

• Create a CRE card and Class Diagram for each of the following classes:

- Movie (title, producer, length, director, genre)
- Ticket (price, adult or child, showtime, movie)
- Patron (name, adult or child, age)

Class name: Movie ID: 1  
type: Concrete, Domain Avc: 2

Description

Re

C:

Attribute:

title (String)  
producer (String)  
length (int? double?)  
director (String)  
genre (String)

Relationship:

Generalization:  
Aggregation:  
Other Association:

Class name: Ticket ID: 2  
type: Concrete Domain Avc: 2.3.4.5

D:

R:  
by:

在 Use Case ID 1 以下  
有功能

Attribute:

price (double? int?)  
Adult or child (String? boolean?)  
showtime (Movie (String))

Relationship:

Generalization:  
Aggregation:  
Other Association: Patron, movie

Class name: Patron ID: 3  
type: Concrete Domain Avc: 2

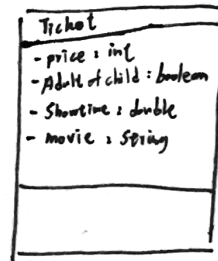
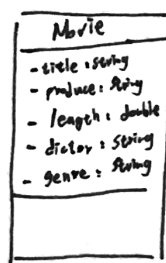
D:

R:

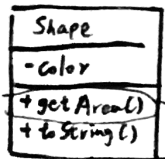
C:

Attribute:

name (String)  
adult or child (String? boolean?)  
age (int)



Over write. / same Name  
= 子类可覆盖父



Same Name  
means Over write.  
(覆盖)

Different Shape,  
Different Cover.

Can Interface has variables? 9. static, final

Can Interface has constructor? N. Interface 是完全抽象,  
不能 Create Interface  
没有 Constructor.

Public abstract class Animal {  
double weight;  
public Animal(int weight) {  
this.weight = weight;  
}  
abstract public

esp = 子类一定要可以取代父类.

C 继承 A, 有 A 的所有特性.  
A 继承 C 有 A 的特性.  
子类可以有父类的所有特性.  
还有自己的特性

behavior, sequence diagram

- 要有 Object 与 Object 互动.
- 动态, dynamic model
- Object  $A \rightarrow B$  No Class.
- Message (实)  $\rightarrow$
- Return (虚)  $\leftarrow$
- focus, 时间, 顺序.

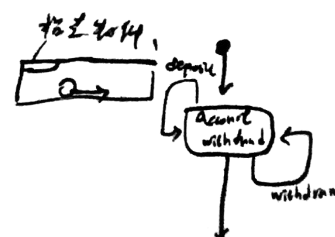
- 第一个接口为 UML 介面.
- 第一个回传才能 覆盖 =
- 3d Sequence diagram = 1d Use case

Communication diagram

- focus 传递对象
- Communication 可以跟 Sequence 对照
- No return message.
- Can

Behavior State Machine

- Object 为主.
- Focus in Object event.



message, type  
1. time out.

1. alt (if else)
2. option (选成反选)
3. Loop (重复)
4. Ref (引用, 第三)

