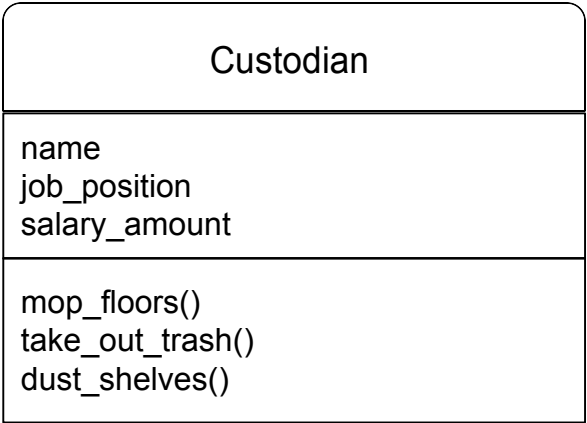
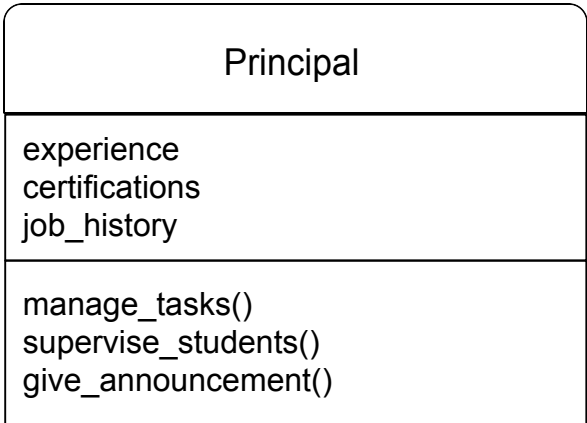
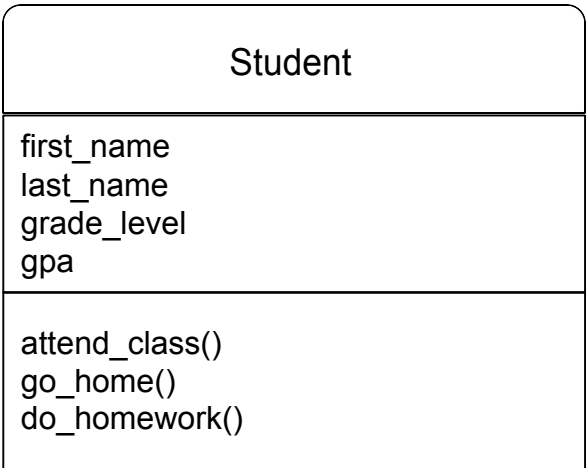
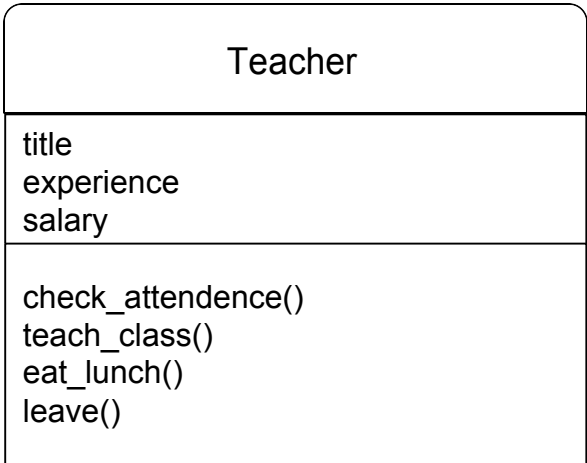


# UML Diagram - Scenario #1(School)

Name: Allison Sharpe

Date: 10/04/15

Class: Design Patterns for Web Programming - Section 01



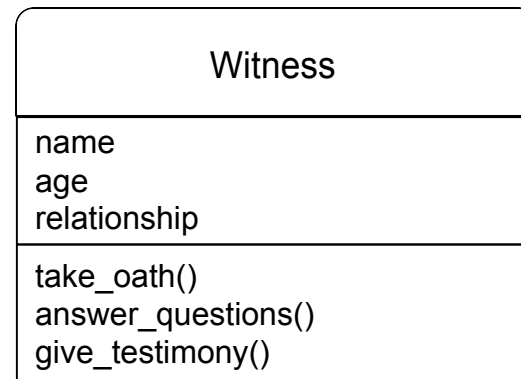
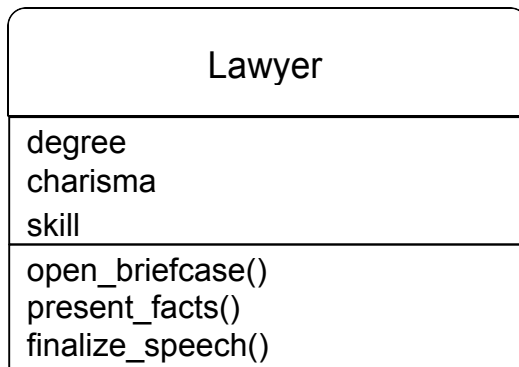
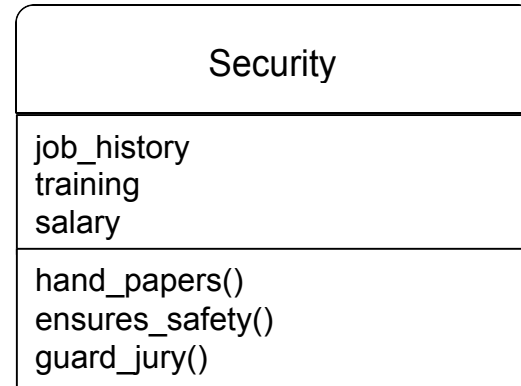
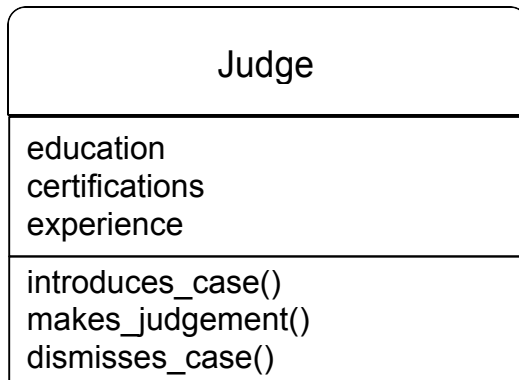
# UML Diagram - Scenario #2(Court)

Name: Allison

Sharpe Date:

10/04/15

Class: Design Patterns for Web Programming - Section 01



# UML Diagram - Scenario #3(Food Market)

Name: Allison

Sharpe Date:

10/04/15

Class: Design Patterns for Web Programming - Section 01

Cashier
name age diploma
 greet_customer() scan_items() give_receipt()

Customer
first_name last_name residence
 gather_items() make_purchase() leave()

CashRegister
cash_amount size quantity
 open() close() print_receipt()

Delivery/Stocker
position salary education_level
 unload_stock() stock_shelves() clean_shelves()