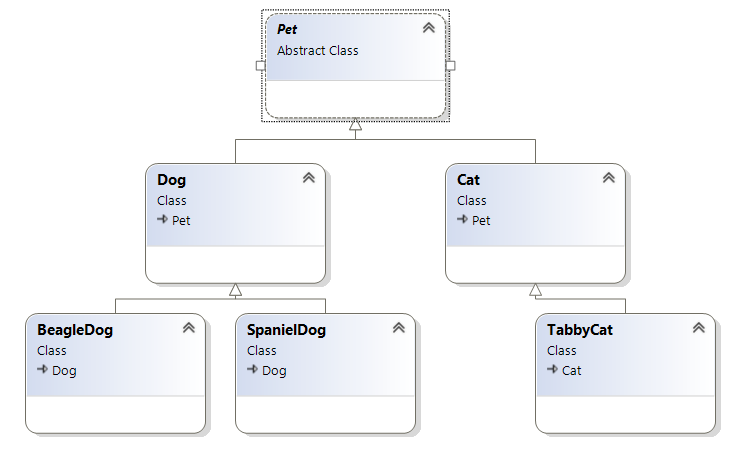
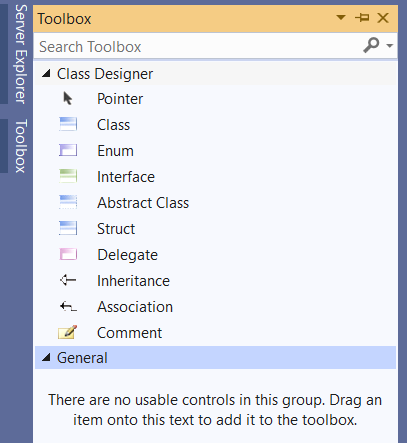
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Write-Up Problem 1 – Class Diagramming Tool

**Naming scheme:**

Pet is the name for the abstract parent class because it is the general scope of a list of pets.

Dog and Cat are a bit more specific so it is one level deeper into the hierarchy.

BeagleDog, SpanielDog, and TabbyCat go a bit further in specifying what kind of dog or cat it is, therefore it is the third level in the hierarchy.

**The class diagram making process:**

To make the class diagram, I used the tools from the toolbox panel.

For the Pet class, I used the Abstract Class option. The rest of the classes are created using the normal Class option.

For the Inheritance option, I clicked on the child class and dragged the mouse to the desired parent class. For instance, the Dog class gets clicked on and the mouse drags over to the Pet class.

**The “abstract” keyword:**

The “abstract” keyword makes it so the class is required to have at least one abstract method in it and have it be overridden by a child class. The abstract method also cannot have a body.

**Code generated:**

The class diagramming tool helps automatically generate a portion of the code. For instance, the inheritance tool makes it so that the code generated is “public class Dog : Pet” where the colon mark followed by the second class name represents where the class is inheriting from.