

CMSC 28 Assignment
Class Visualization and Implementation

Objectives:

1. To deepen your understanding on how to visually represent a class using the Unified Modelling Language (UML) class diagram.
2. Properly represent the attributes and methods in the UML with their data type, access modifier and additionally, the return data type of methods.

Task 1: Create/ develop a UML class diagram depicting the class described below. (5 pts)

UML CLASS DIAGRAM

BOOK	
-	Title: string Author: string ISBN: string Publisher: string
+	Book(title: string, author: string, ISBN: string) : void getTitle(): string getAuthor(): string getISBN(): string getPublisher(): string setTitle(bktitle: string) : void setAuthor(bkauthor: string) : void setISBN(bkisbn: string) : void setPublisher(bkpublisher: string) : void