CS 410 Software Engineering Software Development Project

Part 6: Object Design

Description
Create the design object model for the first iteration of your project development using UML class diagrams.

Tasks
1. Use analysis object model as the starting point
   - Add newly identified objects as needed
2. Complete the interface for each object:
   - Attributes:
        i. Add newly identified attributes as needed
        ii. Specified type, visibility, and additional properties
   - Operations:
        i. Add newly identified operations as needed
            - Note that operations can be identified from sequence diagrams
        ii. Specify signature, visibility, and additional properties
        iii. Create a contract for each critical operation
3. Complete the associations
   - Include multiplicity at both ends of an association
   - Include navigability for each association
   - Include a role name at the end of a navigation
4. Don't forget the objects in the Start-Up use cases

Deliverables
- Submit a report that includes the artifacts created from the tasks to Assignments Project Part 6 folder by 11:00PM 4/10/2023.
- Embed diagrams into the report so that there is only one single document to submit.
- One submission per team.