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



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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

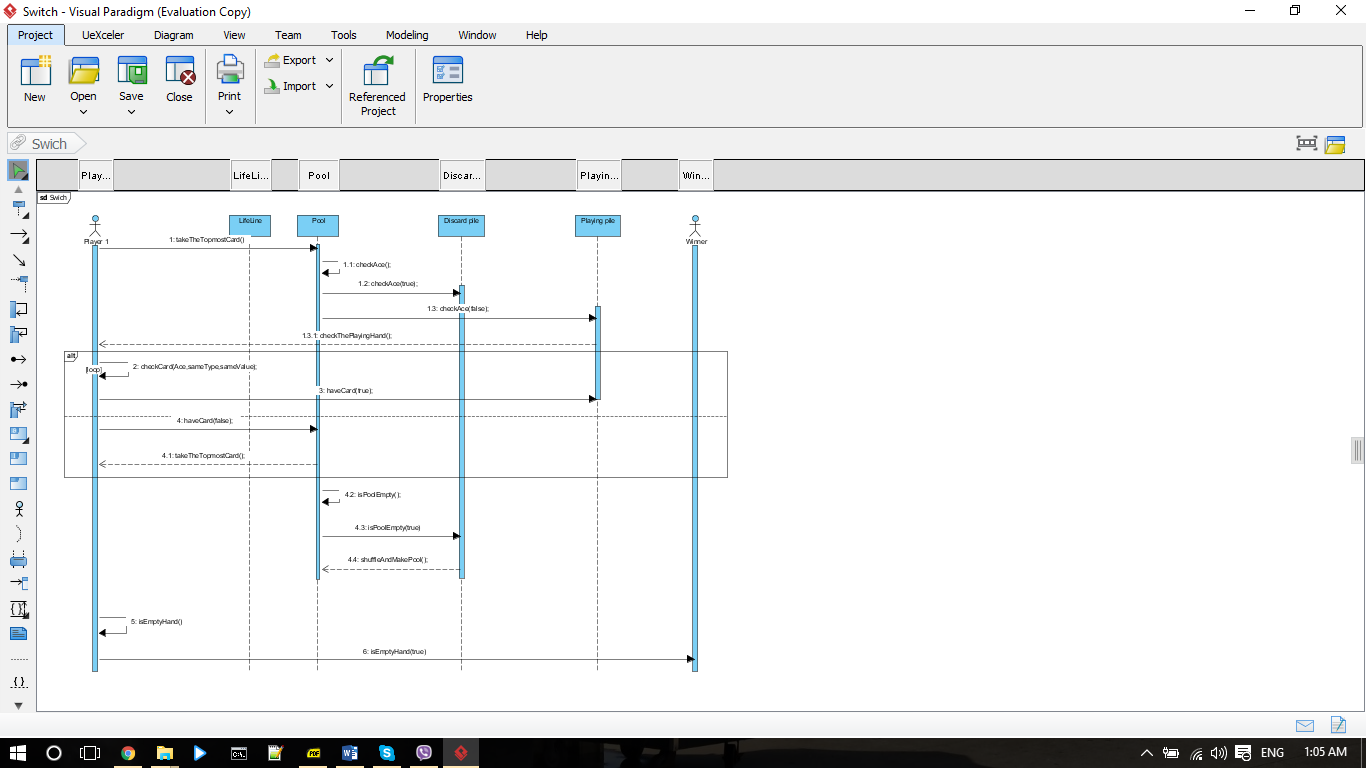


1. Behavioral Diagrams
   1. Use case diagram

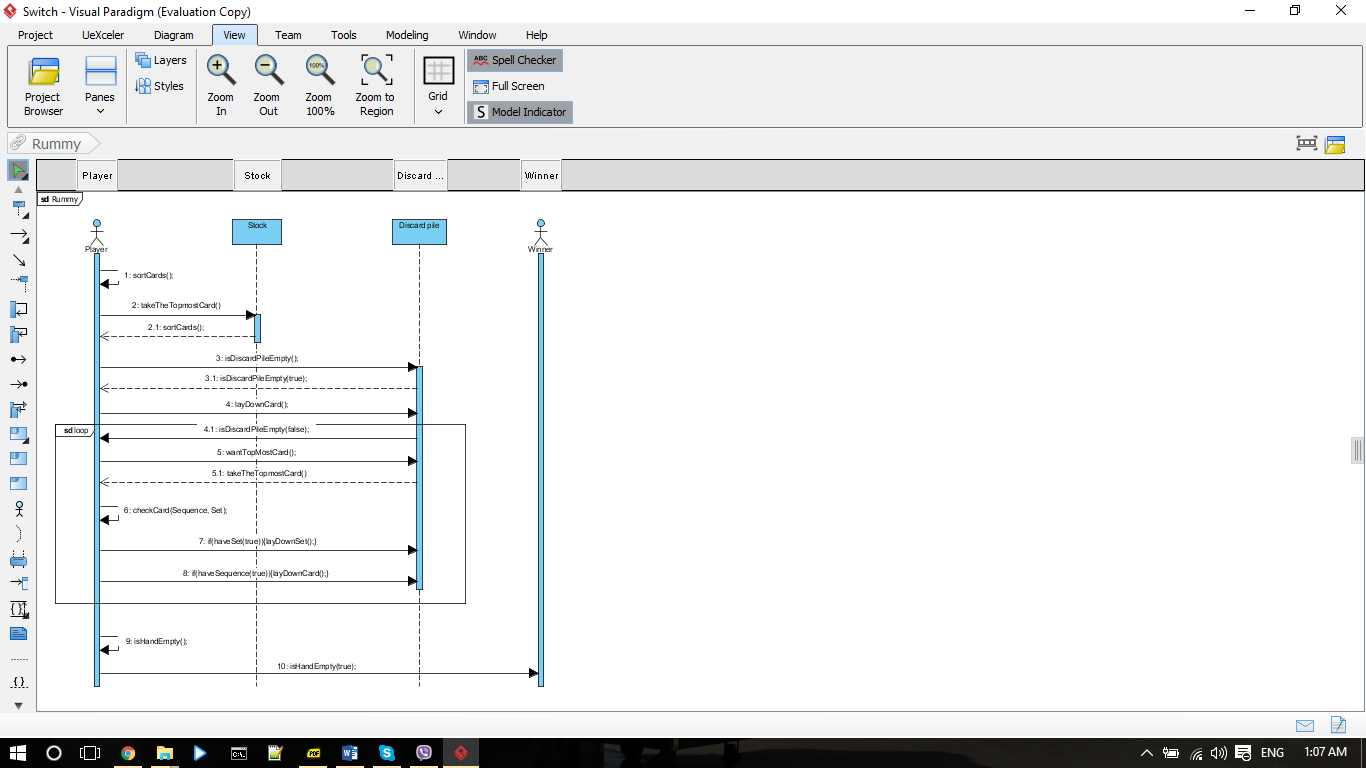


*Figure 4 – Use case Diagram*

* 1. Sequence diagram



*Figure 5 - Sequence Diagram (Switch)*



*Figure 6 - Sequence Diagram (Rummy)*

* 1. Activity diagram