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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | Team name | 6droids | | 14208971 | Tharkana D Kodagoda | | 14208893 | Sahitha Nelanga H De Silva | | 14208910 | H W Srimal Priyanga Fonseka | | 14209059 | Dilina Namal Weerasinghe | | 14209074 | P W Poorni Yasodara | | 14209759 | Kavindu Yudeesha Lakshan Narathota | |

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| Assignment – Object Oriented Design (COMP3004L) |
| Final Project Report |



Contents

[1. Domain Analysis 0](#_Toc443780385)

[2. Structural Diagrams 0](#_Toc443780386)

[2.1. Class diagram 0](#_Toc443780387)

[2.2. Object diagram 0](#_Toc443780388)

[2.3. Component diagram 0](#_Toc443780389)

[2.4. Deployment diagram 0](#_Toc443780390)

[3. Behavioral Diagrams 0](#_Toc443780391)

[3.1. Use case diagram 0](#_Toc443780392)

[3.2. Sequence diagram 0](#_Toc443780393)

[3.3. Activity diagram 0](#_Toc443780394)

1. Domain Analysis

|  |
| --- |
| Client(Player) |
| playerID:Integer |

|  |
| --- |
| Game Rummy |
| RummyGame |
| Draw |
| Discard |
| Card |
| Deal |

|  |
| --- |
| Game Switch |
| SwitchGame |
| Draw |
| Discard |
| Card |
| Deal |

1. Structural Diagrams
   1. Class diagram



Figure 1 - Class Diagram

* 1. Object diagram



Figure 2 - Object Diagram (Switch)



Figure 3 - Object Diagram (Rummy)

* 1. Component diagram



* 1. Deployment diagram



1. Behavioral Diagrams
   1. Use case diagram



Figure 4 – Use case Diagram

* 1. Sequence diagram

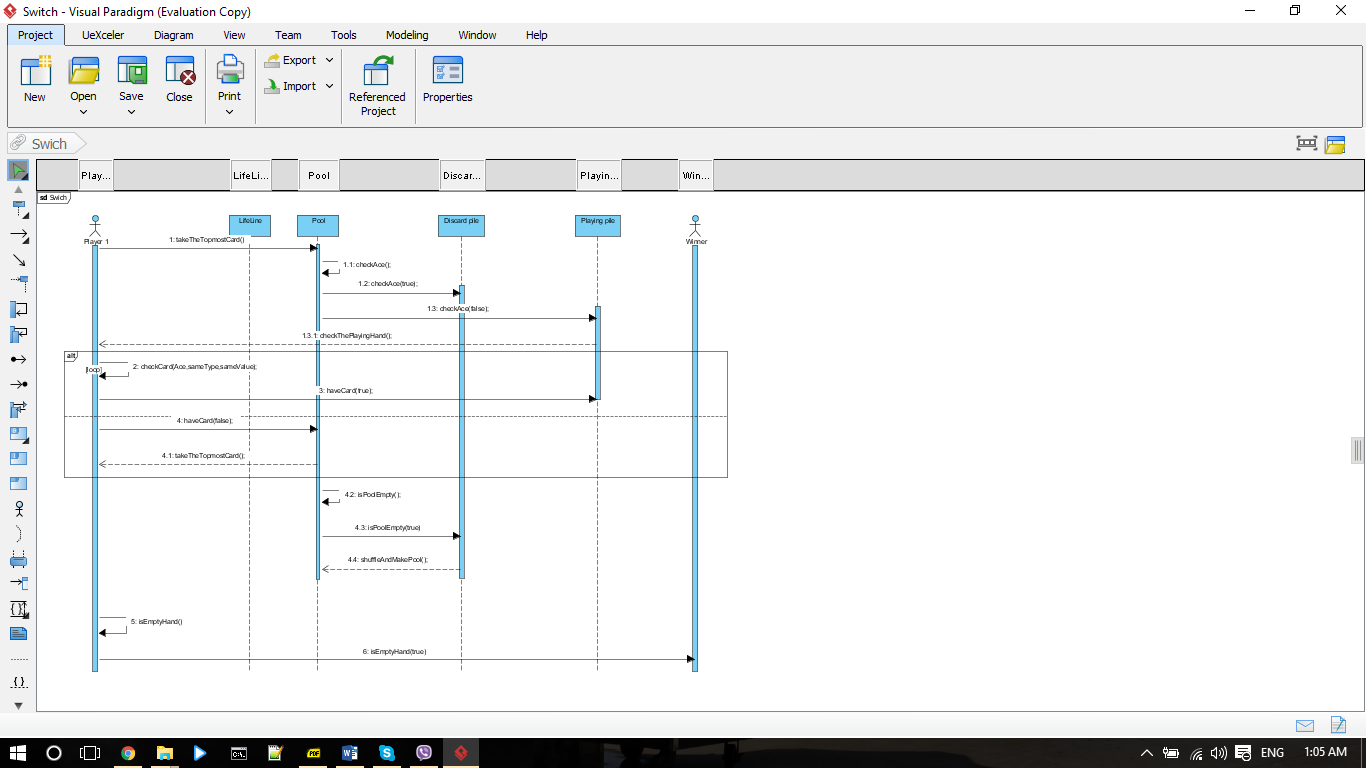


Figure 5 - Sequence Diagram (Switch)

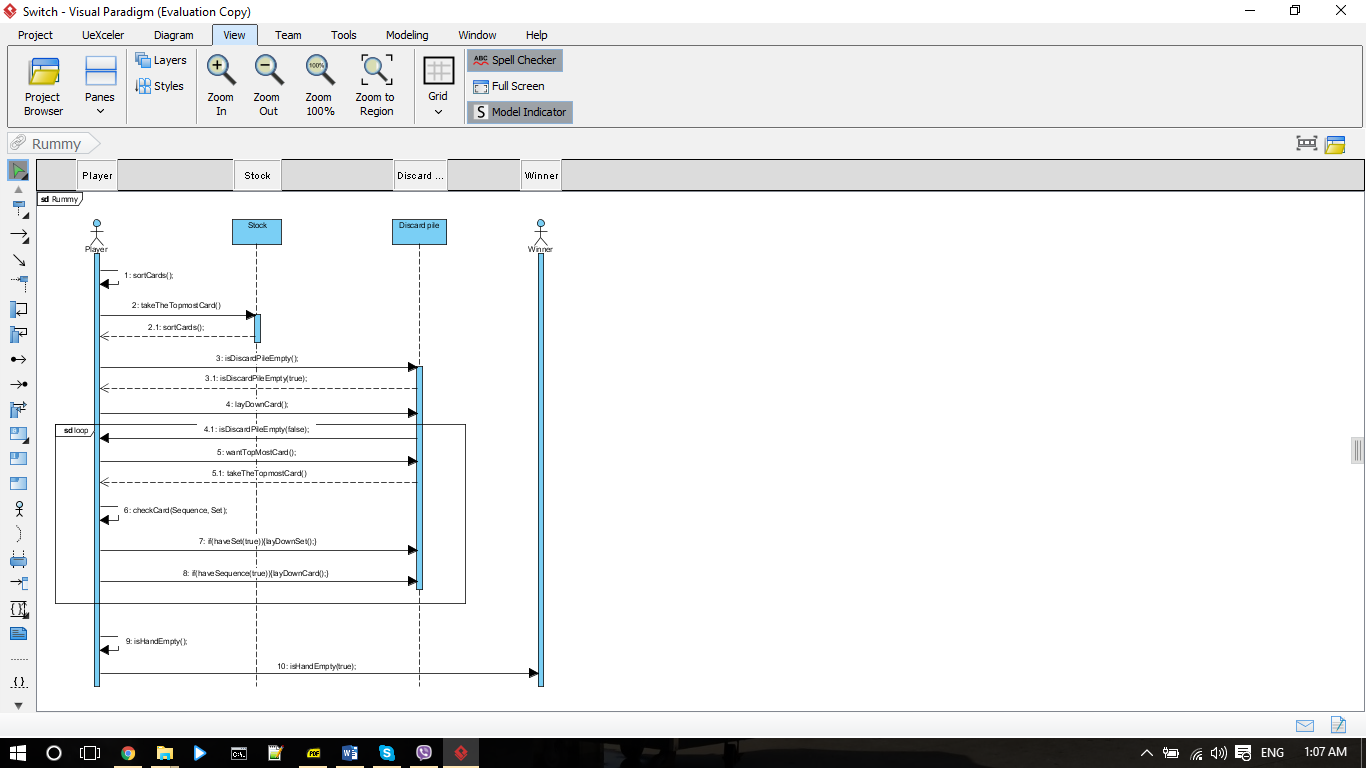


Figure 6 - Sequence Diagram (Rummy)

* 1. Activity diagram