**School of Computer Science**

**COMP-3220 Object-Oriented Software Analysis and Design**

**Assignment 3**

**Due: November 16, 2021 – 11:59 pm**

**100 marks – 10% of grade. Group of 1-3 students allowed.**

**Objective:** Help students understand sequence diagrams.

**Tasks:**

The lecture 7 slides describe sequence diagrams.

In this assignment, you will create sequence diagrams that support your communication diagrams you developed in Assignment 2 (50 marks each – one for Table Reservation and one for Staff Allocation). For example, your solution for Table Reservation must show at least the following:

1. Actor, the receptionist, who makes the booking on behalf of the customer by interacting directly with the system.
2. MakeReservationUI, the boundary with which the receptionist interacts.
3. MakeReservation, the control class which supports the UI and delegates messages to other objects.
4. Reservation, a class representing reservations to be created. A reservation consists of a customer, the table to reserve, the timeslot, and the number of individuals in the party.
5. Table, a class representing tables which need to be reserved (and whose details need to be checked to ensure the booking can be made).
6. Customer, a class encapsulating the features we need for a customer (name, number).