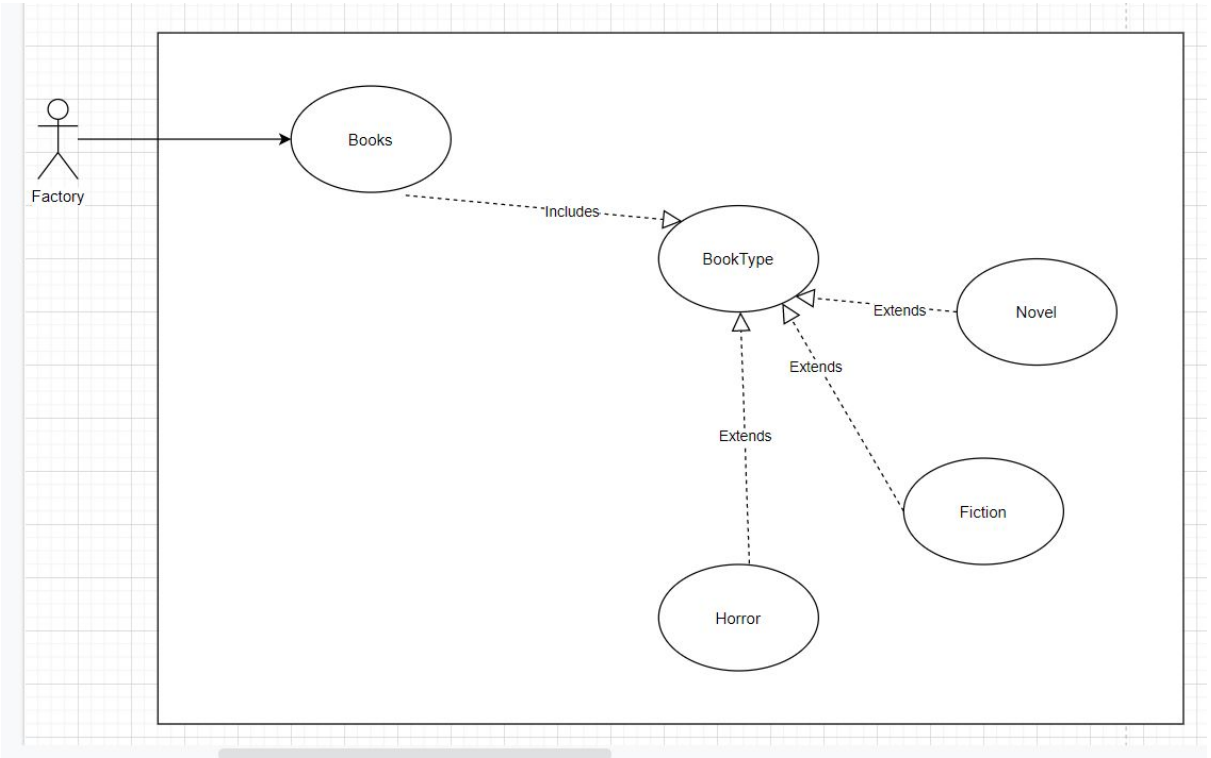
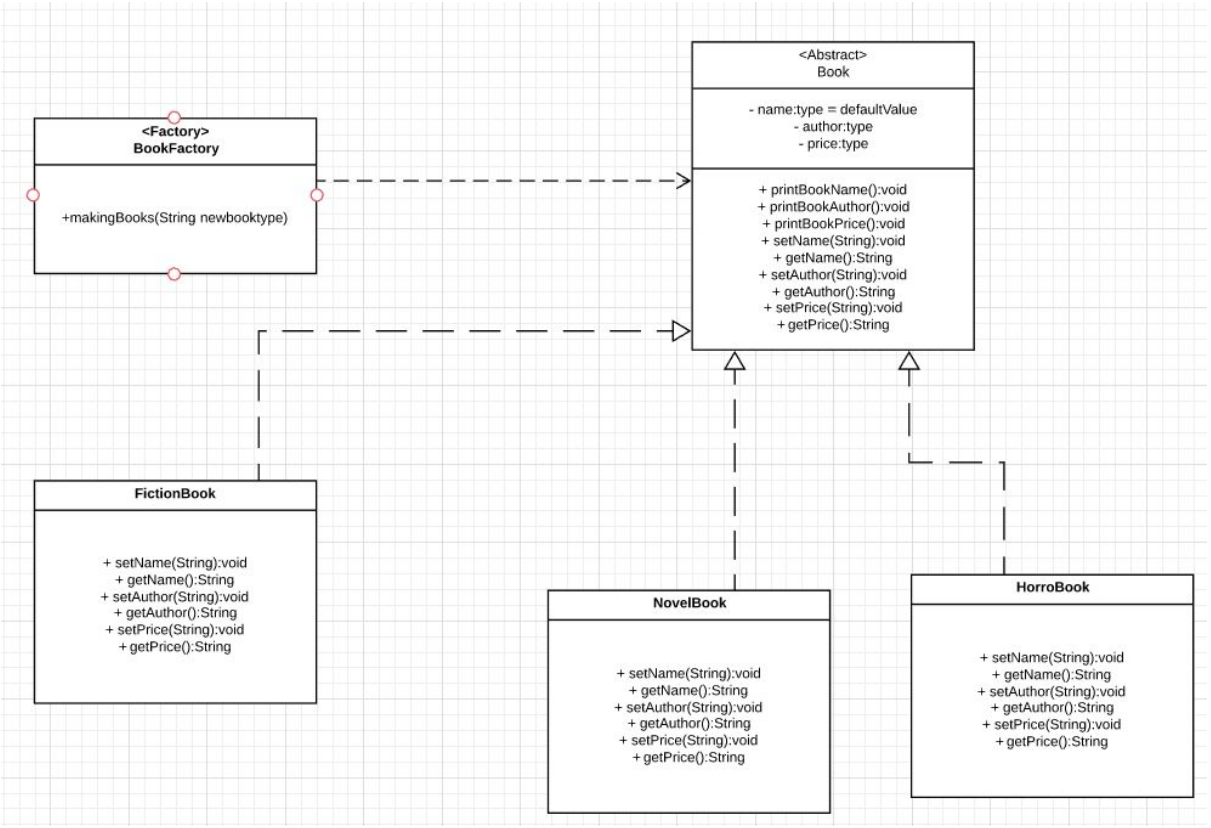
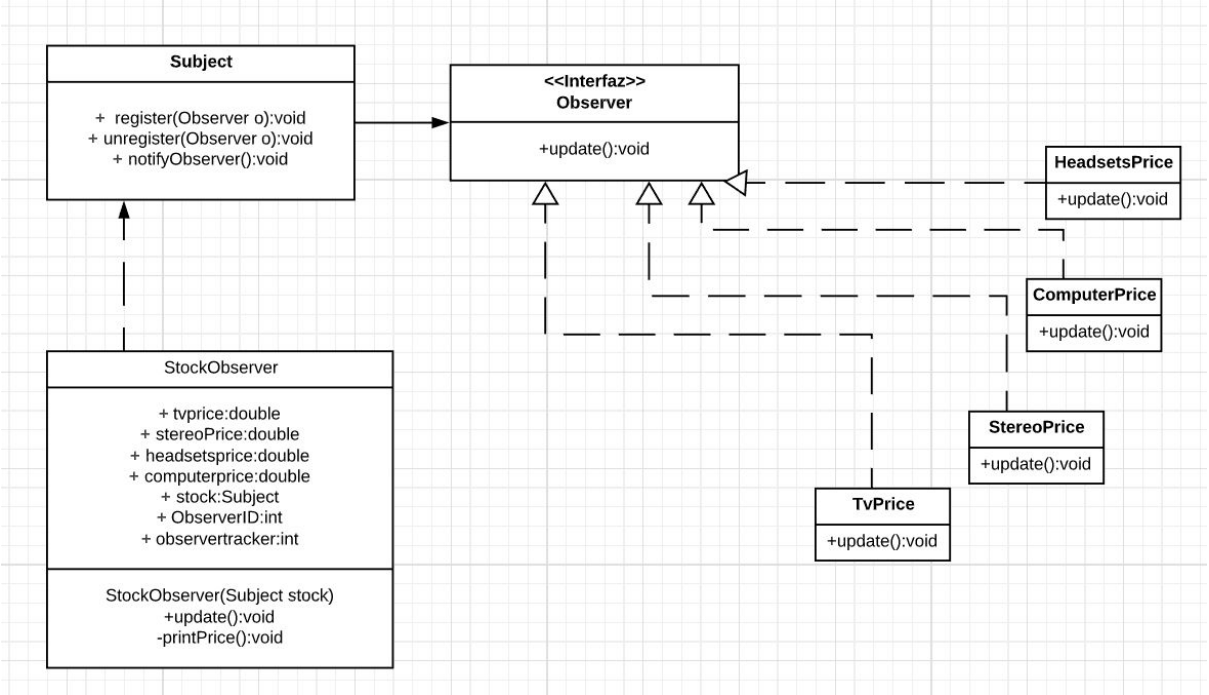
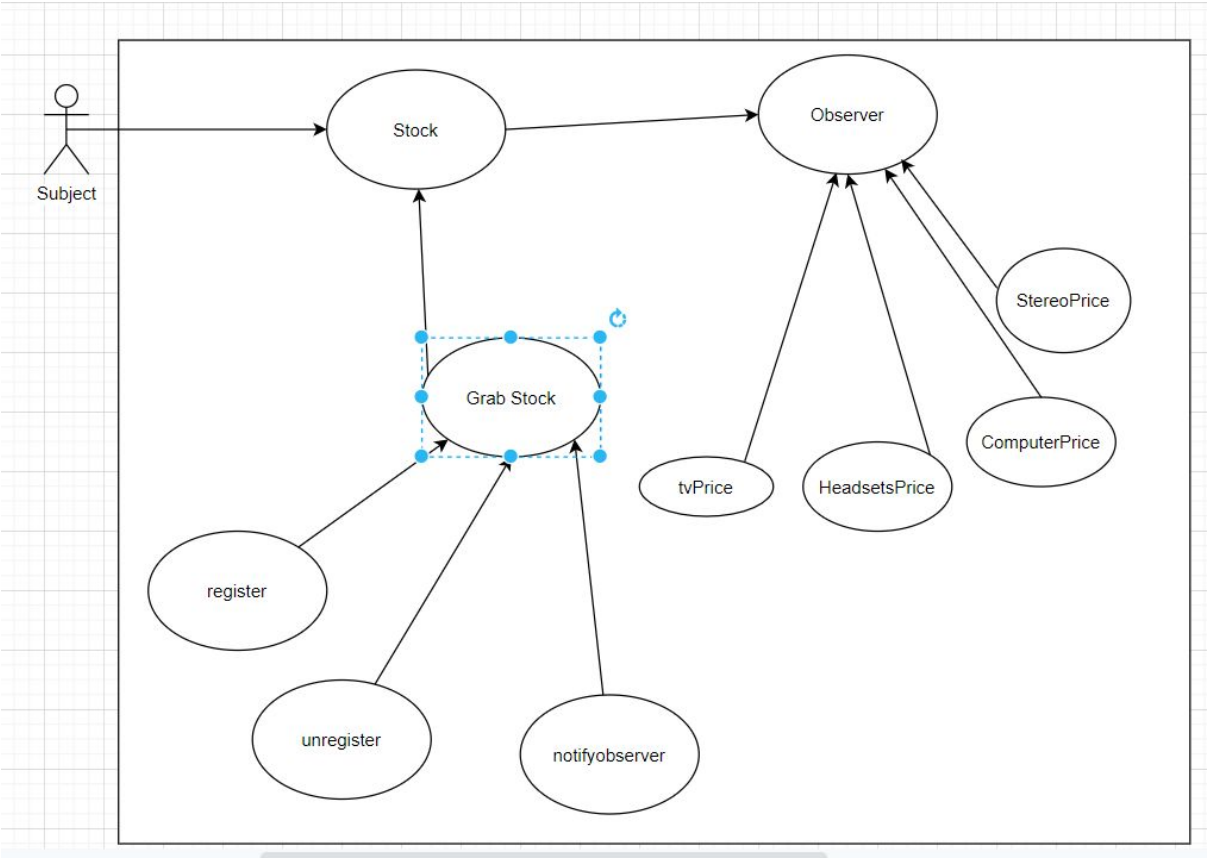
Factory


Factory
Books
Includes
BookType
Extends
Novel
Extends
Extends
Fiction
Horror

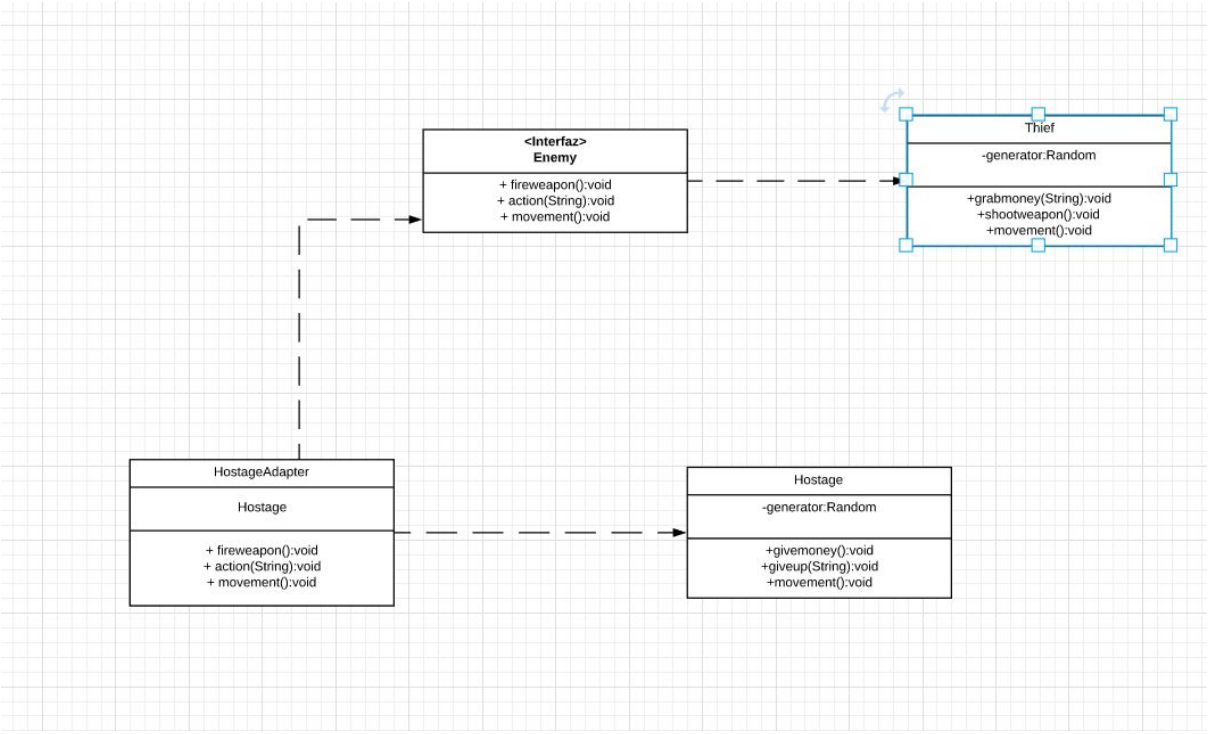

<Factory>
BookFactory
+makingBooks(String newbooktype)
<Abstract>
Book
- name:type = defaultValue
- author:type
- price:type
+ printBookName():void
+ printBookAuthor():void
+ printBookPrice():void
+ setName(String):void
+ getName():String
+ setAuthor(String):void
+ getAuthor():String
+ setPrice(String):void
+ getPrice():String
FictionBook
+ setName(String):void
+ getName():String
+ setAuthor(String):void
+ getAuthor():String
+ setPrice(String):void
+ getPrice():String
NovelBook
+ setName(String):void
+ getName():String
+ setAuthor(String):void
+ getAuthor():String
+ setPrice(String):void
+ getPrice():String
HorroBook
+ setName(String):void
+ getName():String
+ setAuthor(String):void
+ getAuthor():String
+ setPrice(String):void
+ getPrice():String

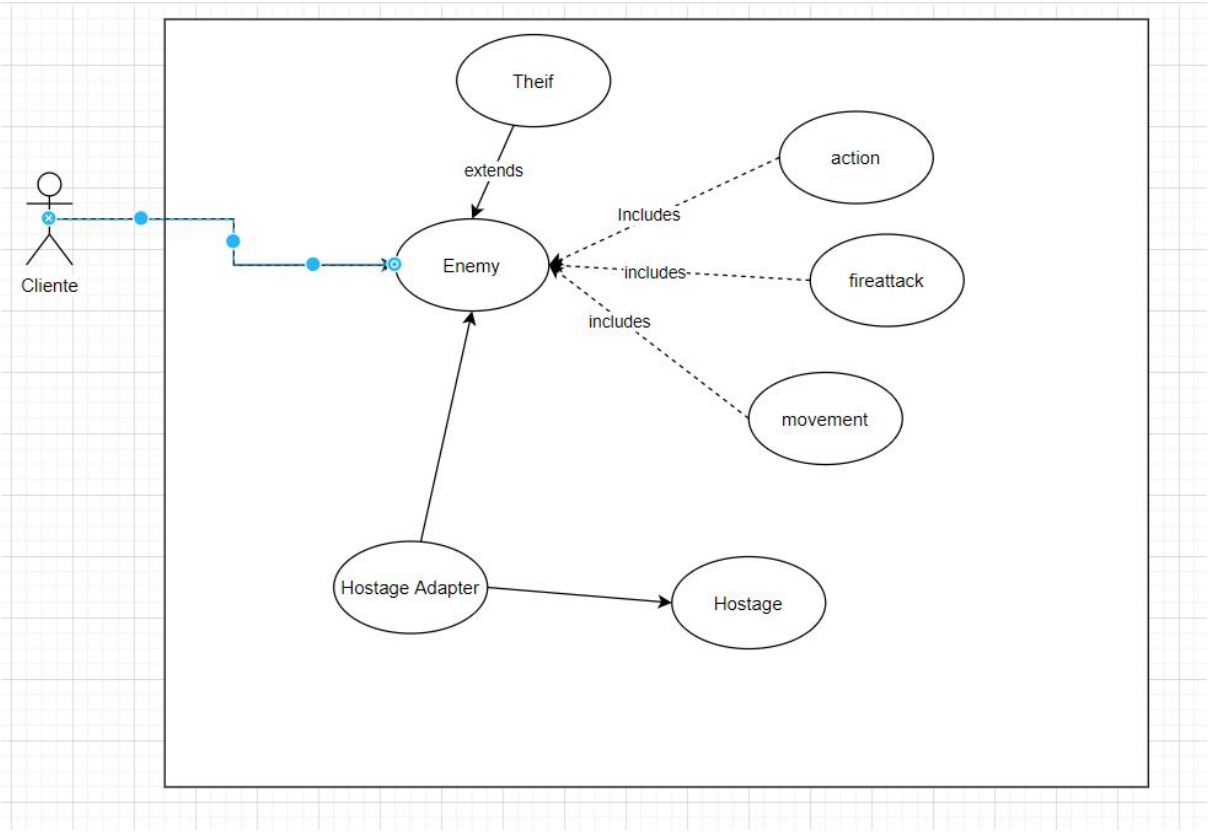
Observer


Subject
+ register(Observer o):void
+ unregister(Observer o):void
+ notifyObserver():void
<<Interfaz>>
Observer
+update():void
HeadsetsPrice
+update():void
ComputerPrice
+update():void
StereoPrice
+update():void
TvPrice
+update():void
StockObserver
+ tvprice:double
+ stereoPrice:double
+ headsetsprice:double
+ computerprice:double
+ stock:Subject
+ ObserverID:int
+ observertracker:int
StockObserver(Subject stock)
+update():void
-printPrice():void

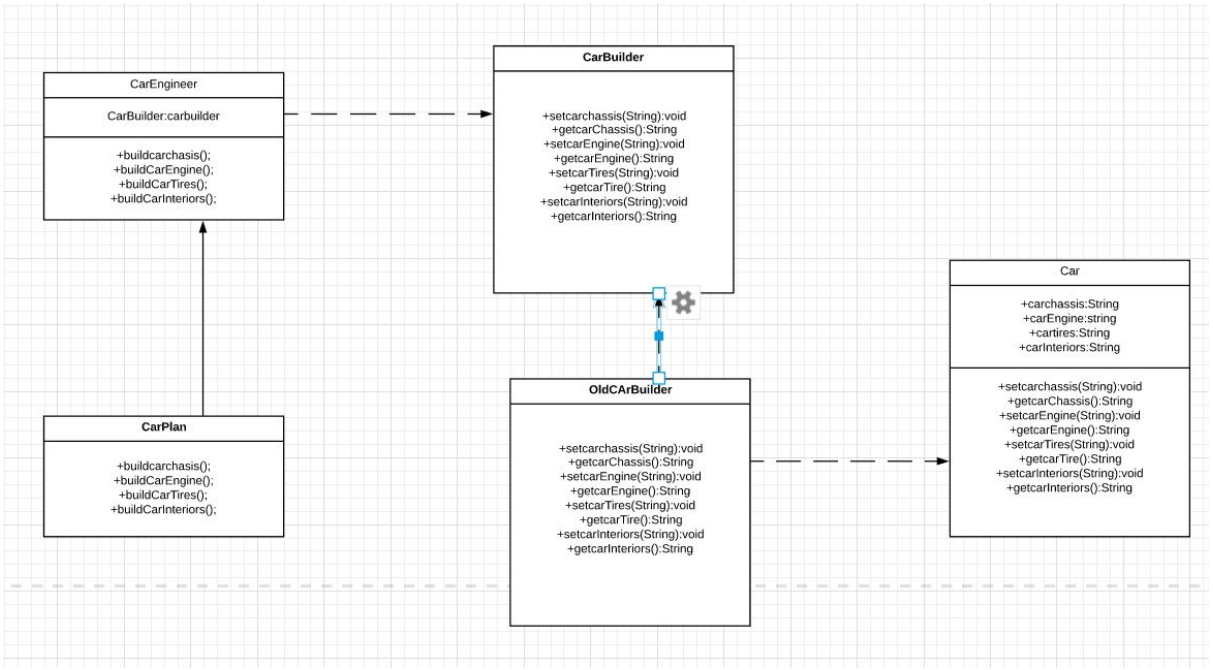

Subject
Stock
Observer
StereoPrice
Grab Stock
ComputerPrice
tvPrice
HeadsetsPrice
register
unregister
notifyobserver

Adapter

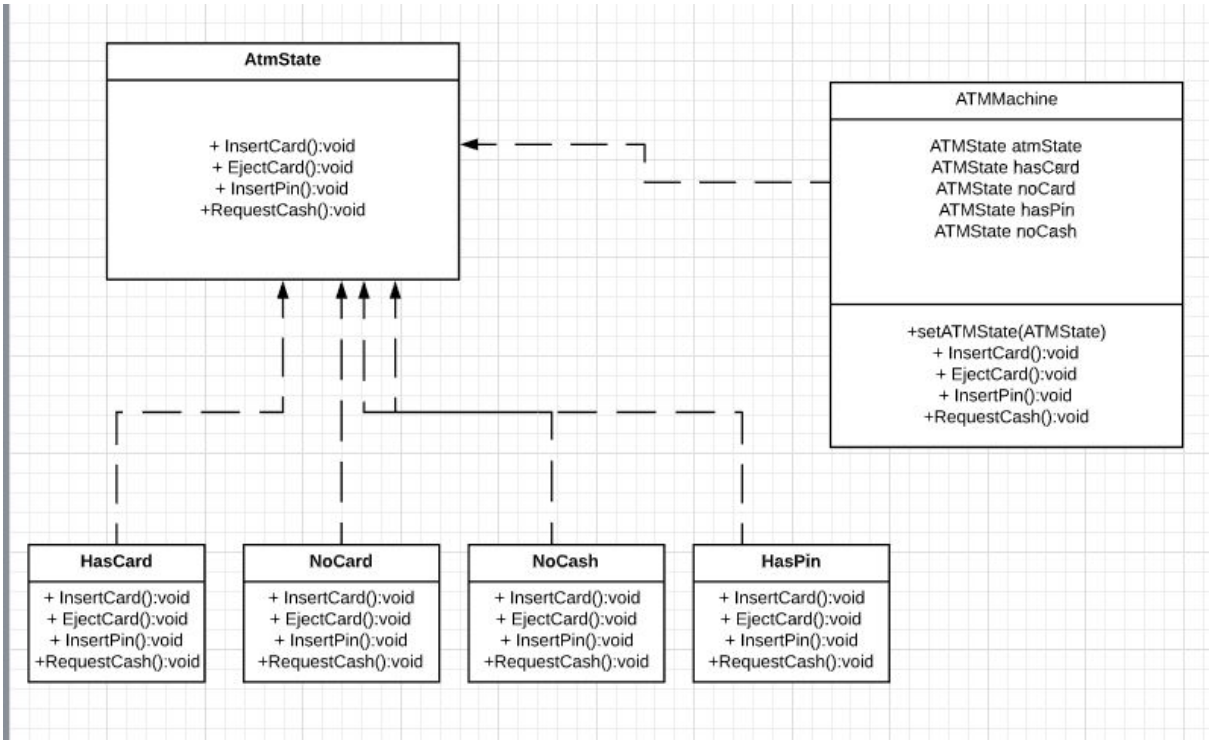




Builder


CarEngineer
CarBuilder:carbuilder
+buildcarchasis();
+buildCarEngine();
+buildCarTires();
+buildCarInteriors();
CarBuilder
+setcarchassis(String):void
+getcarChassis():String
+setcarEngine(String):void
+getcarEngine():String
+setcarTires(String):void
+getcarTire():String
+setcarInteriors(String):void
+getcarInteriors():String
Car
+carchassis:String
+carEngine:string
+cartires:String
+carInteriors:String
+setcarchassis(String):void
+getcarChassis():String
+setcarEngine(String):void
+getcarEngine():String
+setcarTires(String):void
+getcarTire():String
+setcarInteriors(String):void
+getcarInteriors():String
OldCArBuilder
+setcarchassis(String):void
+getcarChassis():String
+setcarEngine(String):void
+getcarEngine():String
+setcarTires(String):void
+getcarTire():String
+setcarInteriors(String):void
+getcarInteriors():String
CarPlan
+buildcarchasis();
+buildCarEngine();
+buildCarTires();
+buildCarInteriors();

State


AtmState
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void
ATMMachine
ATMState atmState
ATMState hasCard
ATMState noCard
ATMState hasPin
ATMState noCash
+setATMState(ATMState)
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void
HasCard
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void
NoCard
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void
NoCash
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void
HasPin
+ InsertCard():void
+ EjectCard():void
+ InsertPin():void
+RequestCash():void