

For **LAB SESSION 2** we will have Lab3 sheet only

Example 1, check the difference in execution with and without the synchronized keyword

LAB3 excercises are:

1. Example 2: Draw state machine diagram, Activity diagram
2. Example 3: Modify the source code according to the mentioned requirements. Draw Activity diagram, and state machine diagram.
3. Example 4: Draw the state machine diagram (focusing only on starting 3 threads), and the sequence diagram.
4. Example 5: Class diagram, communication diagram.
5. App 1: Modify the source code according to the mentioned requirements, state machine diagram, Activity diagram.

Note: App2 is not obligatory (if you implement it you'll get extra points for it)

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**Note:** See the UML lessons and the following books:

1. (UML\_for\_Java\_Programmers-Book) it will help you with the uml diagrams (especially state machines).
2. object-oriented-design-with-uml-and-java. (you can see the library example from page 88) and (Review of activity diagrams, sequence diagrams, and class diagrams)

**Note:** commit the diagrams as picture files like .jpeg, .png,... Classify the diagrams under the exercises folders. Do not use reverse engineering.

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