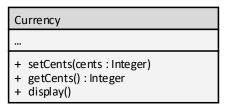
# CSE 230 Problem Set 05

# Problem 21.1: Currency

Consider the following scenario:

A financial package uses a Currency class to manage money. This class cannot have rounding errors so, for fidelity reasons, uses an integer as the internal representation. Note that the software only works with dollars and cents, does not need to make coin change or anything like that. The software would add a dollar to a total, or find the difference between two values.

Consider the following class diagram



Classify the level of convenience for this class. Justify your answer.

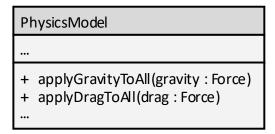
Seamless, there is no extra work that needs to be done.

## Problem 21.2: Physics Model

Consider the following scenario:

A video game uses one class to manage all applications of physics. Everything in the game uses a Force object to monitor force: force due to gravity, force due to thrusting, force due to drag, and force due to collisions. Note that the Force class is used throughout the project and we can assume that it is fully flushed out and has seamless convenience.

Consider the following class diagram:



Classify the level of convenience for this class. Justify your answer.

Easy, It doesn't look like there is any data conversion required for this class.

### Problem 21.3: Recipe I

Consider the following scenario:

A recipe program has a scaling option where the user can specify the number of servings needed for a given meal. For example, you should be able to scale a taco recipe originally designed for three people to accommodate a party of seven.

Consider the following class diagram:

#### Recipe

- ingredients: Ingredients[\*]
- instructions: Instructions[\*]
- + getNumIngredients:Integer
- + getNumInstructions:Integer
- + getIngredient(i:Integer):Ingredient
- + setIngredient(i:Integer,
  - ingredient : Ingredient)
- + getInstructions(i: Integer)
- + setInstructions(i: Integer,

instruction : Instruction)

Classify the level of convenience for this class. Justify your answer.

Straightforward, Any data manipulation can be readily performed

## Problem 21.4: Recipe II

Consider the following scenario:

A recipe program has a scaling option where the user can specify the number of servings needed for a given meal. For example, you should be able to scale a taco recipe originally designed for three people to accommodate a party of seven.

Consider the following class diagram:

#### Recipe

- ingredients: Ingredients[\*]
- instructions: Instructions[\*]
- + setNumServings(num: Integer)
- + printRecipe()
- + printShoppingList()

Classify the level of convenience for this class. Justify your answer.

Straightforward, The data manipulation for the class should be readily performed.