LAB NO : 02

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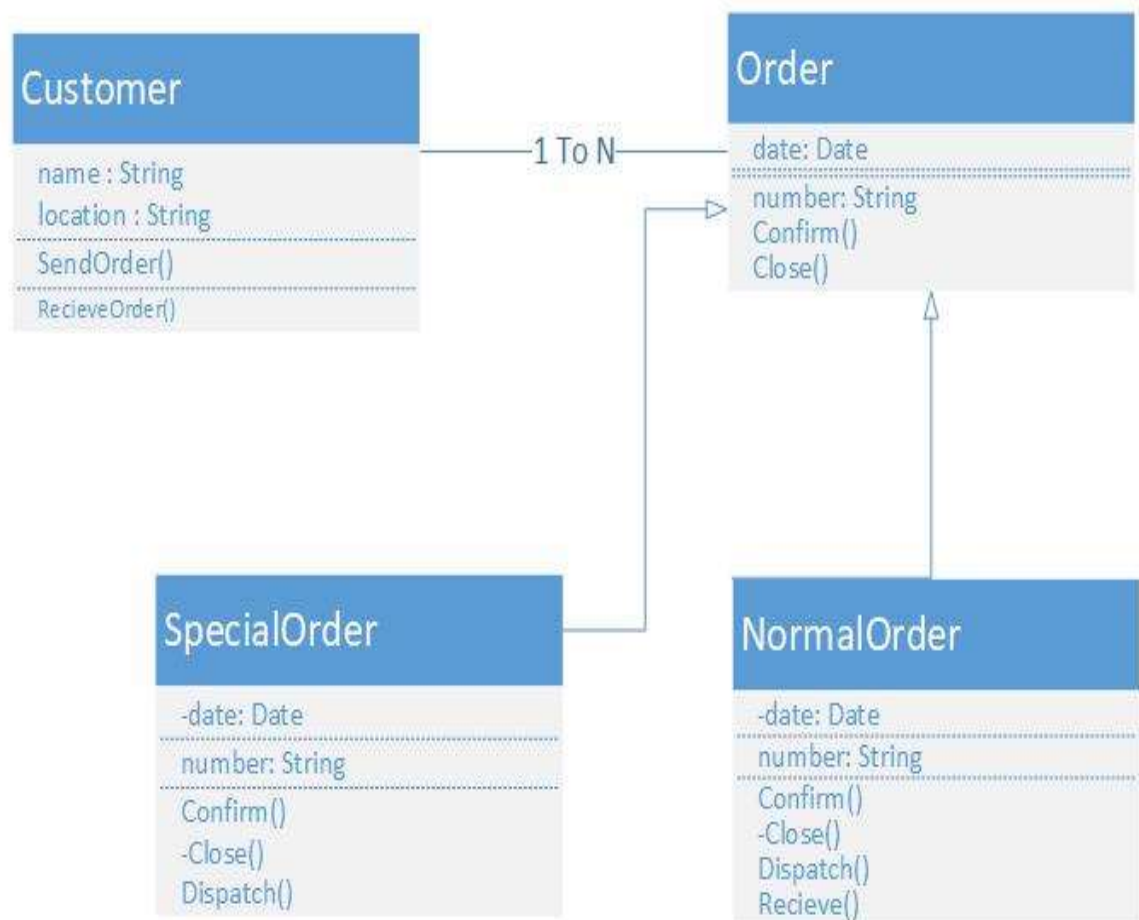
Subject: Software Engineering

Roll No : 2018-CS-150

6th Semester Batch 2018

SECTION : '6C'

1. Design a class diagram of an *Order System* of an application. So it describes a particular aspect of the entire application. Draw class diagram considering all the points mentioned below:

- First of all *Order* and *Customer* are identified as the two elements of the system and they have a *one to many* relationship because a customer can have multiple orders.
- We would keep *Order* class is an abstract class and it has two concrete classes (inheritance relationship) *SpecialOrder* and *NormalOrder*.
- The two inherited classes have all the properties as the *Order* class. In addition they have additional functions like *dispatch ()* and *receive ()*.

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Customer

name : String
location : String
SendOrder()
RecieveOrder()

— 1 To N —

Order

date: Date
number: String
Confirm()
Close()

SpecialOrder

-date: Date
number: String
Confirm()
-Close()
Dispatch()

NormalOrder

-date: Date
number: String
Confirm()
-Close()
Dispatch()
Recieve()

2. Design a class diagram for the transactions of bank (Considering only checking balance, withdraw cash and deposit cash for the sake of simplicity.

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Bank

Name : String
Branch : String
Code : int

Manages()
Maintain()

ATM

Location : String
Bankid: String

identities()
Transactions()

ATM Transaction

Transaction : String
date : Date
Type : String

Update()

Customers

Name : String
ID : int
ContactNum : int

Own()

Accounts

Name : String
Type : String

Checkbalance()

Withdraw Transaction

Amount: int

Withdraw()

Checking Account

Acount : int

Debit()
Credit()