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# Week 11 Class Diagrams

Group 5

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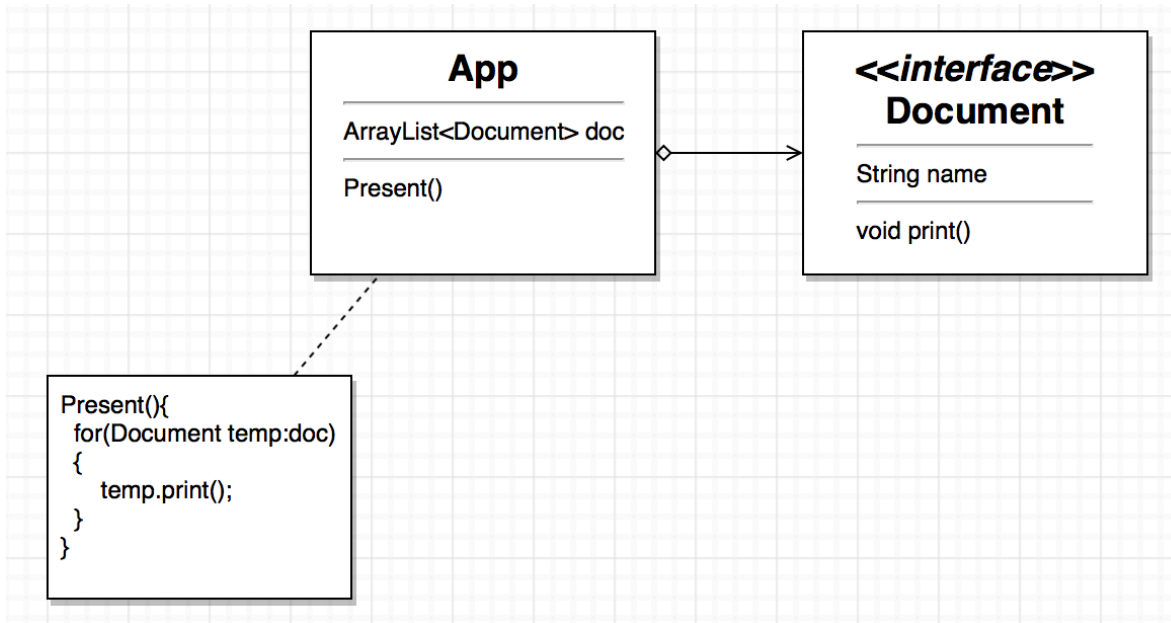
# Powerful Document Viewer

## Requirements Statements

- A powerful application can present multiple documents at the same time.
- These documents include DrawingDocument, TextDocument, and so on.
- The application is responsible for managing documents and creating them as required.

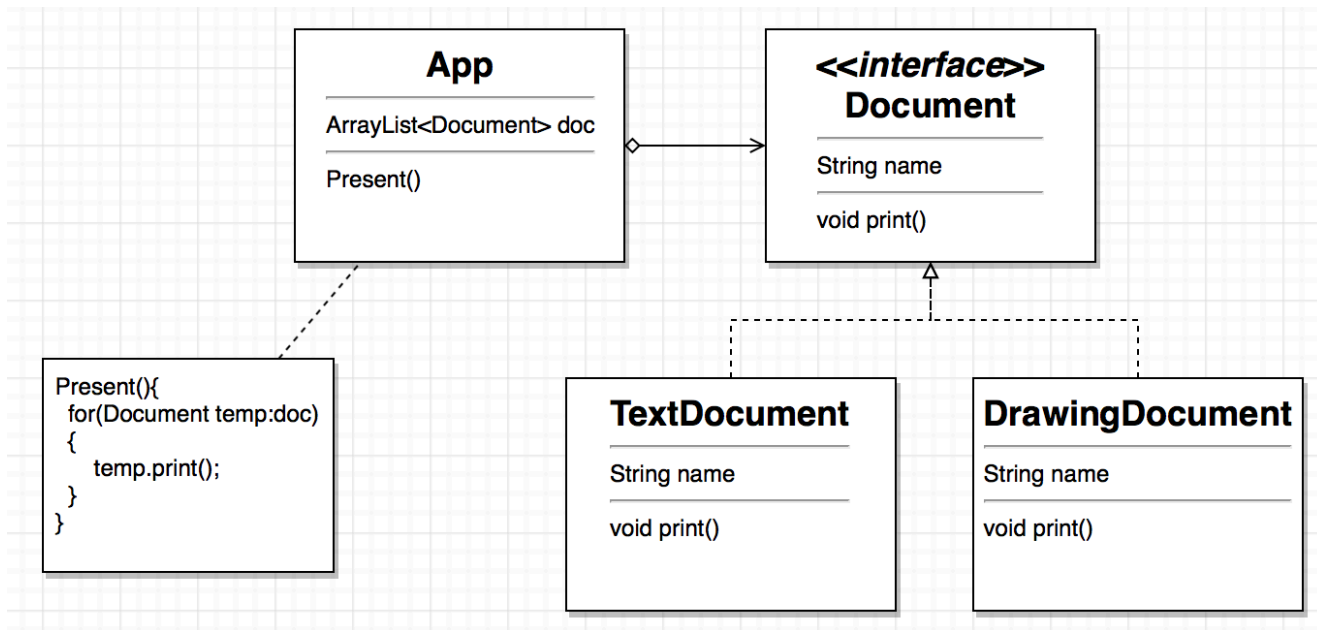
# Powerful Document Viewer<sub>1</sub> Initial Design

A powerful application can present multiple documents at the same time.



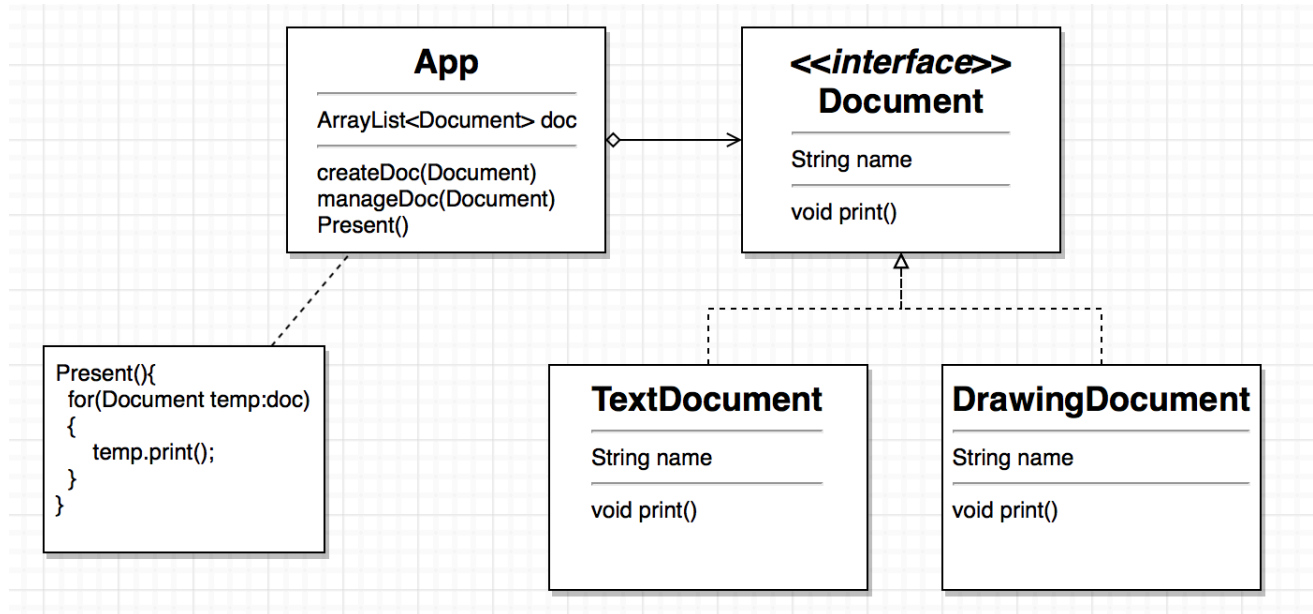
# Powerful Document Viewer<sub>1</sub> Initial Design

These documents include DrawingDocument, TextDocument, and so on.



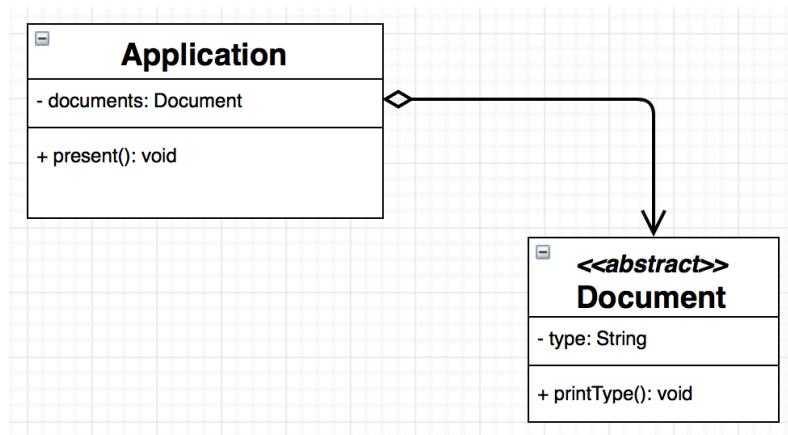
# Powerful Document Viewer<sub>3</sub> Initial Design

The application is responsible for managing documents and creating them as required.



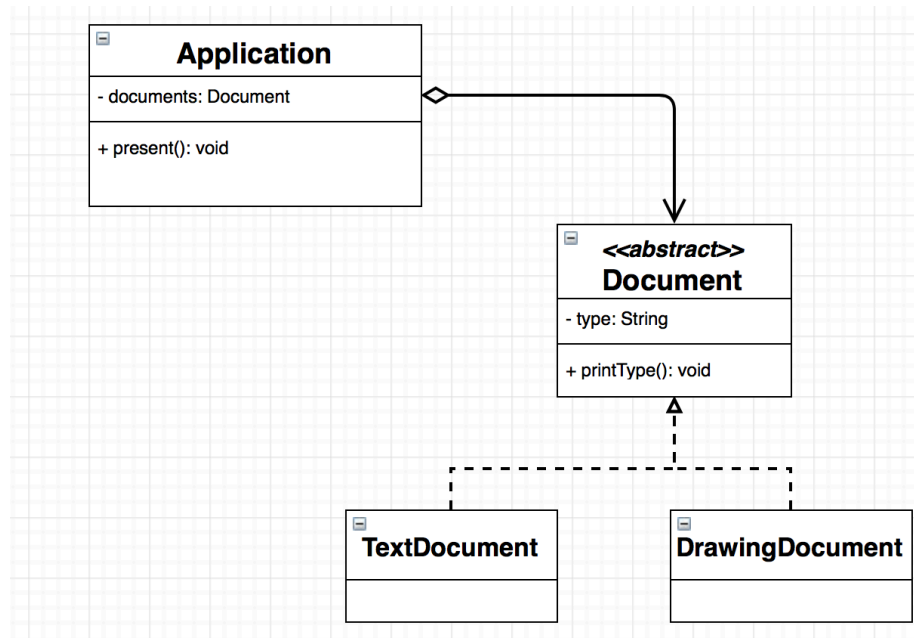
# Powerful Document Viewer<sub>1</sub>      Refactored Design

A powerful application can present multiple documents at the same time.



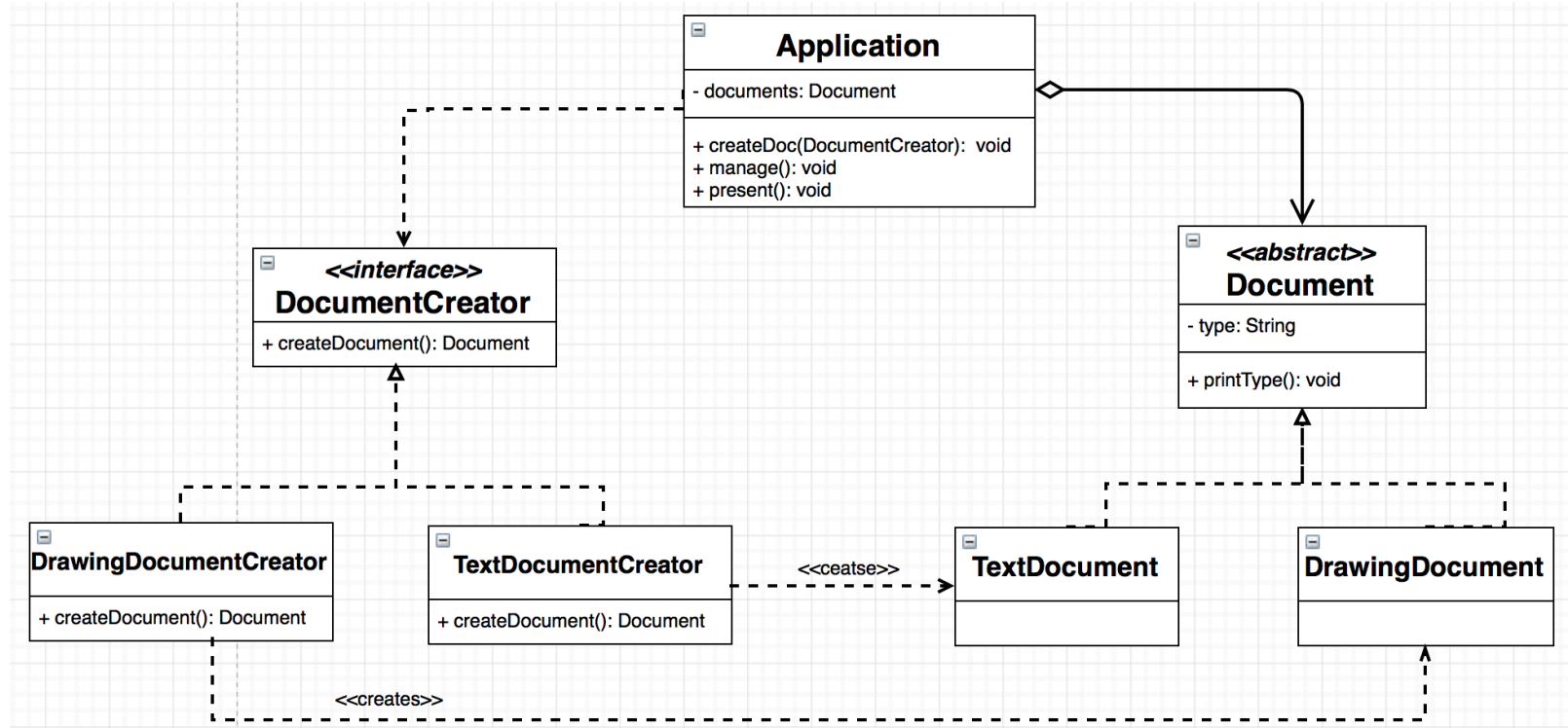
# Powerful Document Viewer<sub>2</sub>      Refactored Design

These documents include DrawingDocument, TextDocument, and so on.



# Powerful Document Viewer<sub>3</sub>      Refactored Design

The application is responsible for managing documents and creating them as required.





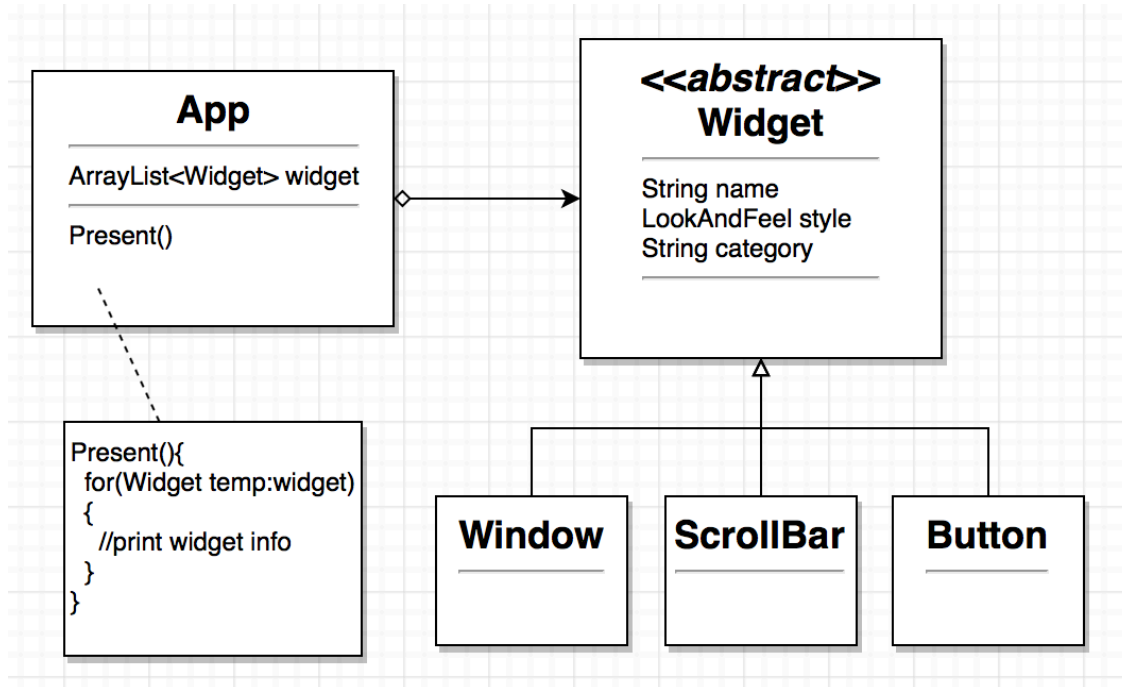
# A GUI Application with Multiple Styles

## Requirements Statements

- A GUI Application consists of various types of widgets such as window, scroll bar, and button.
- Each widget in the GUI application has two or more implementations according to different look-and-feel standards, such as Motif and Presentation Manager.
- The GUI application can switch its look-and-feel style from one to another while the widgets are being created.

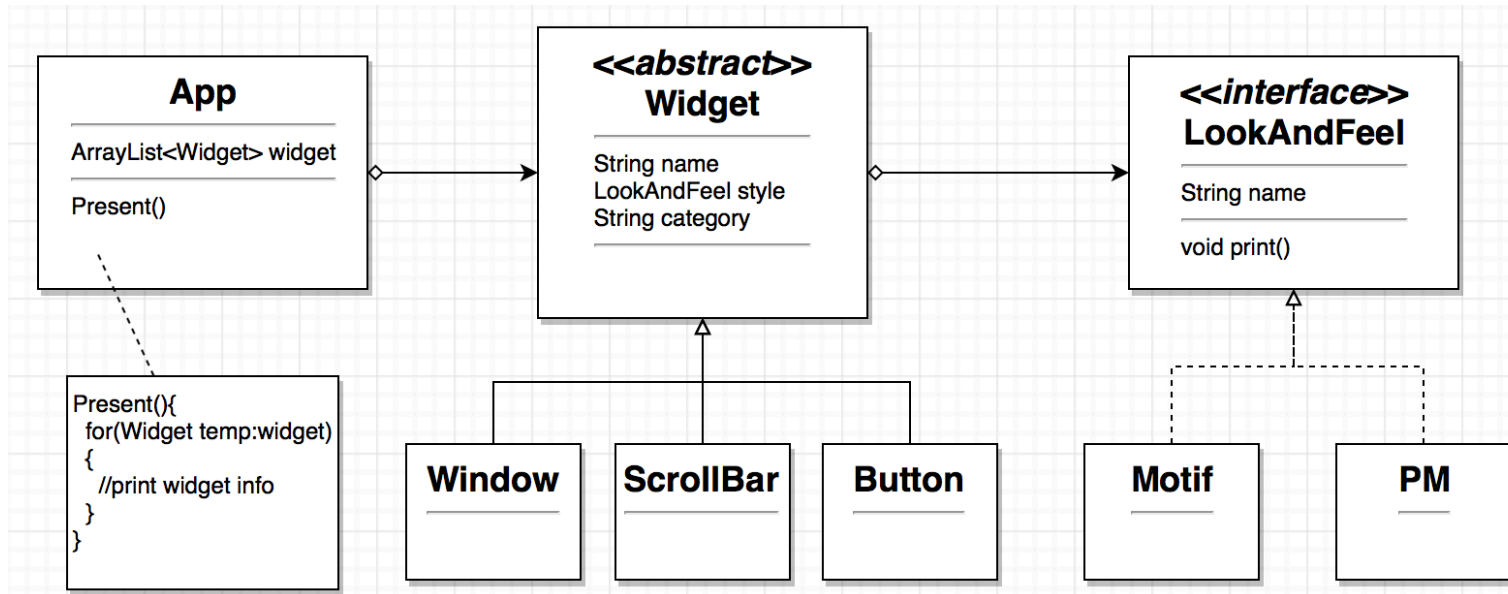
# GUI Application<sub>1</sub> Initial Design

A GUI Application consists of various types of widgets such as window, scroll bar, and button.



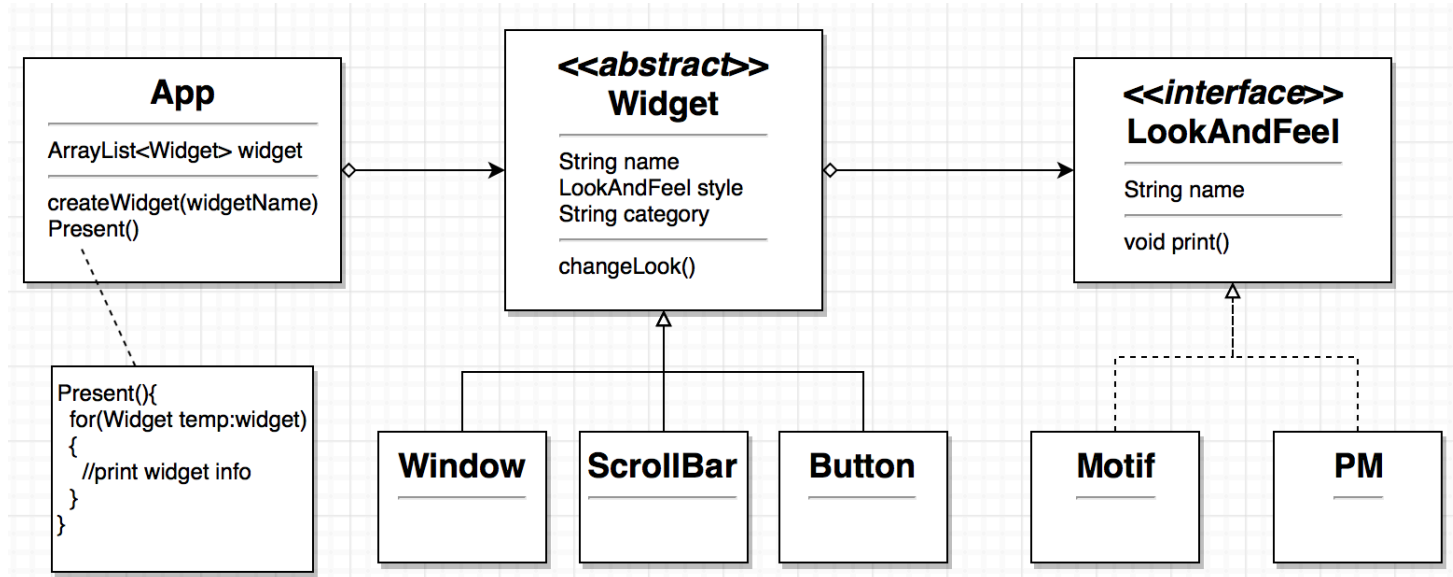
# GUI Application<sub>2</sub> Initial Design

Each widget in the GUI application has two or more implementations according to different look-and-feel standards, such as Motif and Presentation Manager.



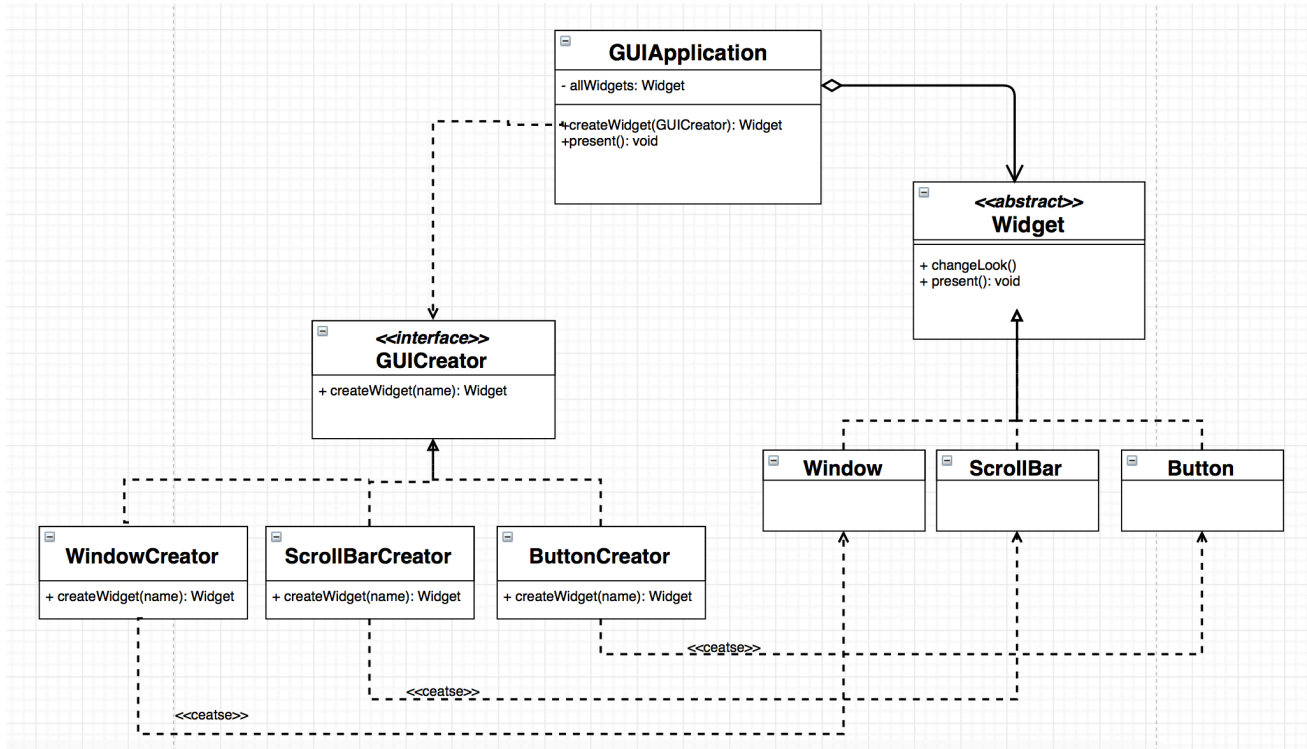
# GUI Application<sub>3</sub> Initial Design

The GUI application can switch its look-and-feel style from one to another while the widgets are being created.



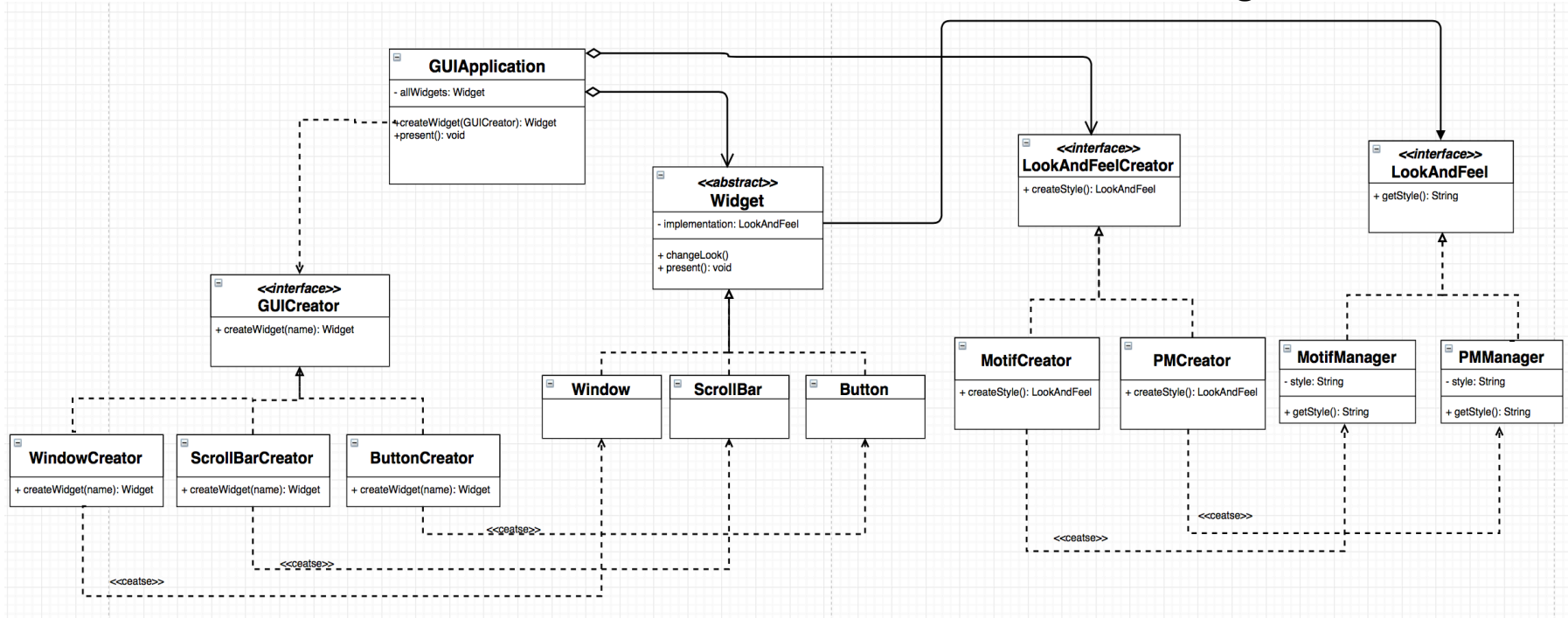
# GUI Application<sub>1</sub> Refactored Design

A GUI Application consists of various types of widgets such as window, scroll bar, and button.



# GUI Application<sub>2</sub>      Refactored Design

Each widget in the GUI application has two or more implementations according to different look-and-feel standards, such as Motif and Presentation Manager.



# GUI Application<sub>3</sub>      Refactored Design

The GUI application can switch its look-and-feel style from one to another while the widgets are being created.

