CS 1301 Project8 UML

Fares

10/14/2015

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| MyCourseList8 |  |
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| +main (args: String[]): void | 1. Create a school address object 2. Create several home address objects for a number of students 3. Create Students objects for several students. 4. Create a Course object for CS1301A 5. Create a Course object for CS1301B 6. Add some students to CS1301A course 7. Add some students to CS1301B course 8. Get the averages of CS1301A & CS1301B classes 9. Display the class roll for each of CS1301A & CS1301B |

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| Address |  |
| -street : String  -cityName : String  -stateName : String  -zip : long | Street number & name  City name  State name  Zip Code |
| +Address (streetAddress : String, city : String, state : String, zipCode : long)  +toString(): String | No-argument constructor: Assigns street number & name, city name, state name, and zip code to instance variables  Returns address in the form:  Street number & name  City, state zipcode |

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| Course |  |
| -courseName : String  -studentList : ArrayList <Sudent> | Course name  Student list as an ArrayList to hold references to Student objects |
| +Course (CourseNameInit: String)  +addStudent(newStudent : Student): void  +average(): double  +roll(): void | Sets up a Course object with the specified course name. It assigns course name to instance variable. It creates an empty student list for that course.  Adds a student to the course.  Returns the average of all student test scores.  Prints out all students in the course. |

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| Student |  |
| -firstName : String  -lastName : String  -test1, test2, test3, test4 : int  -# NUM\_TESTS : int | Student’s first name  Student’s last name  Student’s four test scores  Constant initialized to 4 |
| +Student (first : String, last : String, home : Address, school : Address, test1 : int, test2 : int, test3 : int, test4 : int)  +Student (first : String, last : String, home : Address, school : Address)  +getTestScore (testNumber : int): int  +setTestScore (testNumber : int, score : int): void  +average (): double  +toString (): String | Constructor Sets up this Student object with the specified initial values. that accepts:  Student’s first & last name, home & school address, and four test scores. It assigns them to instance variables  Constructor Sets up this Student object with the specified initial values, setting initial test scores to 0;  Accessor that accepts test number and returns the corresponding test score  Mutator that accepts a test number with its score. It updates the corresponding test score  Returns the average of the four test scores  Returns a representation of this student as a string with appropriate labels, alignment, indention, and formats. |