# **SCAPES**

## Object and Dynamic Model Document

**Team Dorcs** 

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#### 1. Object Model

#### 1.1 Entity objects related to DorcSlayer users

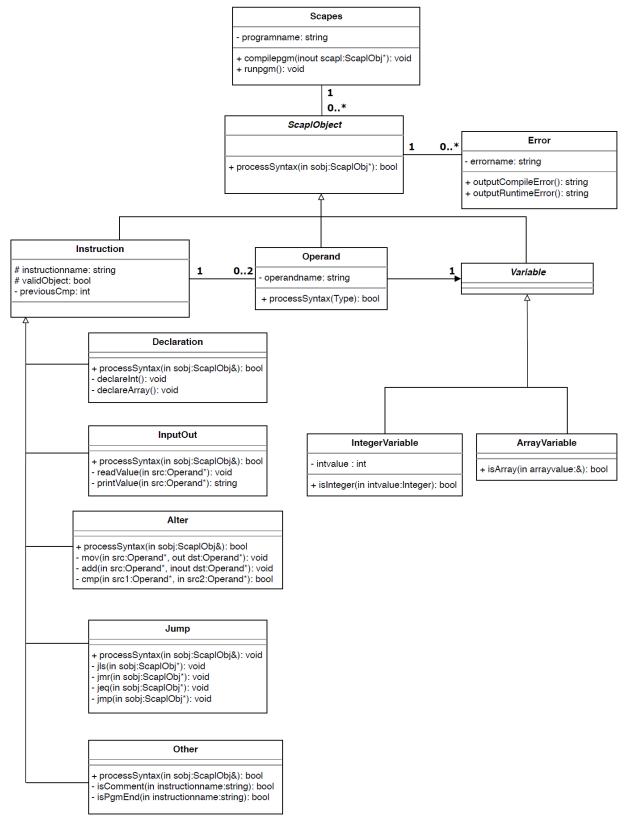


Figure 1 – Compiling and running related entity objects

### 2. Dynamic Model

This is a sequence diagram for the compiling a program use case

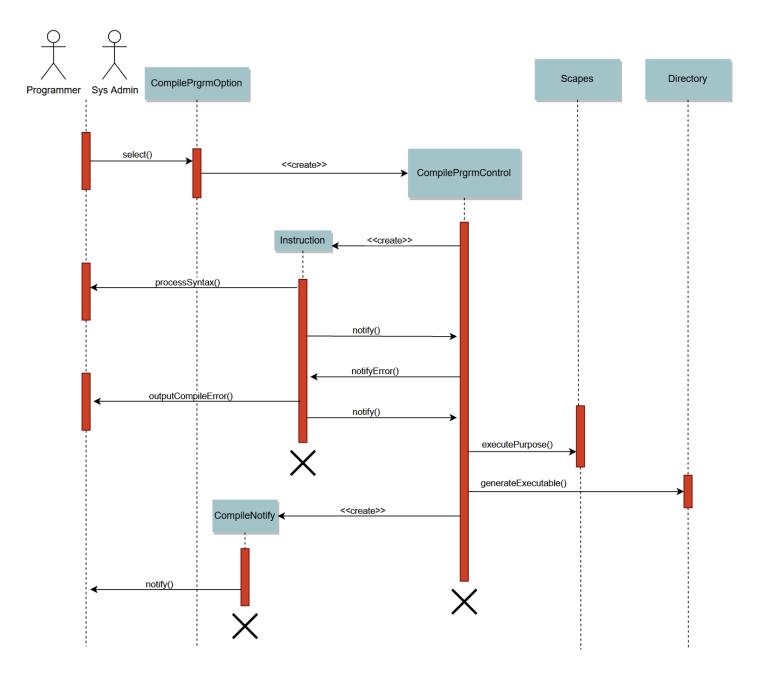


Figure 2 – Sequence diagram for the CompileProgram use case