CRC

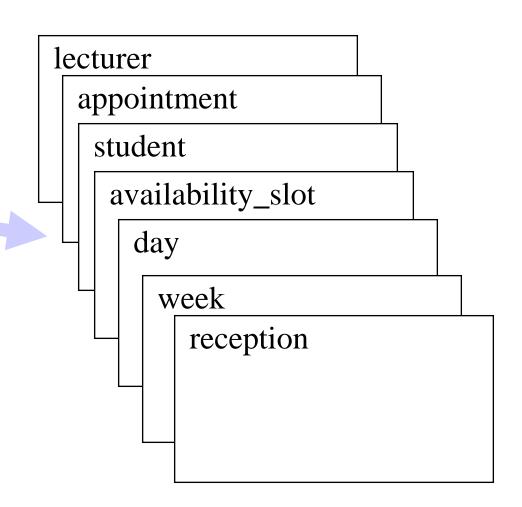
- class
- responsibility
- collaborator
- CRC (Class Reponsibility Collaborator) cards are "low tech": ordinary index cards

Class Name Responsibilities Collaborators ...

- Key idea: objects have responsibilities, as if they were simple agents (or actors in scenarios)
- Each object is responsible for specific actions client can expect predictable behaviors
- Responsibility also implies independence: to trust an object to behave as expected is to rely upon its autonomy and modularity

Candidate class - CRC card

- •Lecturers
- •appointments
- •students
- availability slots
- •day
- •week
- •reception



CRC card - format (FRONT)

Class:	
Base:	
Derived:	
responsibilities	collaborators

CRC card - format (BACK)

Description:	

Class

- Promote all of the nouns in the candidate class list to CRC cards.
- Some of them may be thrown away in the subsequent discussion.
- New classes may be added latter.
- Use BASE and DERIVED fields to hold inheritance information.

responsibility

- What is each class responsible for knowing.
- What is each class responsible for doing.

collaborator

- Consider each responsibility in turn
- Decide whether the class under discussion fulfils the responsibility itself, or whether it get help from another class.

- 1.Class ATM with component parts:
 - 1.Class CardReader
 - 2.Class Display
 - 3. Class Keyboard
 - 4.Class CashDispenser
 - 5. Class EnvelopeAcceptor
 - 6.Class ReceiptPrinter
 - 7.Class OperatorPanel

- 2.Class Session
- 3.Class Transaction with subclasses:
 - 1.Class WithdrawlTransaction
 - 2. Class DepositTransaction
 - 3.Class TransferTransaction
 - 4. Class Inquiry Transaction
- 4.Class Bank

Class ATM

Responsibility Collaborator(s)

Start up system operation OperatorPanel

Start a session for each customer as he/she arrives Display

CardReader

Session

Shut down on operator request OperatorPanel

Get PIN from customer Display

Keyboard

Get customer choice from a menu of options Display

Keyboard

Get amount entry (typed in) from customer Display

Keyboard

Class ATM

Responsibility Collaborator(s)

Verify that sufficient cash is available for withdrawl CashDispenser

Dispense cash CashDispenser

Accept deposit envelope from customer Display

Envelope Acceptor

Issue receipt to customer ReceiptPrinter

Require customer to re-enter PIN Display

Keyboard

Inform customer of reason for failure of a

transaction, and ask if he/she wants another Display

Keyboard

Return ATM card to customer CardReader

Permanently retain customer card Display

CardReader

Class Keyboard

Responsibility Collaborator(s)

Read PIN Display (echo *'s)

Read choice from menu Read

amount entry (typed) Display (echo amount)

Class Display

Responsibility Collaborator(s)

Display "Insert Card" screen

Display "Enter PIN" screen

Display menu of choices

Display "Enter Amount" screen

Display "Deposit Envelope" screen

Display "Card unreadable" screen

Display "Transaction failed because ... want another?" screen

Display "Invalid PIN - re-enter" screen

Display "Card retained" screen

Echo input from the keyboard

Clear current message from screen when no longer needed

Class Session

Responsibility Collaborator(s)

Perform session use case ATM

Transaction

Perform invalid PIN extension ATM

Transaction

Perform failed transaction extension ATM

Furnish card number to Transaction

Furnish PIN to Transaction

Class Transaction

Responsibility

Collaborator(s)

Allow customer to choose a transaction

type then create an object of appropriate

subclass Withdrawal Transaction

 ${\bf Deposit Transaction}$

TransferTransaction

InquiryTransaction

ATM

Class WithdrawlTransaction

Responsibility Collaborator(s)

Get specifics from customer ATM

Send to bank Session

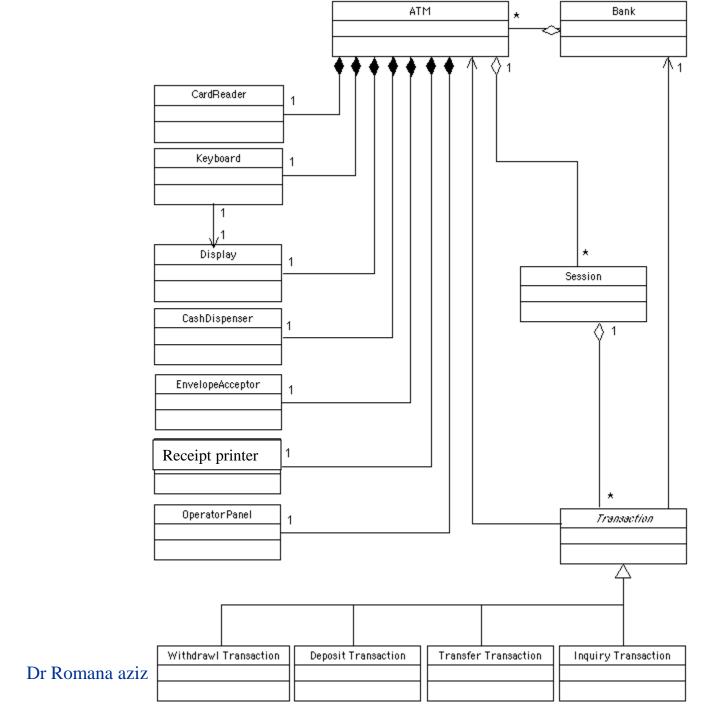
Bank

Dispense cash, issue receipt, and

notify bank when complete ATM

Bank

ATM Example System Class Diagram



Do a detailed reading of Pressman chapter 19 and 20