**Team name:**

**Computer Science II  
Project Design Template**<Instructions: Include sections 1 to 4 for each class the program will include. Remove all text marked in blue>.

1. **General Information**

|  |  |
| --- | --- |
| **Package** |  |
| **Name of class** |  |
| **Developer name** |  |
| **Programming language** |  |
| **Class dependencies (includes)** |  |
| **Class description and objective** | <Provide a short class description> |

1. **UML Diagram**

<UML diagram for the class, including all attributes, methods, parameters, access modifiers, etc. >

1. **Relevant methods:**

<Select relevant methods to understand the class functionality. Skip constructors, setters, and getters unless there is something very relevant to include>

1. **Window design**

<If the class implements a GUI, include a draft of how the Window will look. Include text boxes, input fields, and images. You may attach mockups>