

# Object Oriented Programming in Java

**Lab 6**

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By-  
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### UML Diagrams Java Object Oriented Programming

Square
-width:double
Square() Square(width:double) -getPerimeter():double -getArea():double

Bond
-coupon:double -interest:double -valueMaturity:double -payments:int
Bond() Bond(coupon:double, interest:double, valueMaturity:double, payment:int) -getPrice():double

SoccerMatch
-startTime:Date -endTime:Date -location:String -home:String -visitor:String -homeplayers:Player[] -visitorplayers:Player[] -homegoals:Goal[] -visitorgoals:Goal[]
SoccerMatch () SoccerMatch(startTime:Date, endTime:Date, location:String, home:String, visitor:String) +addHomePlayer(p:Player) +addVisitorPlayer(p:Player) +getWinner() +addHomeGoals(g:Goal) +addVisitorGoals(g:Goal) + getHomeGoals():int + getVisitorGoals():int

Player
-name : String -goals : int -team : String
Player() Player(name : String, team : String) +getName() : String + setName(name : String) + getGoal() : int + setGoal(goal : int) + getTeam():String + setTeam(team : String)

Goal
-minute : int -player : Player
Goal() Goal(minute: int, player : Player) + getPlayer () : Player + setPlayer (p : Player) + getMinute () : int + setMinute (minute : int)