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# Weeks 14 & 15

## Class Diagrams

Group 5

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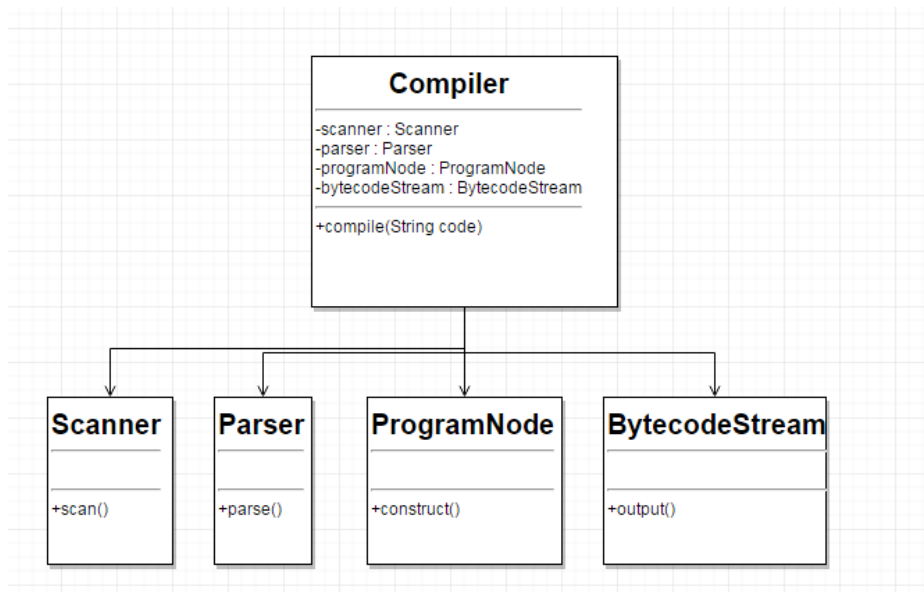
# A Programming Environment

## Requirements Statements

- A compiler subsystem contains classes such as Scanner, Parser, ProgramNode, and BytecodeStream.
- The client classes need to use Scanner, Parser, ProgramNode, and BytecodeStream to compile some code.

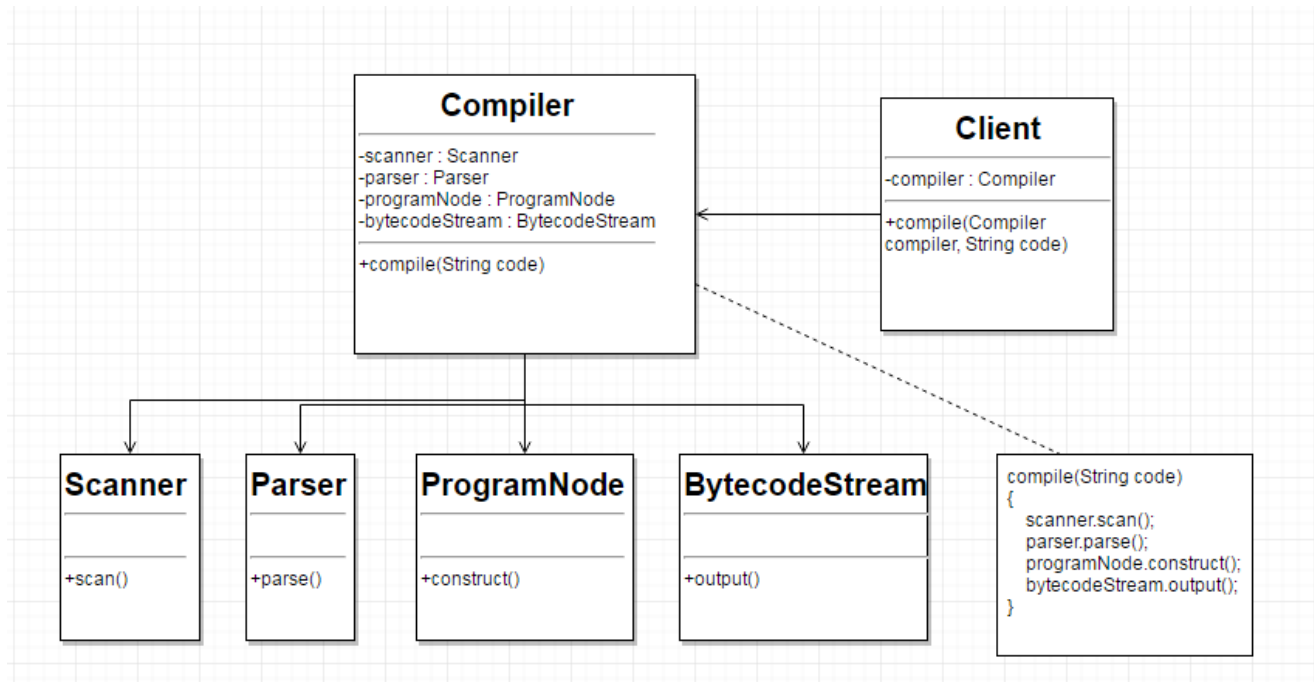
# A Programming Environment<sub>1</sub>

A compiler subsystem contains classes such as Scanner, Parser, ProgramNode, and BytecodeStream.



# A Programming Environment<sub>2</sub>

The client classes need to use Scanner, Parser, ProgramNode, and BytecodeStream to compile some code.



# Master Game

## Requirements Statements

- The main program of Master Game is MasterGameMain, and the entry point is the play() operation.
- The current state of Master Game is also kept in MasterGameMain.
- In order to provide save/load functionalities, MasterGameMain should be able to store and restore the snapshots of Master Game.

# Master Game<sub>1</sub>

The main program of Master Game is MasterGameMain, and the entry point is the play() operation.



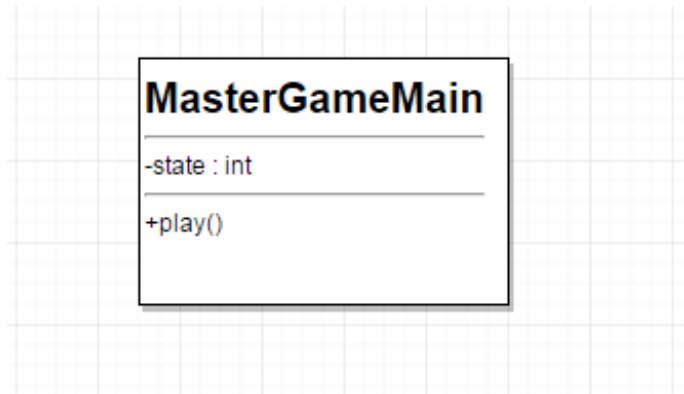
```
classDiagram
    class MasterGameMain {
        +play()
    }
```

**MasterGameMain**

+play()

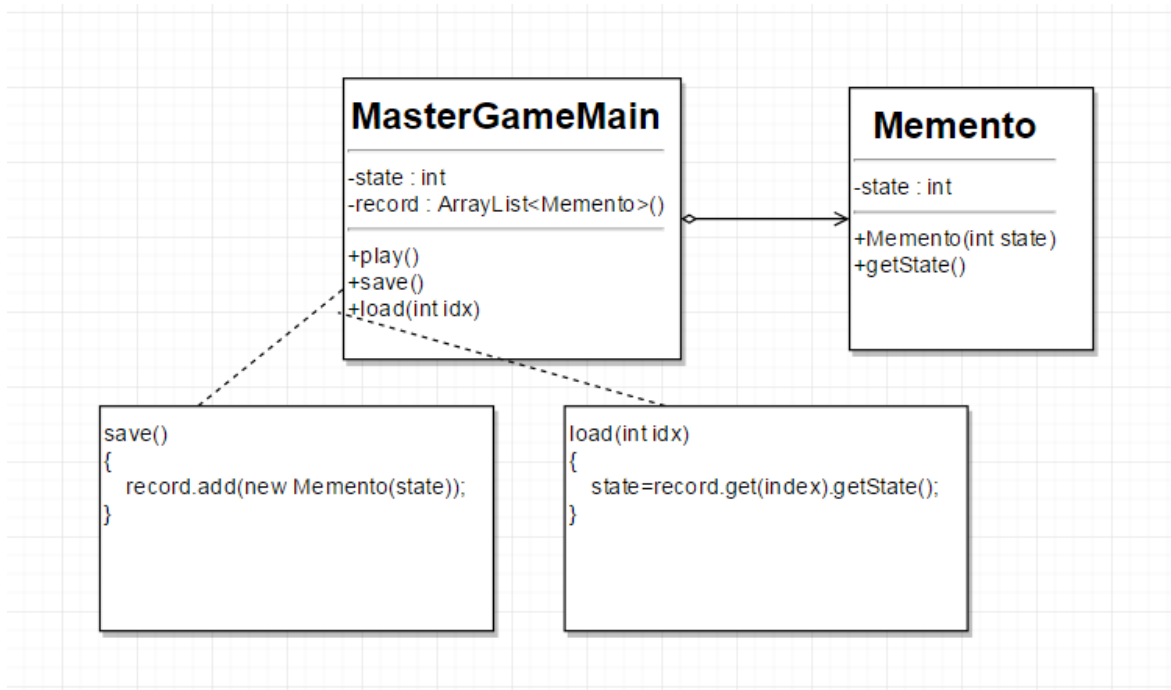
# Master Game<sub>2</sub>

The current state of Master Game is also kept in MasterGameMain.



# Master Game<sub>3</sub>

In order to provide save/load functionalities, MasterGameMain should be able to store and restore the snapshots of Master Game.





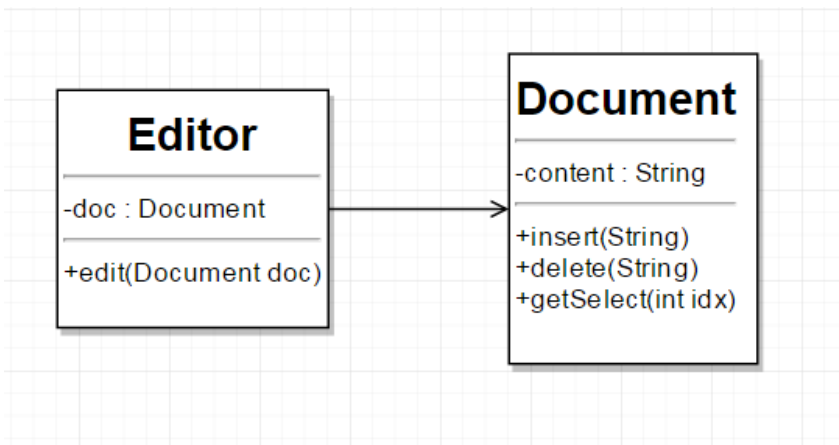
# Cut, Copy, Paste on a Document

## Requirements Statements

- An editor application carries a document.
- A menu in the editor application contains several menu items performing three specific operations: cut, copy and paste on a document when clicked.

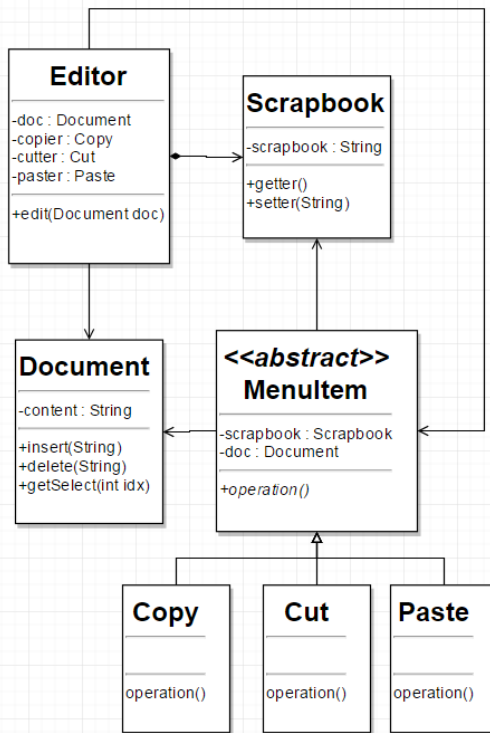
# Cut, Copy, Paste on a Document<sub>1</sub>

An editor application carries a document.



# Cut, Copy, Paste on a Document<sub>2</sub>

A menu in the editor application contains several menu items performing three specific operations: cut, copy and paste on a document when clicked.



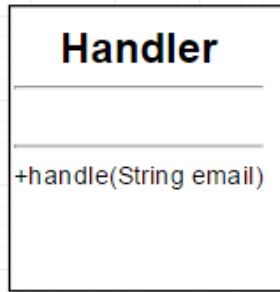
# Email Handler for Enterprise

## Requirements Statements

- An Email Handler for enterprise has ability to handle all received emails.
- The mail handling process of the Email Handler is as follows:
  - \* If an email is a spam, it will be put in a spam box.
  - \* If an email is a complaint mail rather than a spam, it will be forwarded to the legal department.
  - \* If an email is a fan email, it will be forwarded to the CEO.

# Email Handler for Enterprise<sub>1</sub>

An Email Handler for enterprise has ability to handle all received emails.



# Email Handler for Enterprise<sub>2</sub>

The mail handling process of the Email Handler is as follows:

- \* If an email is a spam, it will be put in a spam box.
- \* If an email is a complaint mail rather than a spam, it will be forwarded to the legal department.
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