

IT313 - SOFTWARE ENGINEERING

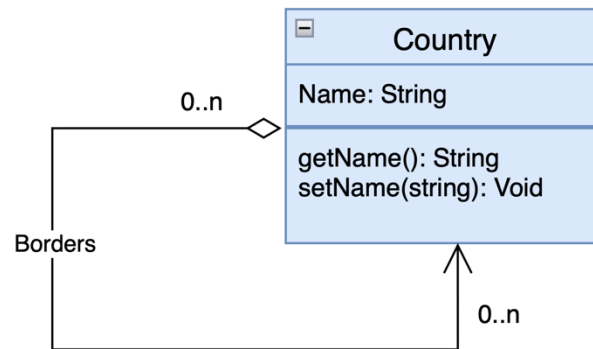
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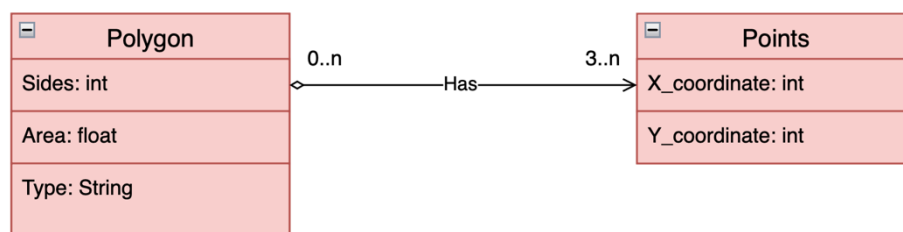
Q1) Prepare a class diagram for the following object diagram that shows a portion of Europe.

Ans :



Q.2) Prepare a class diagram for object diagram given in Figure 2. Explain your multiplicity decisions. What is the smallest number of points required to construct a polygon? Does it make a difference whether or not point may be shared between polygons? Your answer should address the fact that points are ordered.

Ans :



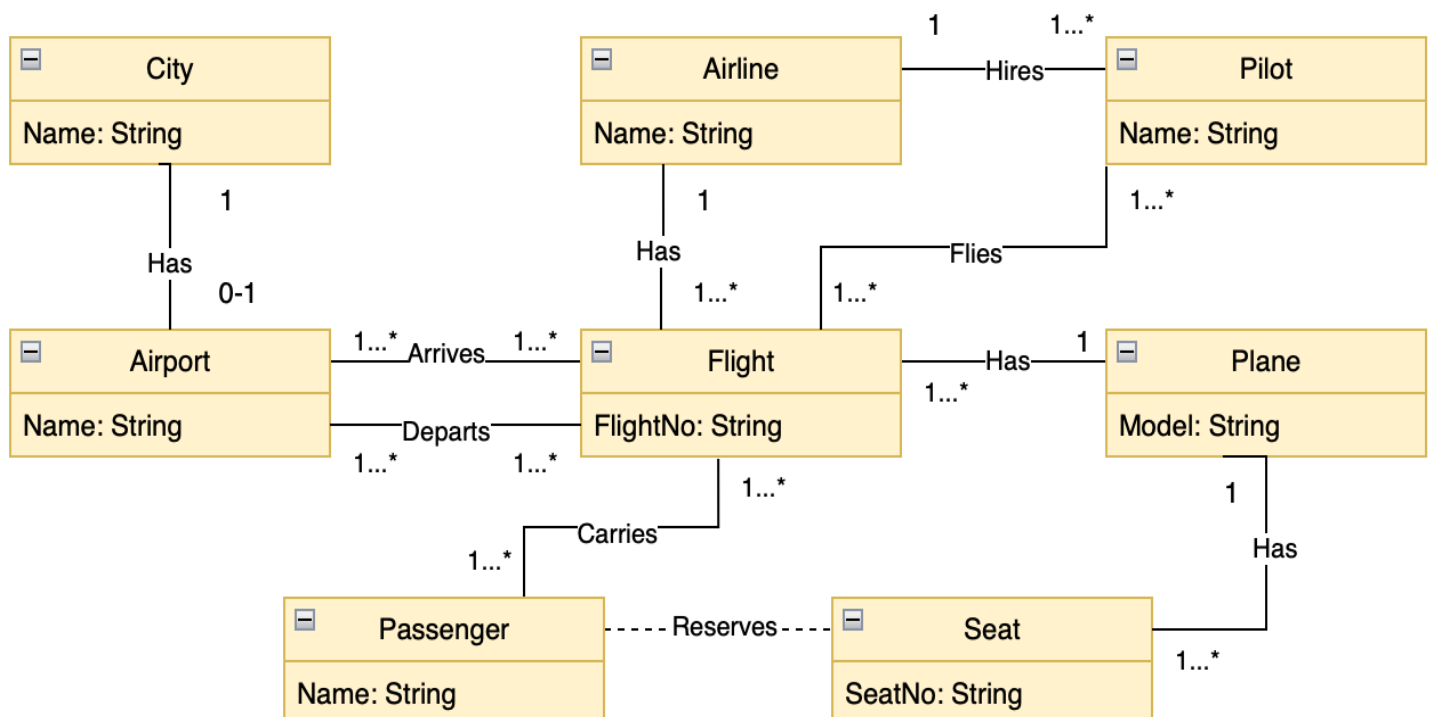
Multiplicity is decided by the fact that a polygon needs atleast 3 points (can be more) and a point can be part of either zero or more polygons.

Minimum number of points required for polygon is '3'.
With three points we can make a triangle.

If two polygons are not connected then min. points required are '6' whereas if connected min. points required are '4'.

Q.3) Figure 3 is a partially completed class diagram of an air transportation system. Add multiplicities in the diagram. Also add association names to unlevelled associations.

Ans :



Q.4) We want to model a system for management of flights and pilots. An airline operates flights. Each airline has an ID. Each flight has an ID a departure airport and an arrival airport: an airport as a unique identifier. Each flight has a pilot and a co-pilot, and it uses an aircraft of a certain type; a flight has also a departure time and an arrival time. An airline owns a set of aircrafts of different types. An aircraft can be in a working state or it can be under repair. In a particular moment an aircraft can be landed or airborne. A company has a set of pilots: each pilot has an experience level: 1 is minimum, 3 is maximum. A type of aeroplane may need a particular number of pilots, with a different role (e.g. : captain, co-pilot, navigator): there must be at least one captain and one co-pilot, and a captain must have a level 3.

Ans :

