

CSCI 360
Software Architecture and Design
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Problems

1 – 2 to 4 players.

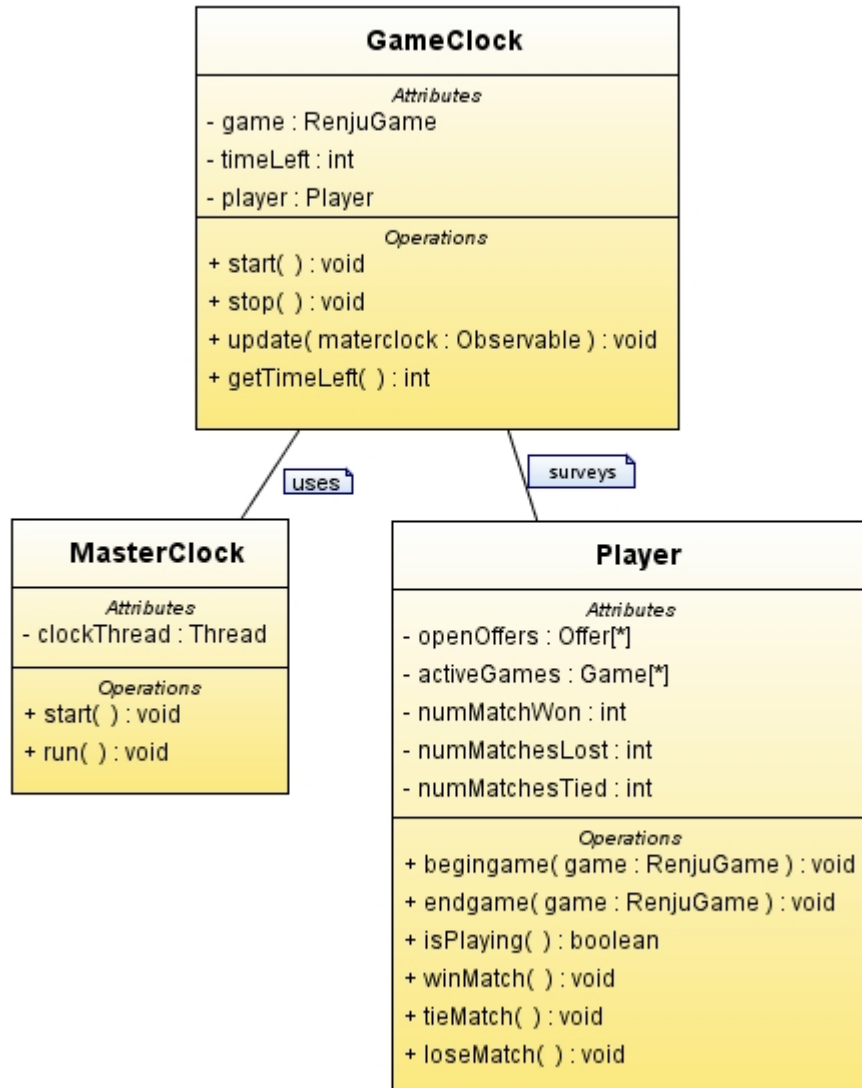
2 – Consists of "Rounds". "Ordered List" is a implementation detail that can't be a part of the Class Diagram. At this point, all we know it that "Schedule" is composed of a certain number of "Rounds".

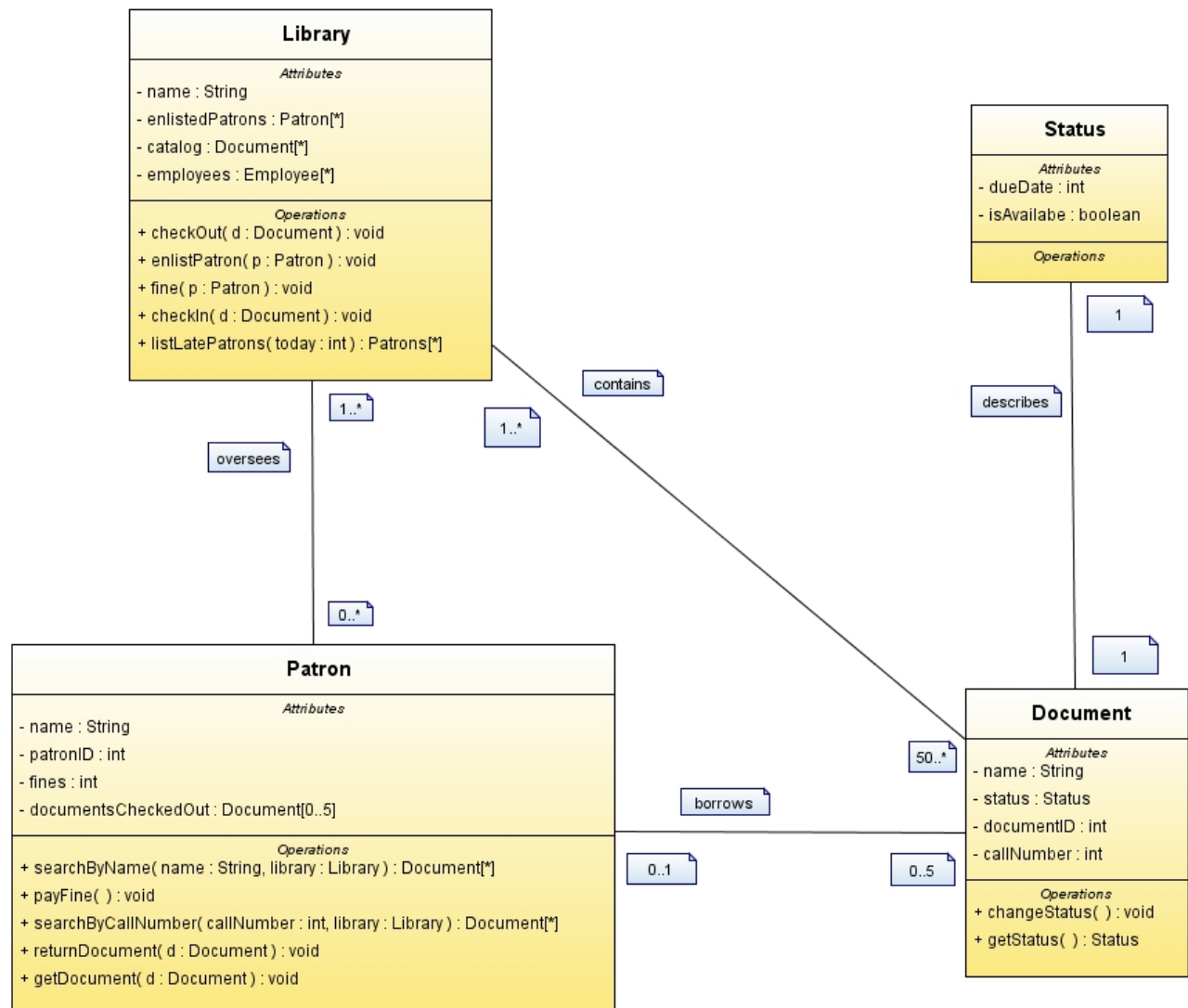
3 – The default weight is 20.

4 – Plays and Works

5 - No. All we know from the diagram is that a round can have from 2 to 4 players, and that it can have from 1 to 4 caddies. There's no specification that the number of players and caddies must be the same.

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Assessment Questions

1. This activity did help us achieve the learning objective. Surprisingly, it helped us more than we had anticipated. We were forced to think hard about the various associations classes could have, as well as the impact choosing certain associations could have. This was especially true of the final problem.
2. To improve this activity, add more details concerning the construction of a new UML class diagram. Many levels of abstraction existed in the final problem, and the majority of the time was spent on deciding the level of abstraction to be used.