Assignment – Object Oriented Design (COMP3004L)

UML Diagrams for Switch and Rummy card games
Final Report

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Contents

Introduction

This Report is a collection of UML diagrams which will give a complete example of Object Oriented Analysis, Design and Programming applied to 2 simple card games, Switch and Rummy!

In this case we studied all the possible ways of winning each game and came up with the optimal solution to get the best outcome.
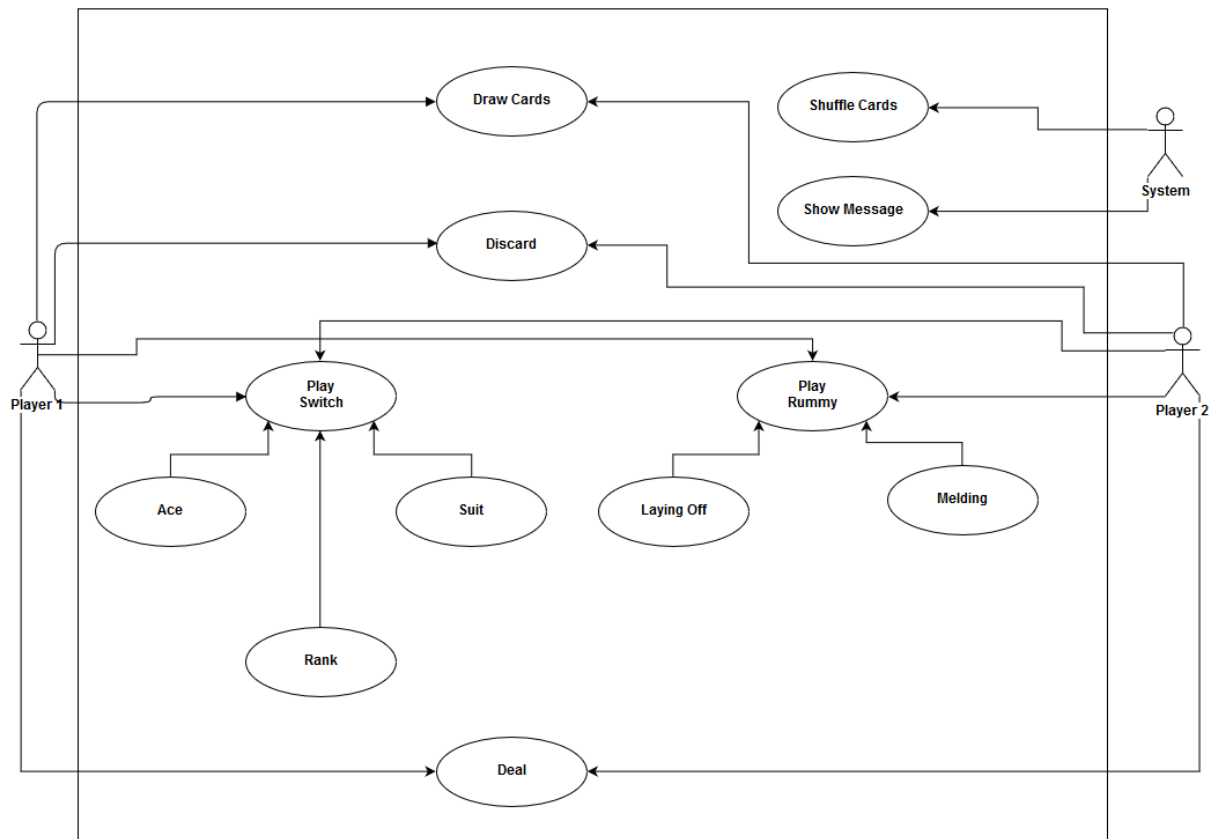
1. User case Diagram

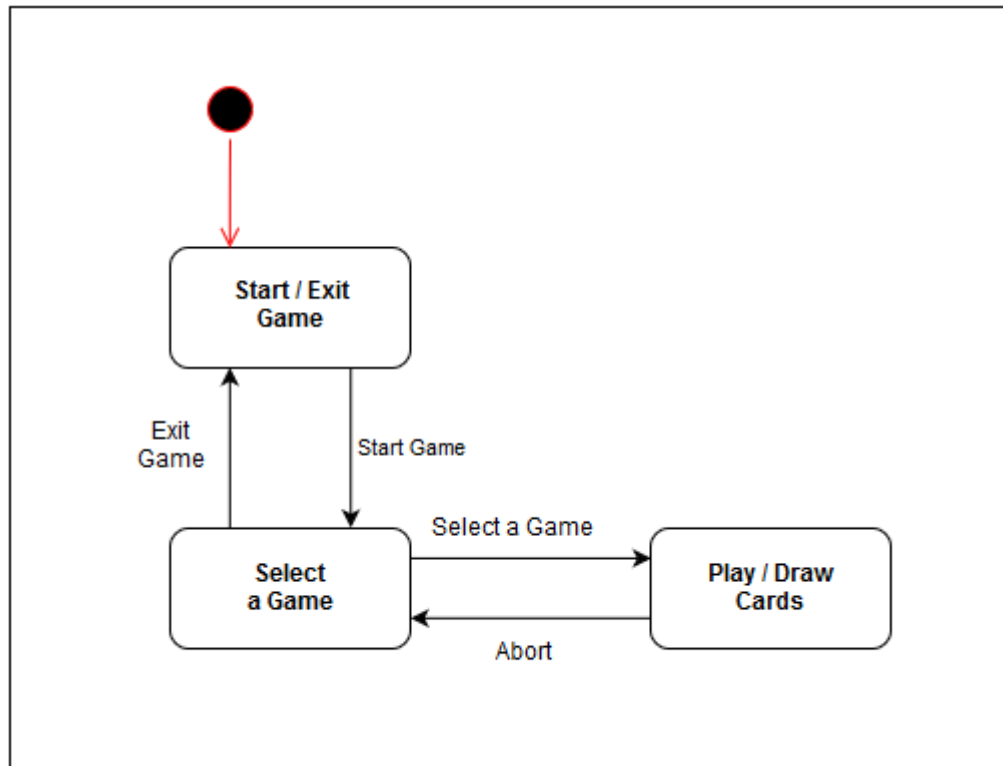*Figure 1 - Use Case Diagram*
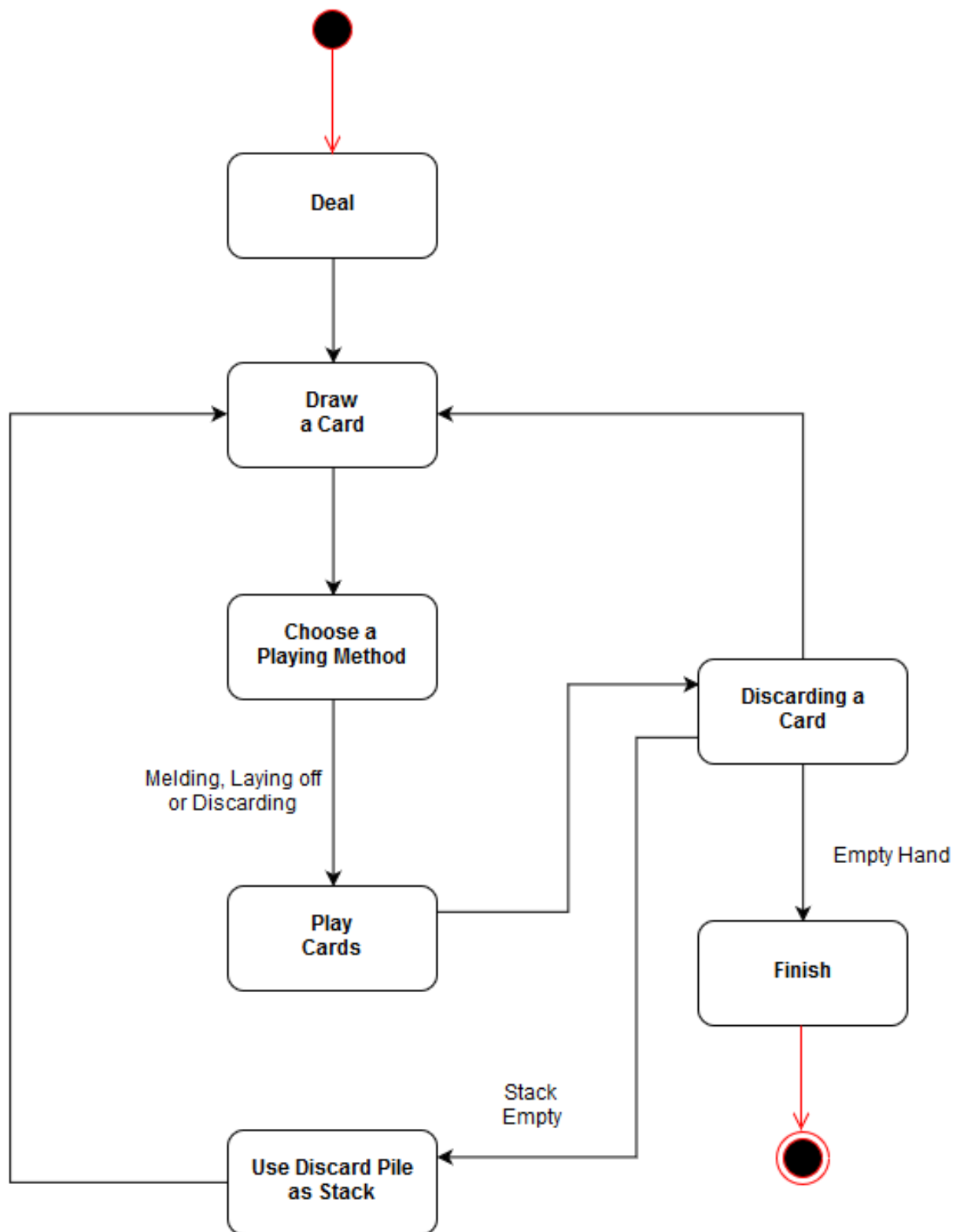
2. State Diagram

Figure 2 - State Diagram

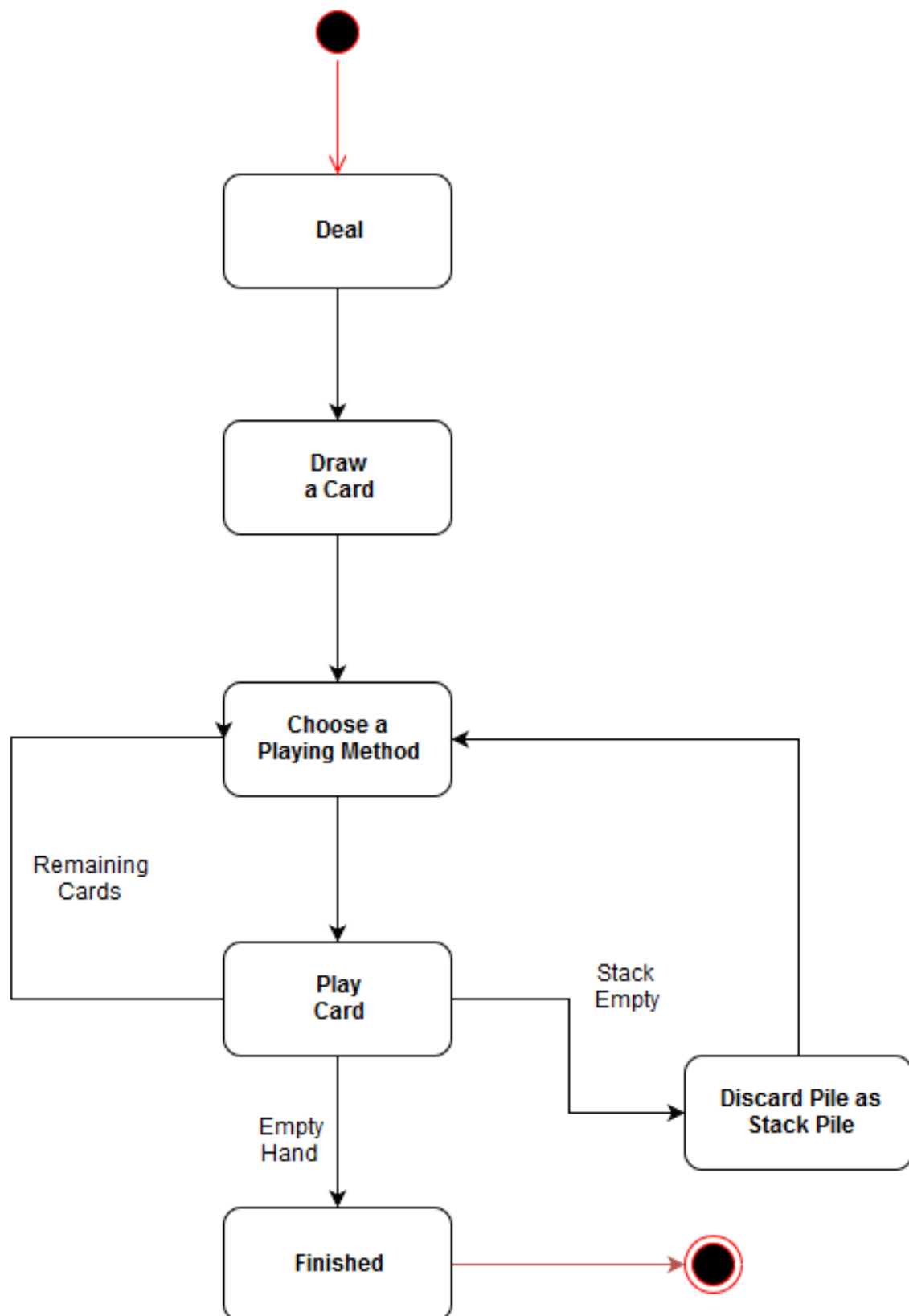*Figure 3 - State Diagram (Rummy)*

Figure 4 - State Diagram (Switch)
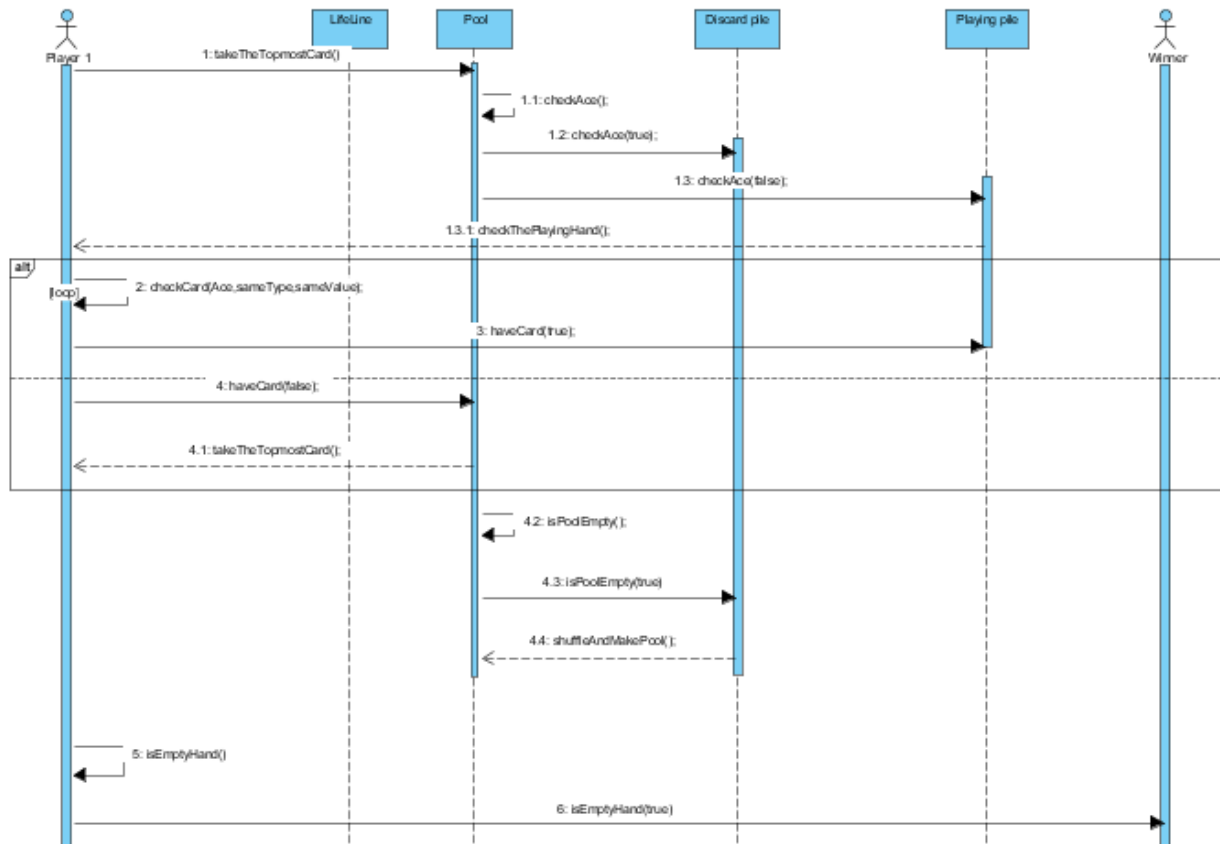
3. Sequence Diagram
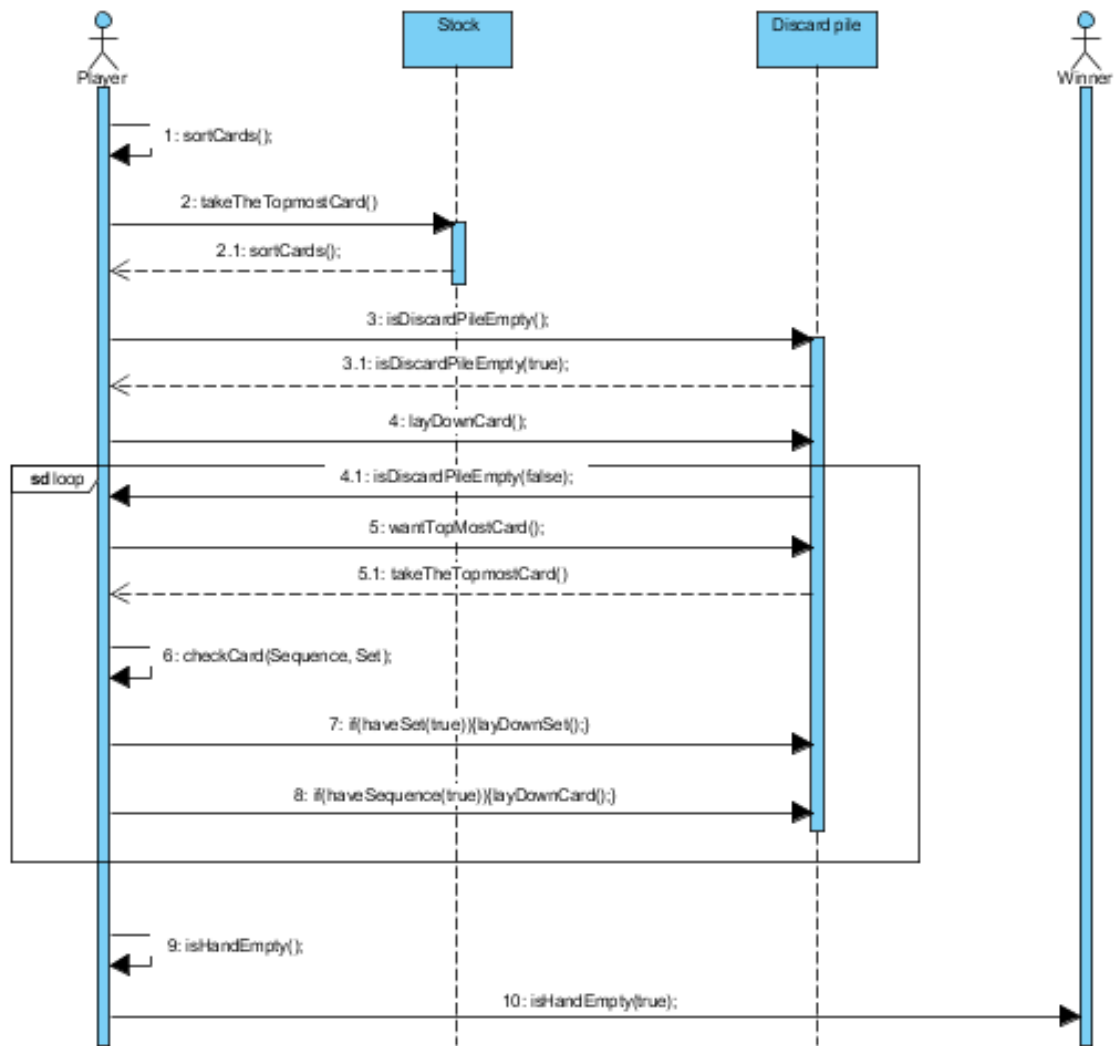

Figure 5 - Sequence Diagram (Switch)

Figure 6 - Sequence Diagram (Rummy)
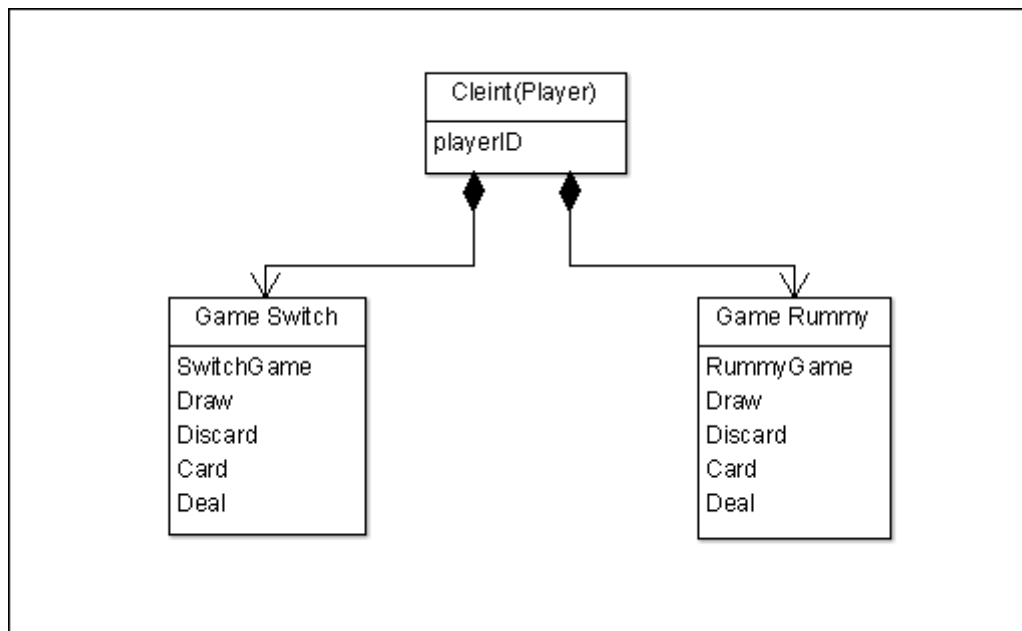
4. Domain Analysis

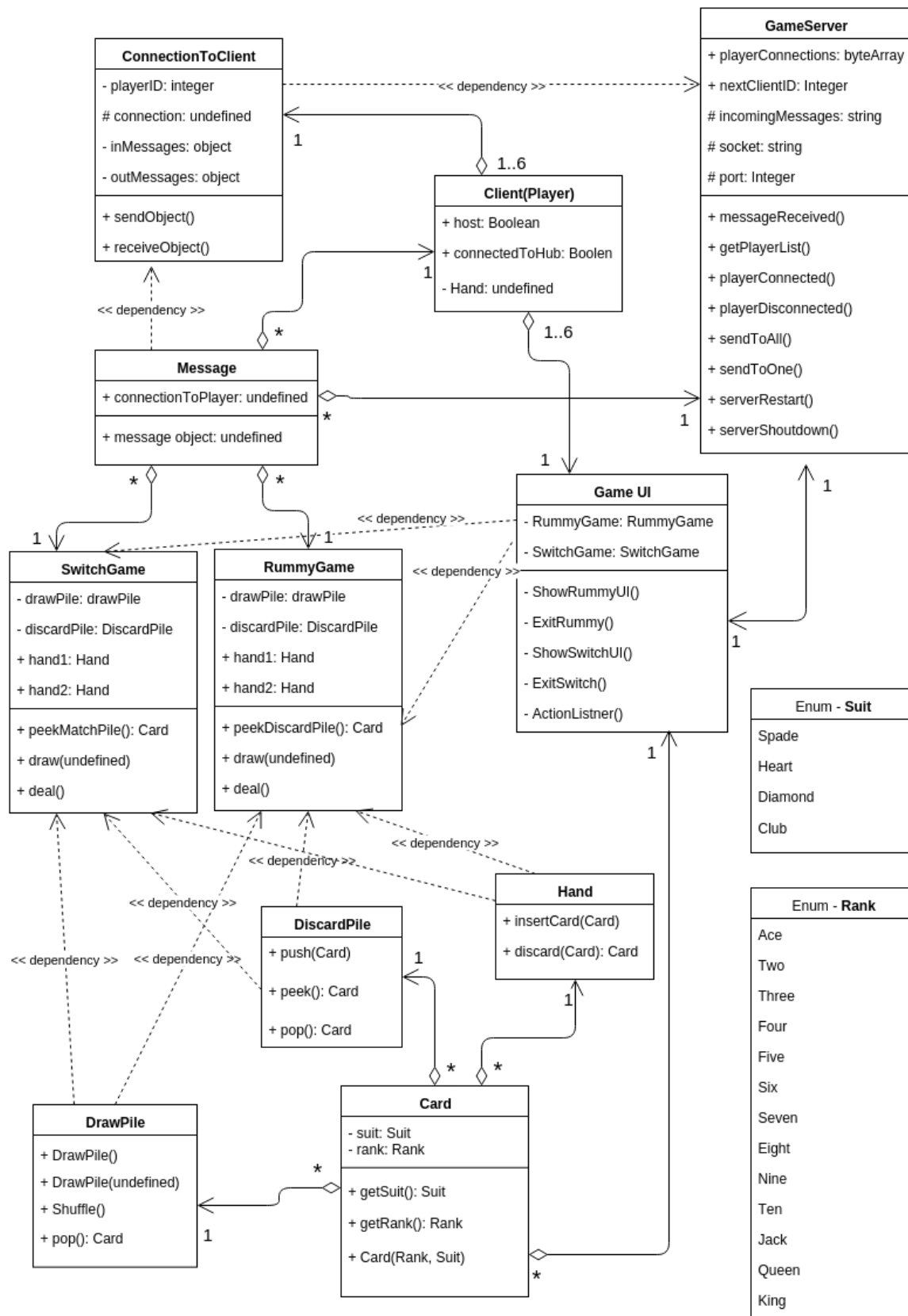*Figure 7 - Domain Analysis*

5. Class Diagram
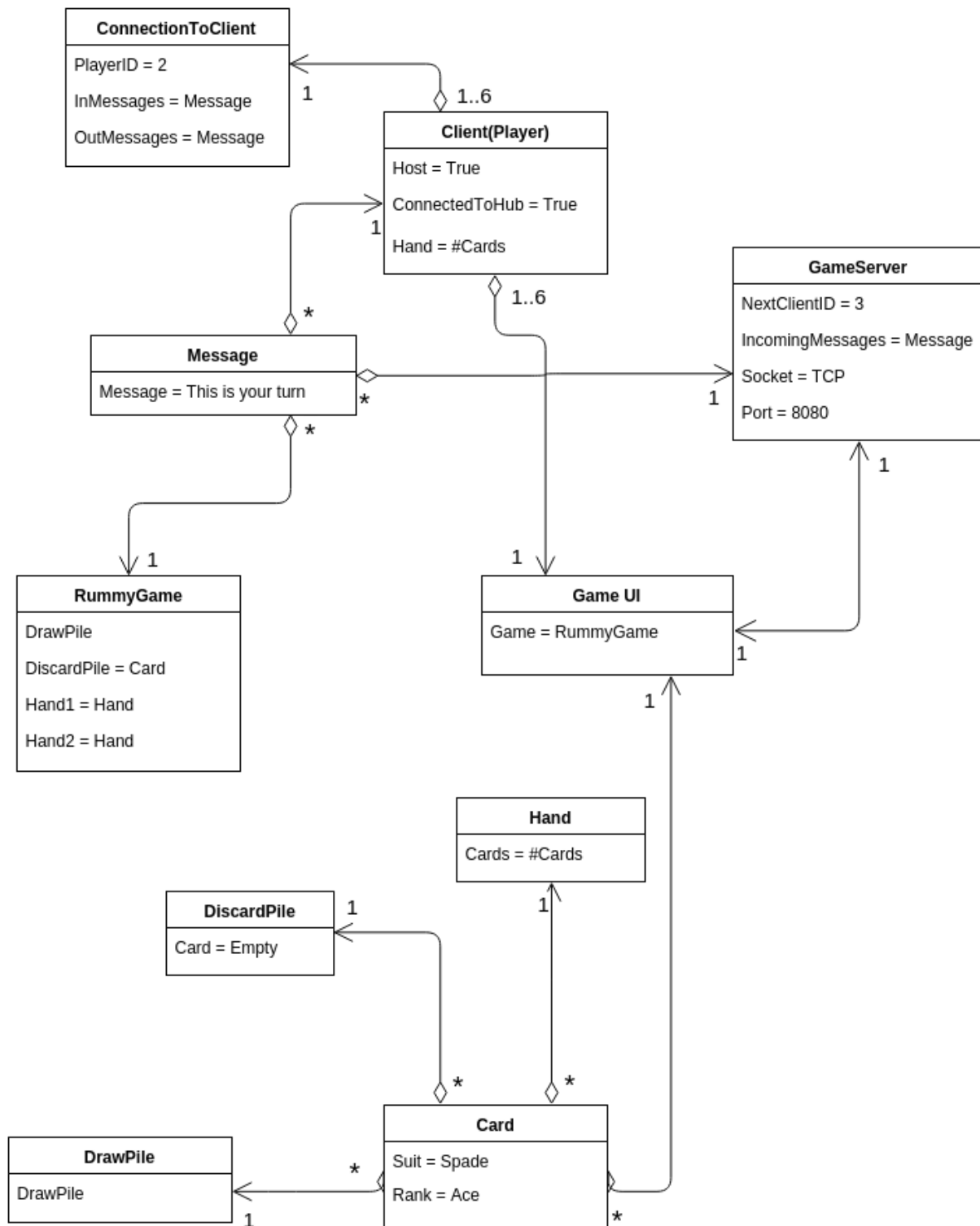

Figure 8 - Class Diagram

6. Object Diagram

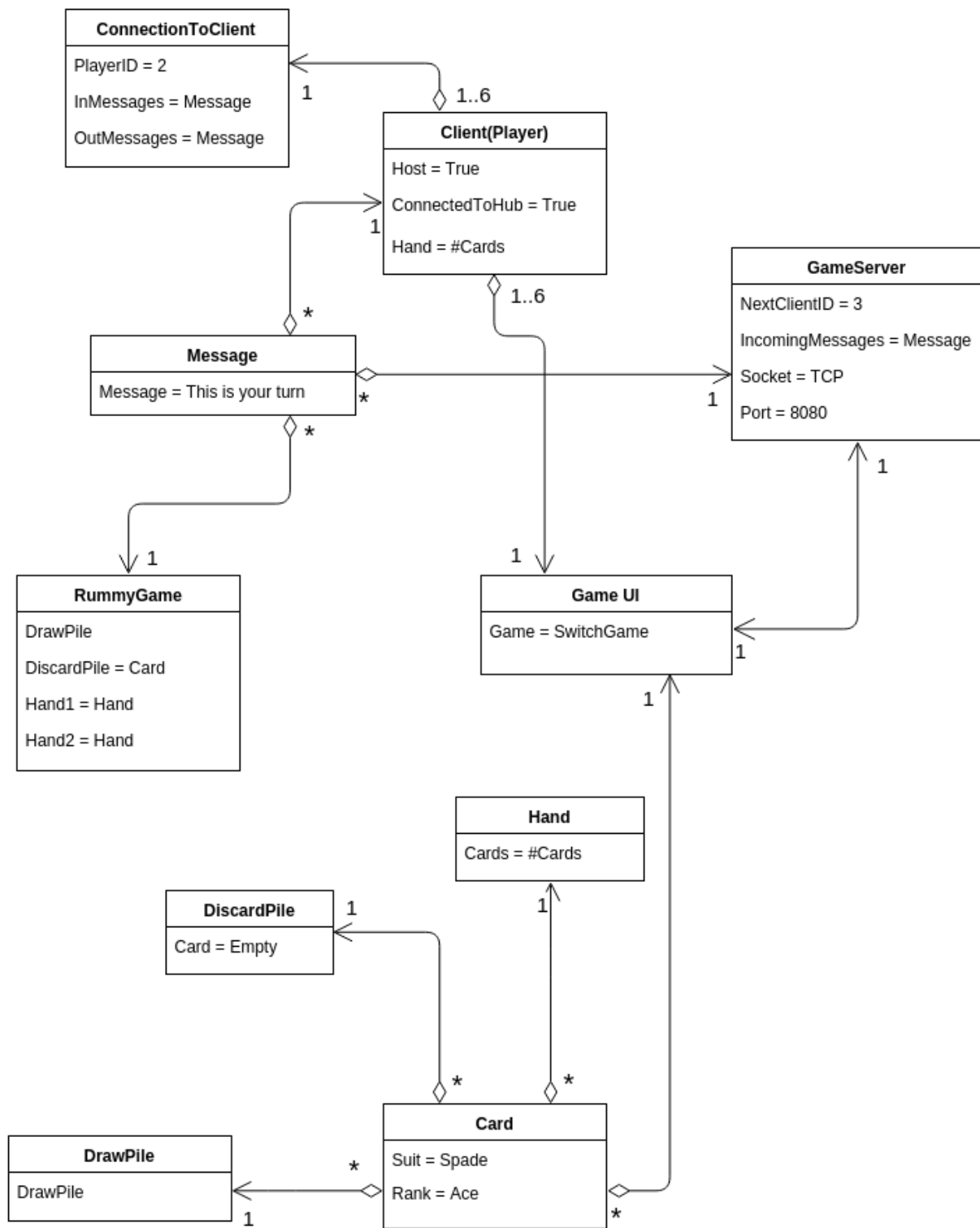*Figure 9 - Object Diagram (Rummy)*

Figure 10 - Object Diagram (Switch)
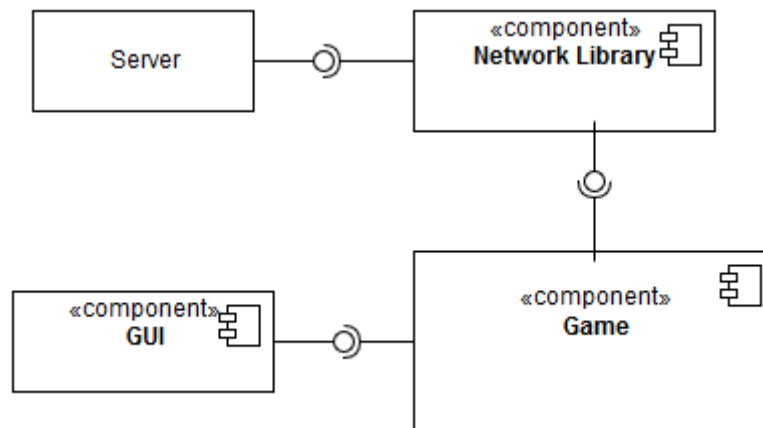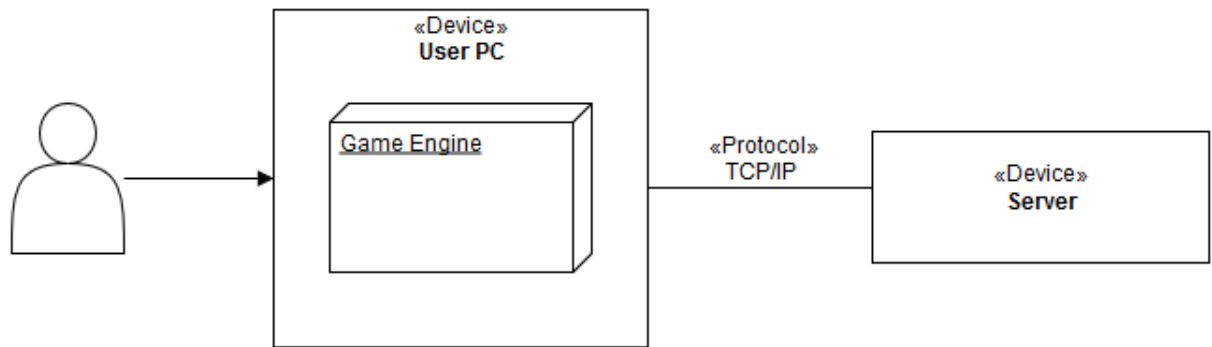
7. Component Diagram

Figure 11 - Component Diagram

8. Deployment Diagram

Figure 12 - Deployment Diagram