	Omkar Gurav		
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	mapanana lawaxba-	SDM Theory 1	Assignment 2
	on & MTA Arons	amalani : atorido p	a wallot sobiens)
21.	Insurance system	provides vehicle in	surance to the owner.
3	Initially the cust	omer fill the for	n which has vehicle
	dataile & ounsale	datala This is too	nation is submitted to
_	details & owners	yerails, Inis intoxi	line to various insurance
	agent the agent	sends the inform	ation to various insurance.
	companies. The co	ompanies quote th	e insurance. The agent
	sent best polic	y & give it to own	es. Draw activity
	diagram with s	wimlane & other	applicable notations
	0		
_	Customer	Agent	Insurance comp
			Paris Company
	9	()±n0	
	Lacin		
	Login		7 - 11 - 7
	FILC	E 12-005-71-3	
	fill form	adonien :	
	Fill whicle &		
	fill vehicle for owner details		
	submit to agent	The state of the s	
	Supmit a sport	the analysis control and the source and the control and the co	
		send into to insurance	Lange to December 1
		Comp	Read details
			V
		dasshir	quote insurance
	*		Send to agents
		1/ ()	AND THE THE
		Read quote	
		V.	
		Select best quality	12: Kcq00s1
		Gha ala	
	Check	Give policy to Customer	La Temin
	Policy	(Swaring)	
	ll X		

Q.2. Draw	Draw ATM Sequence diagram for withdrawal management						
Consid	Consider Following objects: Customer, bank, ATM & account: Use structure control tag.						
Use							
61 -0.00	Hindre at anity and the state of the same and a single state o						
- Hind							
Ban	k client ATM	Machine 1	Account	Checkin Accoun			
Harris and	CHO/C	Tractive 1	Add a	nnames .			
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ast.	1. Request Kind()	1 & annimiel	· m	ancombl			
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	3. Request ant()						
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	1. t. Enter ant ()						
		5. Process	1	9年			
		Esansactio	6.W.A	draw from			
		. !	check	in Account)			
		1	7.Wil	draw cessful			
		8. Transacti		cessiw			
		Successfi	ıl				
	9. Dispense cash()	ata ha					
とはまか	cash()						
aneneu20	Stole Parked deler	, 1					
	10. Reguest takeous	Sh					
to day te				1			
	II. Take cash()	Sould hose					
	4						
	12. Request continuo	ction					

Date: Page No.: Q.3. Explain creator & information expert pattern. O Creator: Creation of objects in object oriented design is one of the most common activities in an object oriented system Which class is liable for producing objects is a vital Property of the association amongst objects of particular classes. Generally, a class B should be liable for creating instance of class A if one or preferably more of the following apply-Dinstances of B consists or compositely aggregates Dinstance of A. Dinstances of B record instances of A Dinstances of B closely use instances of A 2 Information expert: It is a principle used to determine where to delegate responsibilities. These responsibilities contain methods, compute fields & so on. Using the principle of information expert general approach to assigning responsibilities is to look at a given responsibility, determine the information needed to fulfil it & then determine where the information

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	is stored.
	It will lead to placing the responsibilities on the class with the most information required to fulfill it.
Q.4.	Explain Strategy & state GOF pattern.
	Ostrategy Pesign Pattern:
e mbleni Ric	① Pattern name → Strategy ② Classification → Behavioural Pattern ③ Intent → Strategy pattern defines a family of algorithms summarize each algorithm & make them
	Substai tutable: (P) Also known as > Policy (S) Motivation >> In majority of situations, classes vary in their behavious. For getting Facility of selecting an algorithm in run time the algorithm should be suggested & organised
	in separated classes in case of Fluctuating classes. (B) Applications -> Robotics applications
	② State Pesign Pattern:- ① Pattern name -> state ② Classification -> Behavioural pattern
to b	3 Intent -> Let an object change into behavious when its internal state changes. The object will appear

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DAlso known as all 1 5
MININI US - Abjects tox states
Let us consider an example scenario using a mobile with respect to alerts, a mobile can be in different.
states for ea. Vibration & silent. Based on
alest states behaviour of the mobile changes have
an alest is to be done.
@Applicability
When a behaviour of a particular object depends on
its state, a state design is used.
The number of objects involved in a particular software system application can be augmented
improved with the help of state design pattern.