




SIT32004

ICT Application Development

Practice 03
Software Life Cycle



Problem01 Baseball Game (1/2)

- Suppose that you are building a game called “Base Ball Game”. The objective of the game is to figure out three random generated number. The player should find the right number and right place of the number. If the number is correct but the place isn’t correct then the game should notify the user as a “ball”. If the number is correct and the place is correct then the game will generate “strike”. Neither cases, the game will generate out.
 - For example, the generated numbers are 3 4 5 then user guessed as 4 5 2. Then the game will notify the user as 2 balls and 1 out.
- The requirements of the game are follow:
 - The game should be played repeatedly until the user wants to stop
 - The game should ask user to put number to the console using keyboard
 - The game should display a result table.

STRIKE	BALL	OUT

Problem01 Baseball Game (2/2)

- You should design class diagrams from the requirements and the description of the baseball game
- You should draw sequence diagrams to capture the behavior of the game