Software Engineering Practice #03 – Rymbayeva Anelya

1) A **class** is a structure diagram that describes the structure of the system.

Model class diagram:

Classname
Attributes list with access specifiers (public, private, protected)
Methods
Responsibilities of the class

2) Emails object class:

Mailbox
+name +pathname: +creation date: +change date: +messages: +unread messages: +flagged messages: +deleted messages:
+move message() +copy message() +delete message() +fetch mail() +create() +rename() +delete()

3) Mail message objects class:

Mail message
+sender: +receiver list: +cc list: +bcc list: +date: +subject: +return path: +routing info: +spam info: +mailer: +message info: +message body: +attachments: +signature:
+Read() +Reply() +Reply all() +Print() +Forward() +Send()