

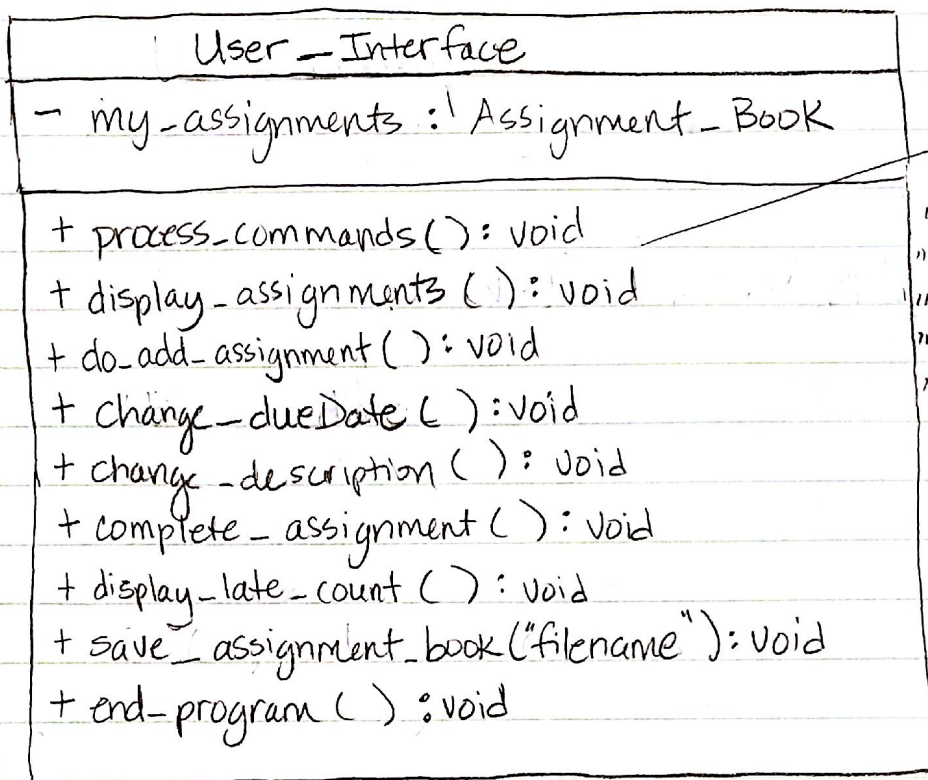
Main

User-Interface = User-Interface  
Assignment = Employee  
Assignment-Book = Phone-Directory

our  
code

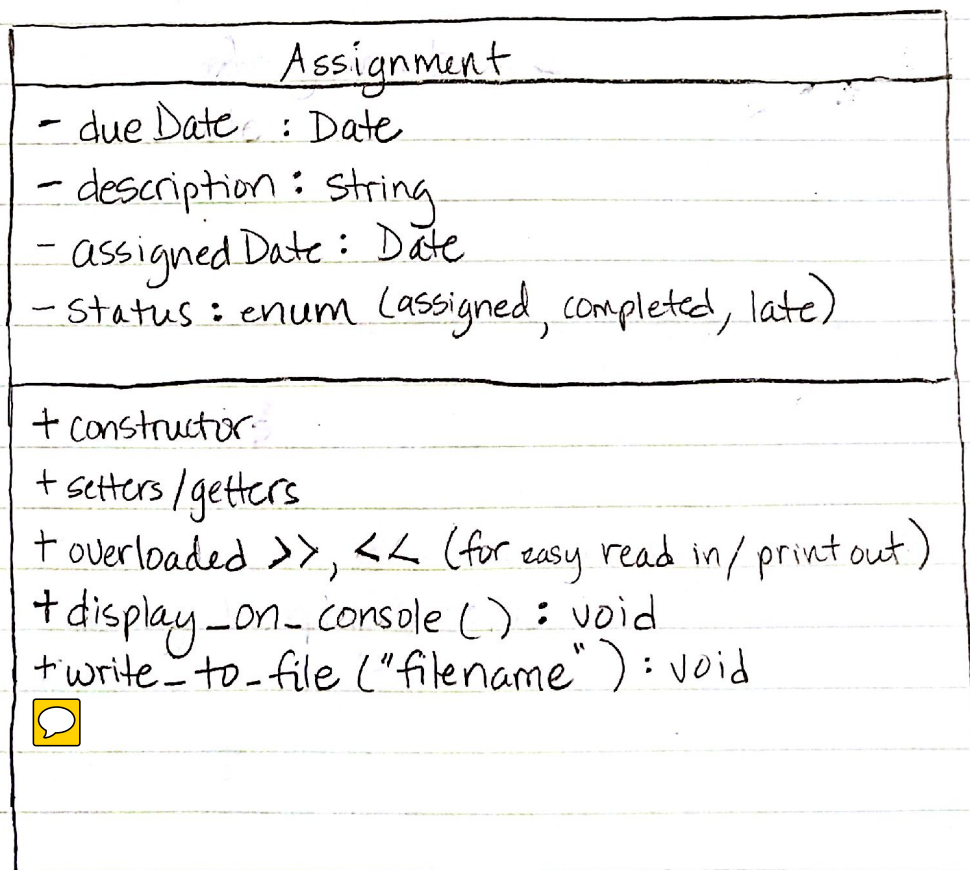
std : list  
ordered-list  
Date

borrowed-  
list  
sources  
in  
report



Menu:

"Display Assignments"  
"Add Assignment"  
"Edit Due Date"  
"Edit Description"  
"Complete Assignment"  
"Display Number of  
Late Assignments"  
"Save"  
"Exit"



## Assignment\_Book

- assigned\_list : std::list < Assignment >
- completed\_list : std::list < Assignment >
- source\_file : string
- modified : bool
- late\_count : int

- + display\_all ( ) : void
- + add\_assignment (assignment : Assignment) : void
- + complete\_assignment (assignment : Assignment) : void
- + save (filename : string) : void
- + getter/setter for modified, late\_count
- + remove\_assignment
- + find\_assignment (assignedDate : Date) : Assignment
- + load (filename : string) : void
- + constructor, destructor, copy constructor, overloaded assignment operator

Final version of UML should look something like this, but with functions and attributes similar to above.

