



UNIVERSITY OF JOHANNESBURG

FACULTY OF SCIENCE

COMPUTER SCIENCE 1A

SAMPLE DESIGN

Problem Description

The Utopian Department of Health has contracted you to develop an SRI (Susceptible, Recovered, Infected) based epidemic modelling software system to better prepare for such situations in the aftermath of “The Event”. An SRI model consists of modelling the random motion of people who are classified as being either susceptible to infection, recovered from infection, or infected. The entire design, including UML, must model movement function. (Academy Of Computer Sciences and Software Engineering)

Input & Output

Input	
<i>Input Description</i>	<i>Mechanism</i>
intEnviroSize	Function Param
arrEnviro	Function Param
Output	
<i>Output Description</i>	<i>Stream (optional)</i>
Game Environment	Standard Output Stream

Data Format

<i>Identifier</i>	<i>Data Type</i>	<i>Description</i>
randMove	int	Random Movement Direction
row	int	Enviro row
col	int	Enviro col

Pseudo Code

```
For each row
  For each column
    If element[row][col] == Empty
      randMove ← random num between 1 and 9

    do
      do
        switch (randMove)
          case 1:
            move up left
          case 2:
            move up
          case 3:
            move up right
          case 4:
            move left
          case 5:
            do nothing
          case 6:
            move right
          case 7:
            move down left
          case 8:
            move down
          case 9:
            move down right
          end switch

        while !isInRange
        while there is element destination

      End if
    End for
  End for
```

UML Activity Diagram



