In an airplane, each passenger has a touch screen for ordering a drink and a snack.

Some items are free and some are not. The system prepares two reports for speeding

up service:

1. A list of all seats, ordered by row, showing the charges that must be collected.

2. A list of how many drinks and snacks of each type must be prepared for the

front and the rear of the plane.

Follow the design process that was described in this chapter to identify classes, and

implement a program that simulates the system.

Nouns and verbs

Charges

Row

Seats

Front

Rear

Drinks

Snacks

List

Type

Seat

Related Terms

Charges, Seats, List, Row

Drinks,Snacks,Type,Front,Rear,List,Row

1.Gather requirements

2.Use CRC cards to find classes, responsibilities, and collaborators

3.Use UML diagrams to record class relationships

4.Use javadoc to document method behavior

5.Implement your program

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CRC:

Class: Row

Responsibilities: contains the amount of drinks and snacks ordered by a row

Collaborators: Seat, FrontRow,BackRow

Class: FrontRow

Responsibilities: contains the amount of drinks and snacks ordered by a front row

Collaborators: Seat,Row,Simulator,

Class: BackRow

Responsibilities: contains the amount of drinks and snacks ordered by a back row

Collaborators: Seat,Row,Simulator,

Class: Seat

Responsibilities: contains the amount of drinks and snacks ordered by a single seat

Collaborators: Row,Simulator, FrontRow,BackRow

Class: Simulator

Responsibilities: contains two different reports generated by methods from Calculator class

Collaborators: Row,r,FrontRow,BackRow