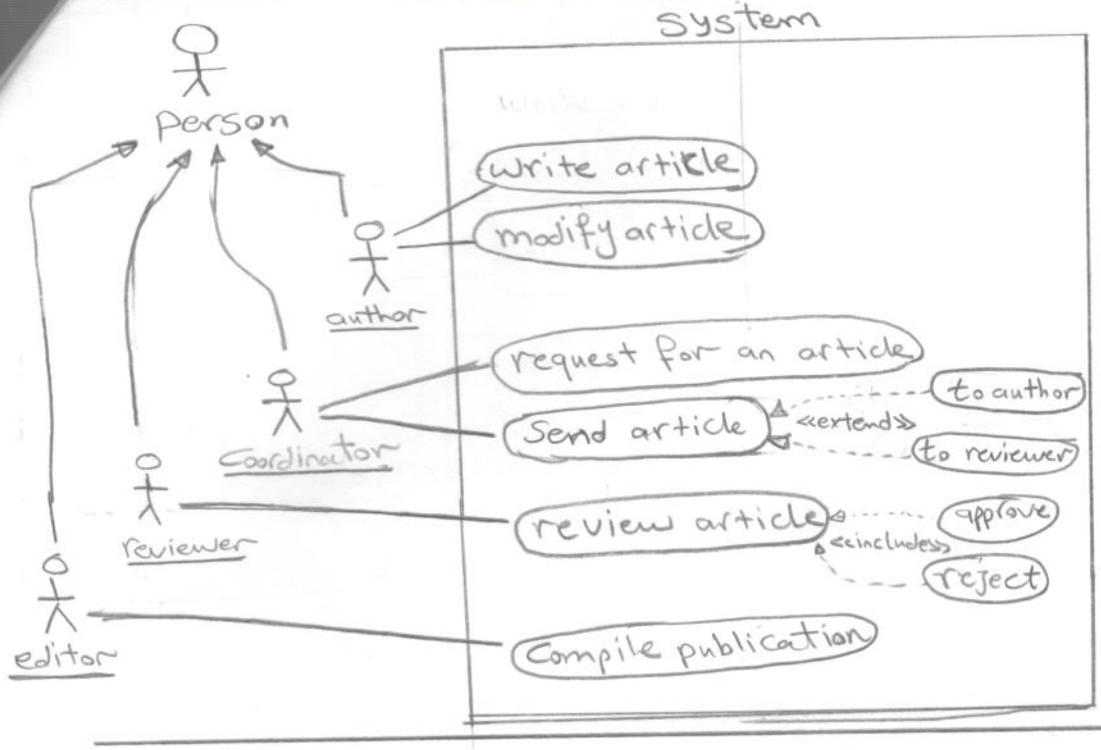
2007

A

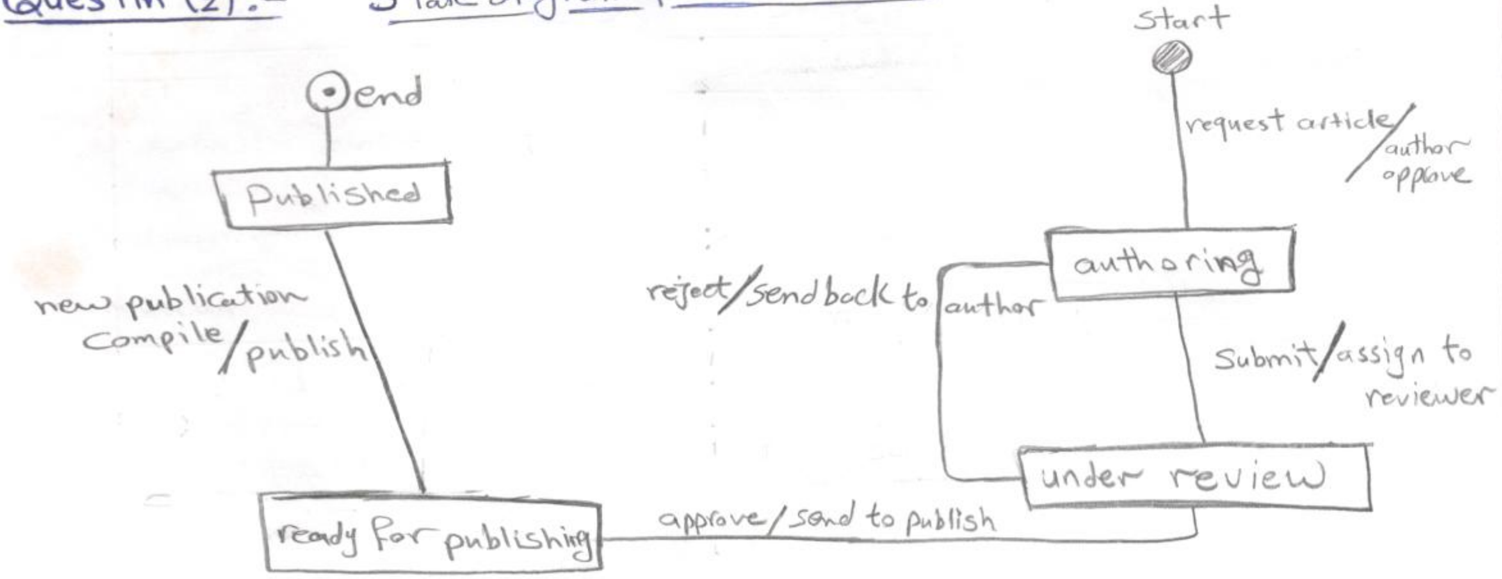
article-Set State(this);

2007

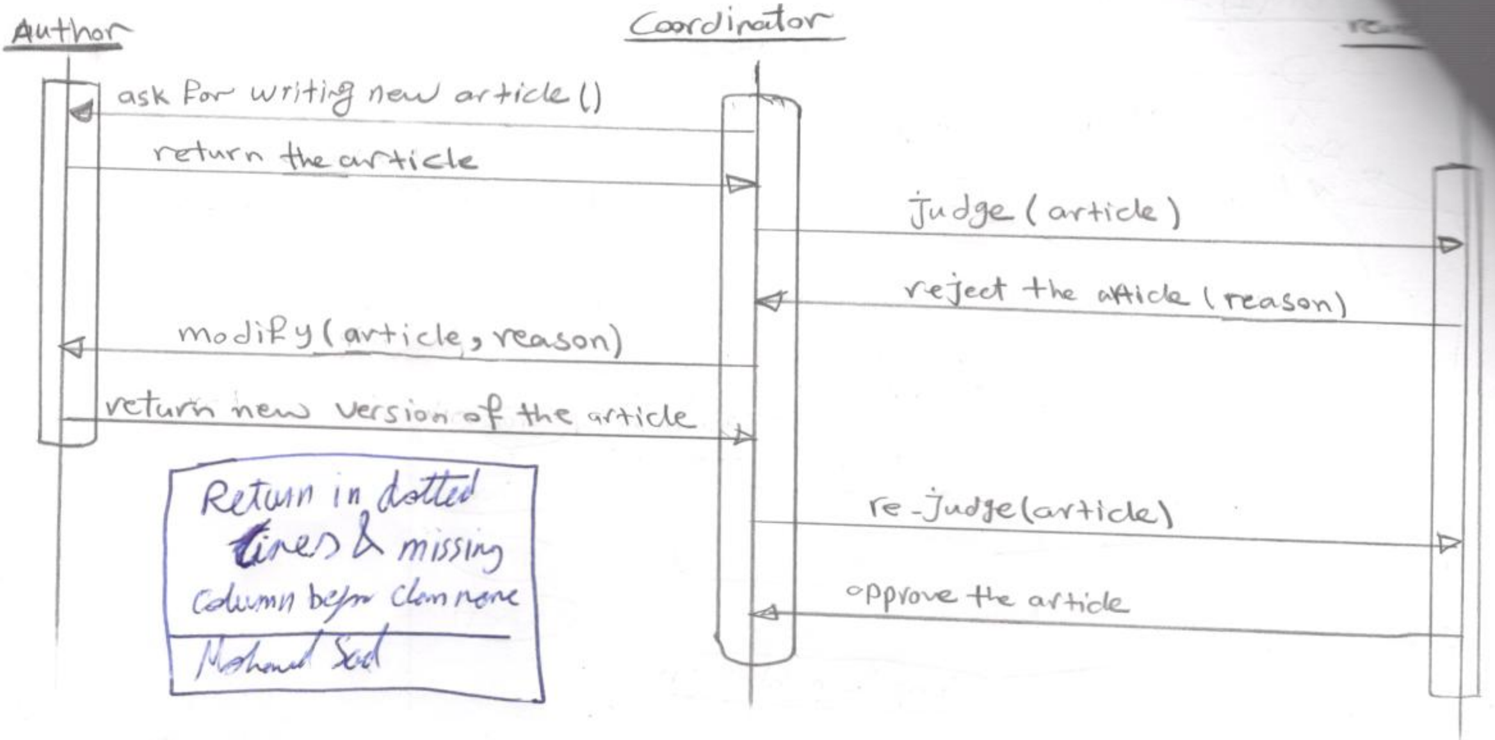
uestion(1):- use Case diagram



Questin (2):- State diagram for an article


start
request article/author oppove
authoring
Submit/assign to reviewer
under review
reject/send back to author
approve/send to publish
ready for publishing
new publication compile/publish
Published
end

Question(3):- UML sequence diagrame (senario diagrame)



Return in dotted lines & missing column befor class name

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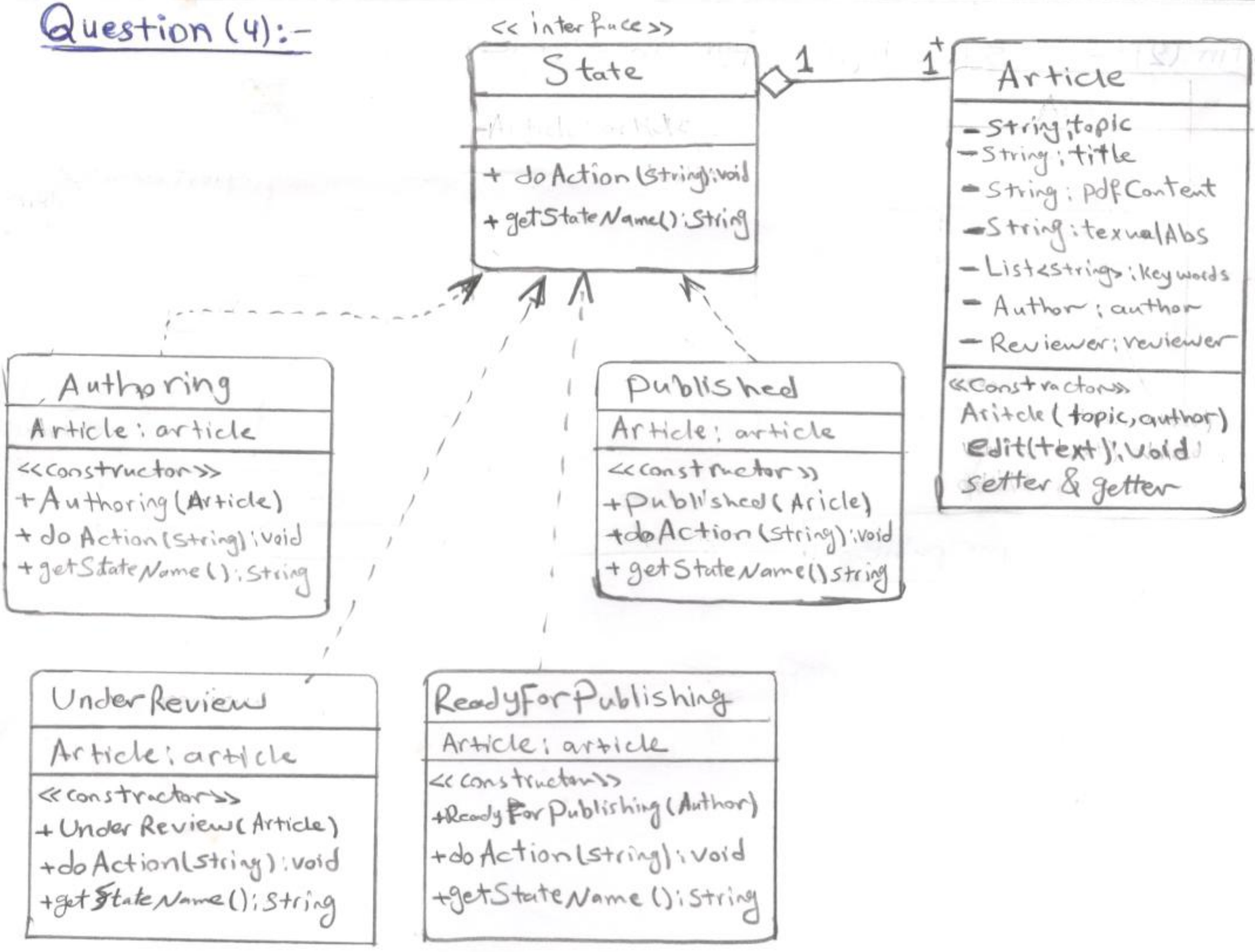
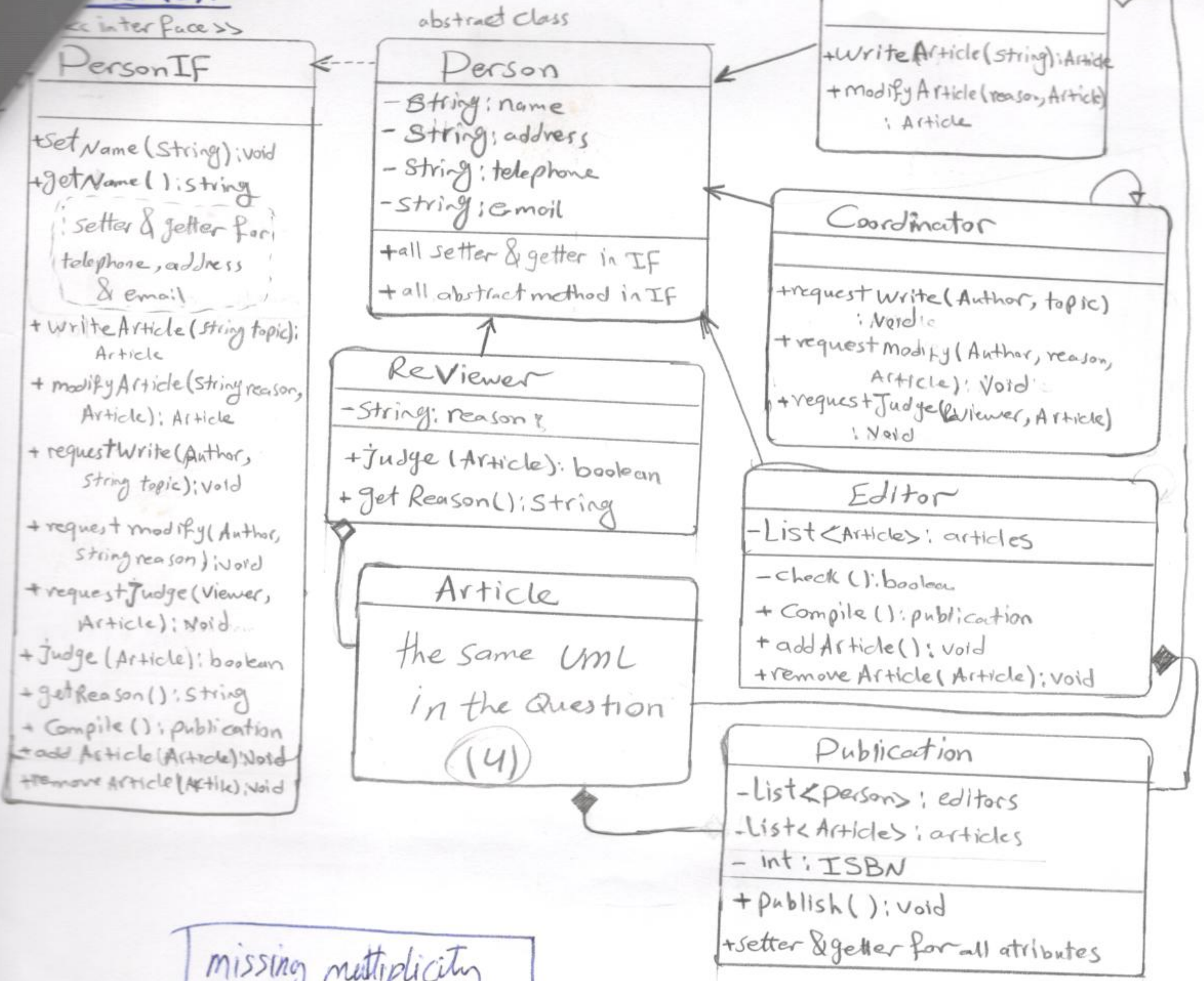
Question (4):-



tion (5):-



<< interface >>
PersonIF
+set Name (String) ; void
+get Name ( ) ; string
setter & getter for telephone, address & email
+ Write Article (String topic): Article
+ modify Article (String reason, Article): Article
+ request Write (Author, String topic): void
+ request modify (Author, String reason) ; void
+ request Judge (Viewer, Article) ; Void
+ Judge (Article): boolean
+ getReason () ; String
+ Compile () ; publication
+ add Article (Article) Void
+ remove Article (Artile) ; Void
abstract class
Person
- String : name
- String : address
- String : telephone
- string : email
+ all setter & getter in IF
+ all abstract method in IF
Author
+ Write Article (string) : Article
+ modify Article (reason, Article) : Article
Coordinator
+ request Write (Author, topic) : Void
+ request modify (Author, reason, Article) : Void
+ request Judge (Reviewer, Article) : Void
ReViewer
- String : reason ;
+ Judge (Article) : boolean
+ get Reason () ; String
Article
the same UML in the Question (4)
Editor
- List<Articles> : articles
- check () : boolean
+ Compile () : publication
+ add Article () ; void
+ remove Article (Article) ; void
Publication
- List<person> : editors
- List< Articles> ; articles
- int : ISBN
+ publish ( ) ; void
+ setter & getter for all atributes

missing multiplicity
1* 1+ 0* ....

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Question (6) :

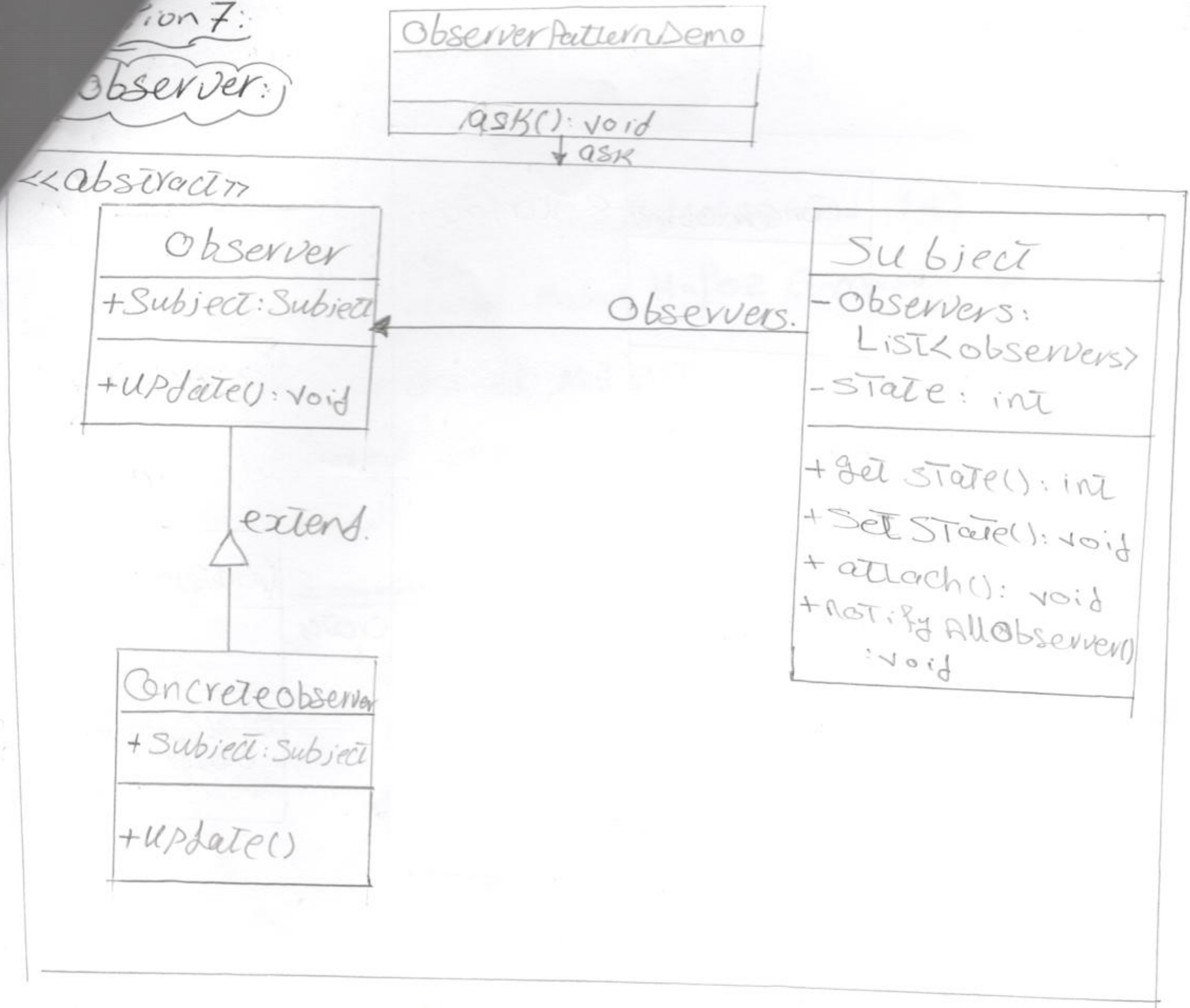
```
public interface State {
        public void doAction(String action);
        public String getStateName();
 }

public Class AuthoringState implements State {
        private Article article;
        public AuthoringState (Article article) {
                this.article = article;
        }
        @Override
        public String getStateName() {
            return " Authoring State";
        }
        @Override
        public void doAction (String action) {
            article.set State (this);
            System.out.Print ln( action);
        }
 }
public Class ReadyForPublishingState implements
                                           State {
          private Article article;
          public ReadyForPublishingState (Article ar) {
              this.article = ar;
          }
         @override
           public String get State Name() {
                return "Ready For Publishing";
         }
         @override
            public Void doAction (String action) {
                  article-set State(this);
                  System-out-Println(action);
            }
 }
```

```
public class PublishedState implements State{
        private Article article;
        public PublishedState(Article article){
            this.article = article;
        }
        @Override
        public String getStateName(){
            return "published State";
        }
        @Override
        Public void doAaction(String action){
            article.setState(this);
            System.out.println(action);
        }
}
public class UnderReviewState implements State{
        Private Article article;
        Public UnderReviewState(Article article){
            this.article = article;
        }
        @Override
        public String getStateName(){
            return "Under Review State";
        }
        @ @Verride
        public Void doAction(String action){
            article.setState(this);
            System.out.println(action);
        }
}
```

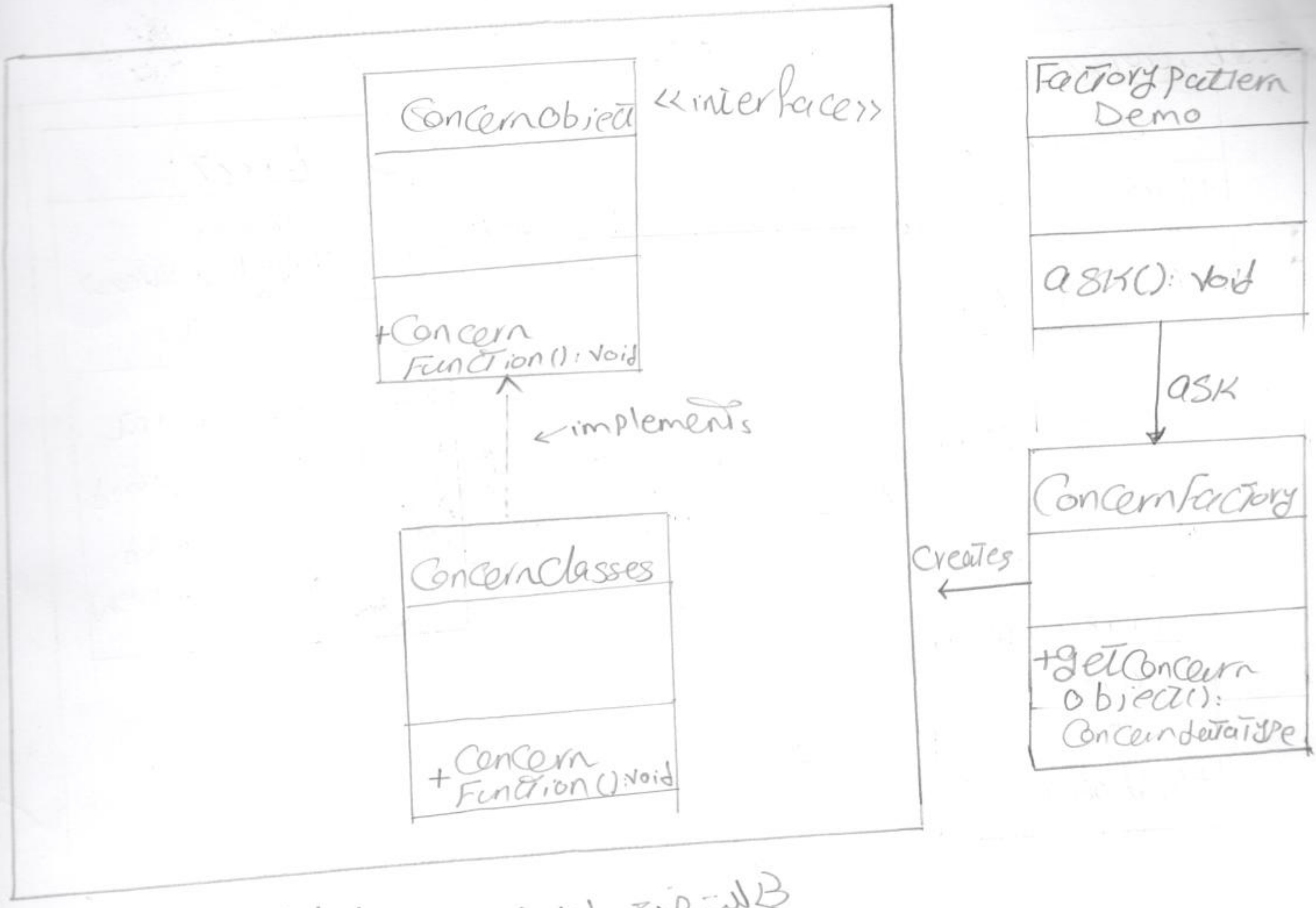
tion 7:

Observer:

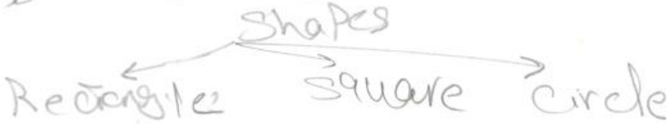


*b: Factory.

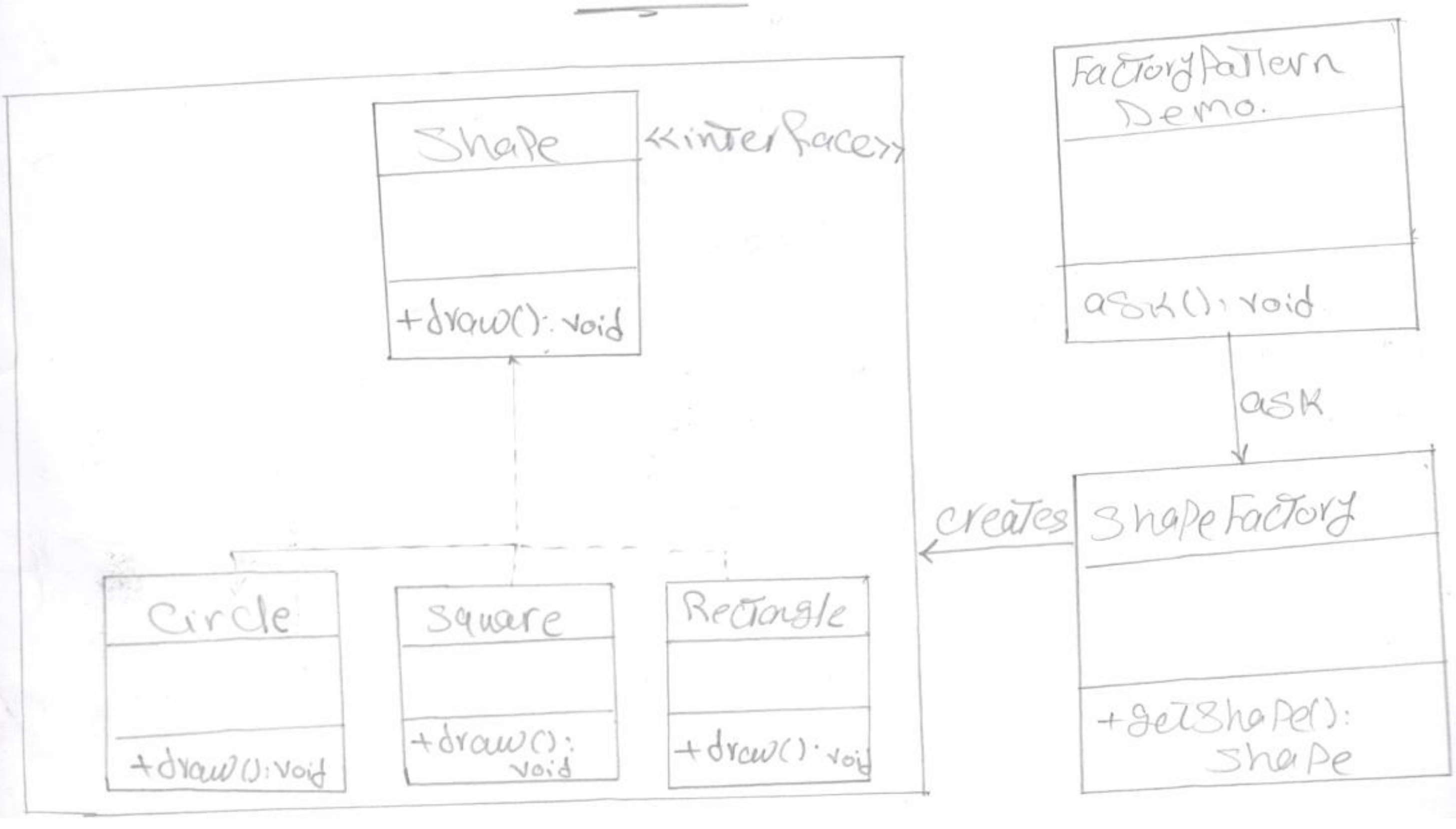
"General"



للتوضيح: إذا أردنا استخدام ال Factory في إنشاء ال



"UML"



Shape
<<interface>>
+draw(): void
Circle
+draw(): Void
Square
+draw(): void
Rectangle
+draw(): void
Factory Pattern Demo.
ask(): void
ask
creates
ShapeFactory
+getShape(): Shape