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| Textual Analysis | | |
|  |  |  |
| List of Potential Classes | | |

# Using the “*nouns*” technique

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| --- | --- | --- |
|  | 1. This system is responsible for managing global airline routes between airports. The air traffic controllers should be able to access and manage this information thorough a client GUI interface. | |
|  | 1. **Potential Classes:** | |
|  |  | * 1. System   2. ClientGUIInterface   3. Airline   4. Route   5. Airport |

# Using the “*to be modelled*” technique to expand

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|  | 1. Categories according to Coad and Yourdon:  |  |  | | --- | --- | | **Categories** | **Explanation** | | *Structure* | ClientGUI, ClientBackEnd | | *Other Systems* | ServerThread, Server | | *Devices* | Airplane | | *Events Remembered* | Route | | *Roles Played* | User | | *Locations* | Airport | | *Organisation Units* | AirTrafficControl | |

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|  | 1. Categories according to Shlaer and Mellor:  |  |  | | --- | --- | | **Categories** | **Explanation** | | *Tangibles* | Airport, Airplane | | *Roles* | AirTrafficControl, AirlineRepresentative | | *Incidents* |  | | *Interactions* | Route | | *Specifications* | Airline |  1. Categories according to Ross:  |  |  | | --- | --- | | **Categories** | **Explanation** | | *People* | User | | *Places* | Airport, Airline | | *Things* | Airplane | | *Organizations* | AirTrafficControl | | *Concepts* | ClientGUI, ClientBackEnd, ServerThread, Server | | *Events* | Route | |

# Eliminating false objects, for final list of classes

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|  | 1. **ClientGUI** – Client Application User Interface. 2. **ClientBackEnd** – Client Application Variables & Methods. 3. **ServerThread** – Server Thread that Communicates with Clients. 4. **Server** – Server Variables & Methods (*Communication with SQLite*). 5. **DataPoint** – Singular Flight Route with all Relevant Elements. 6. (**Airport** – Separate from *DataPoint* for prefetching values to client.)? |