

# OOD Group Assignment 1

## Group

**Denver**

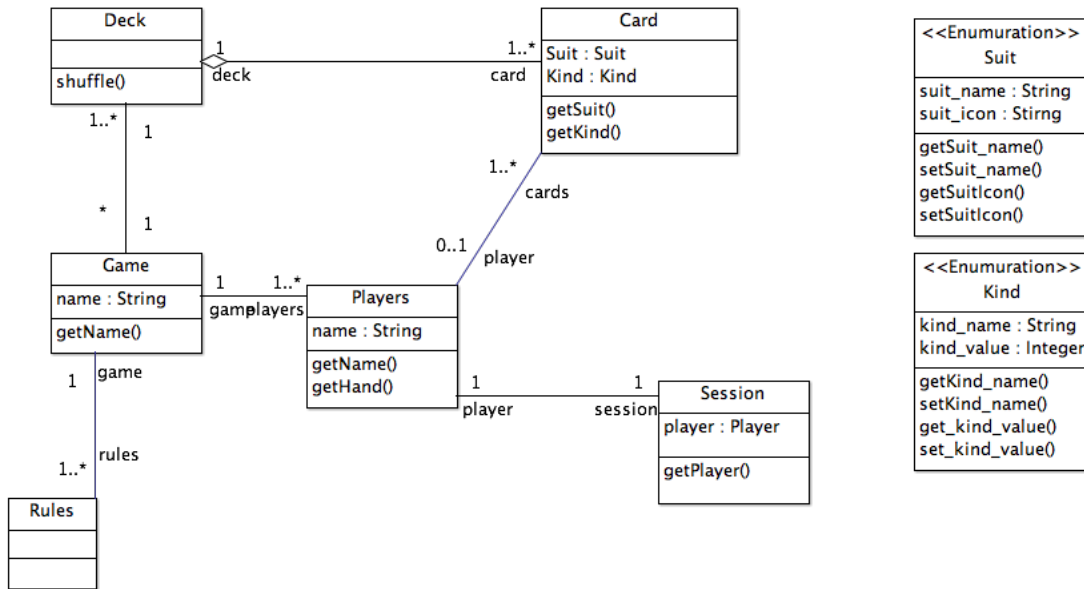


- |                              |                            |
|------------------------------|----------------------------|
| - R A C D Rupasinghe         | Index No : <b>14208554</b> |
| - N B I Madusanka            | Index No : <b>14208984</b> |
| - M T Warapitiya             | Index No : <b>14209054</b> |
| - N H M W C U Ekanayake      | Index No : <b>14209238</b> |
| - E J M C K Jayasundara      | Index No : <b>14207534</b> |
| - K W W M P A W M D Madagoda | Index No : <b>14208981</b> |

More Demonstration : <http://ood-chathurad.rhcloud.com/>

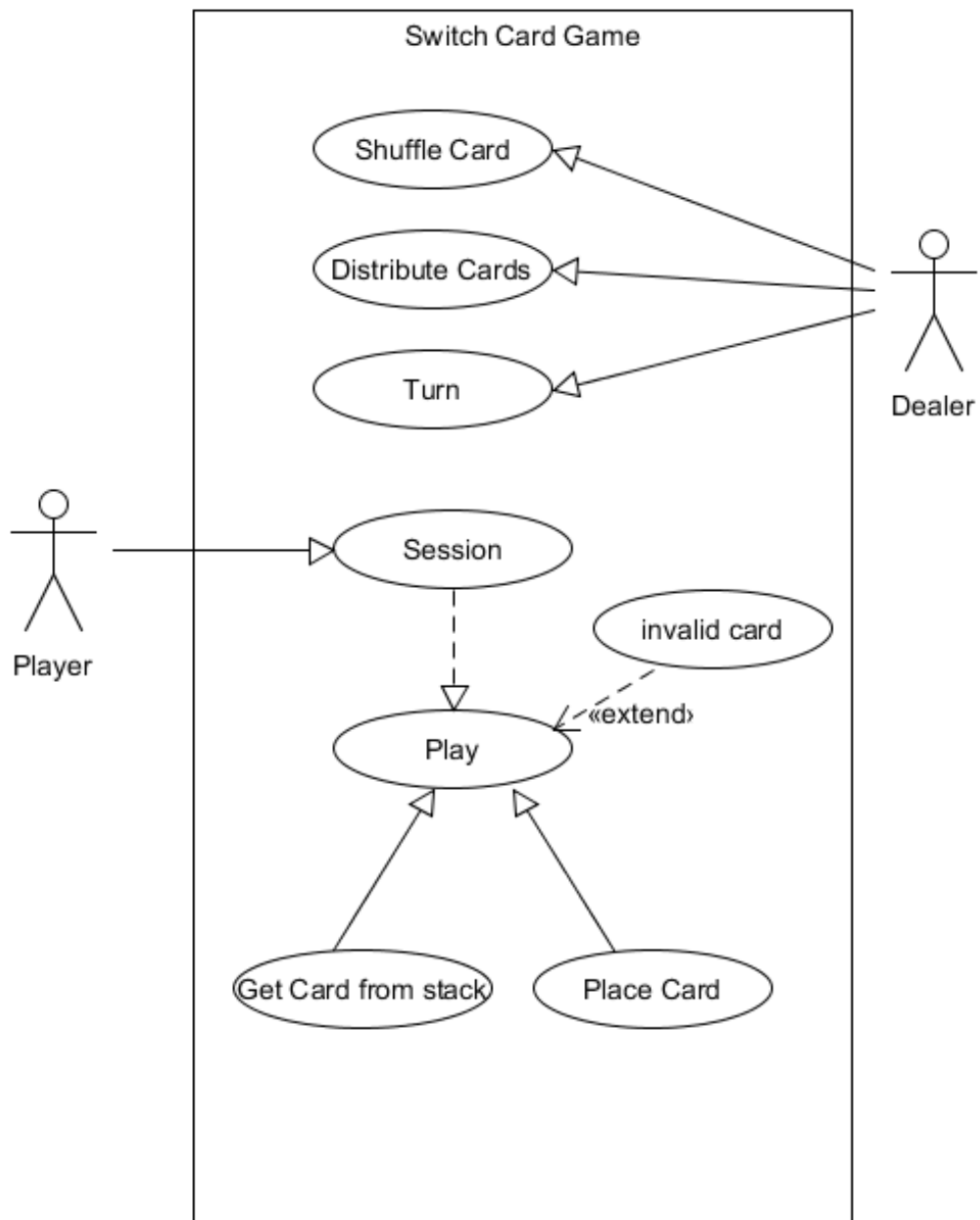
- In pdf the link will be changed because of the “-“  
“-“ will changes to “2” replace it with “-“ again.

## Class Diagram

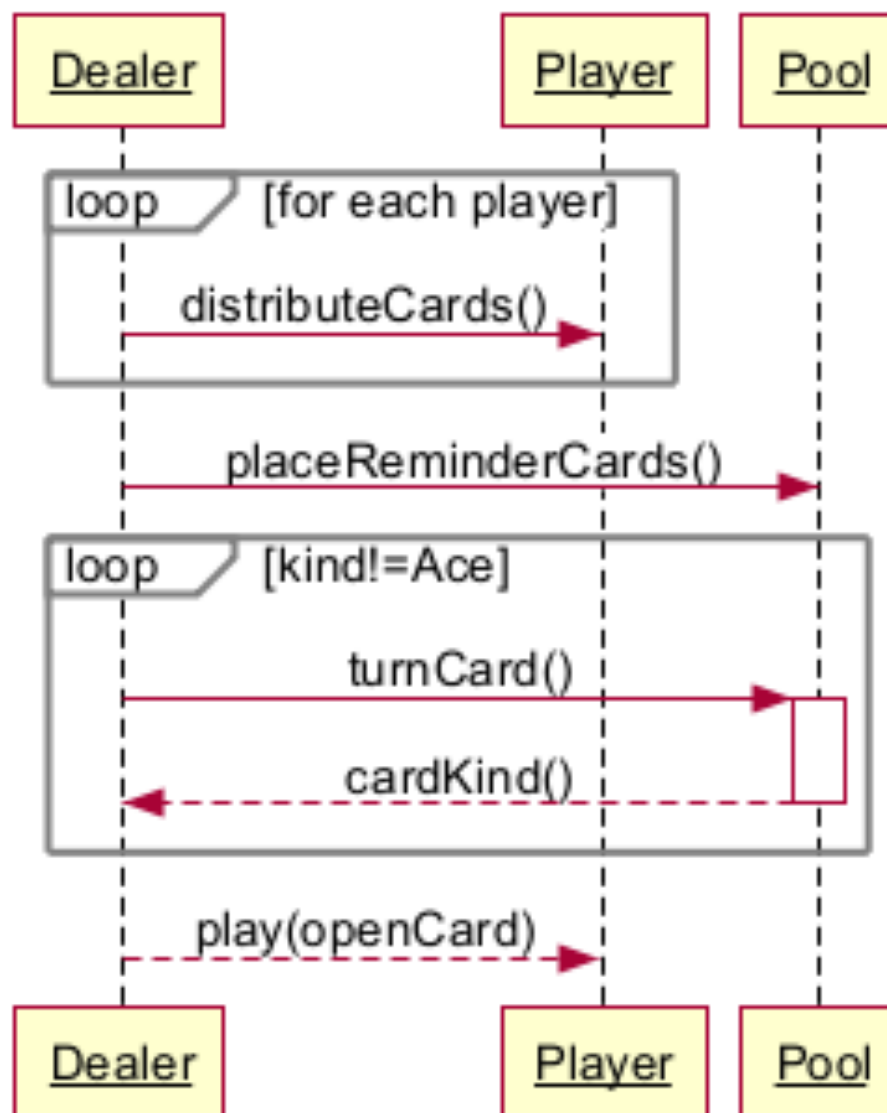


Switch

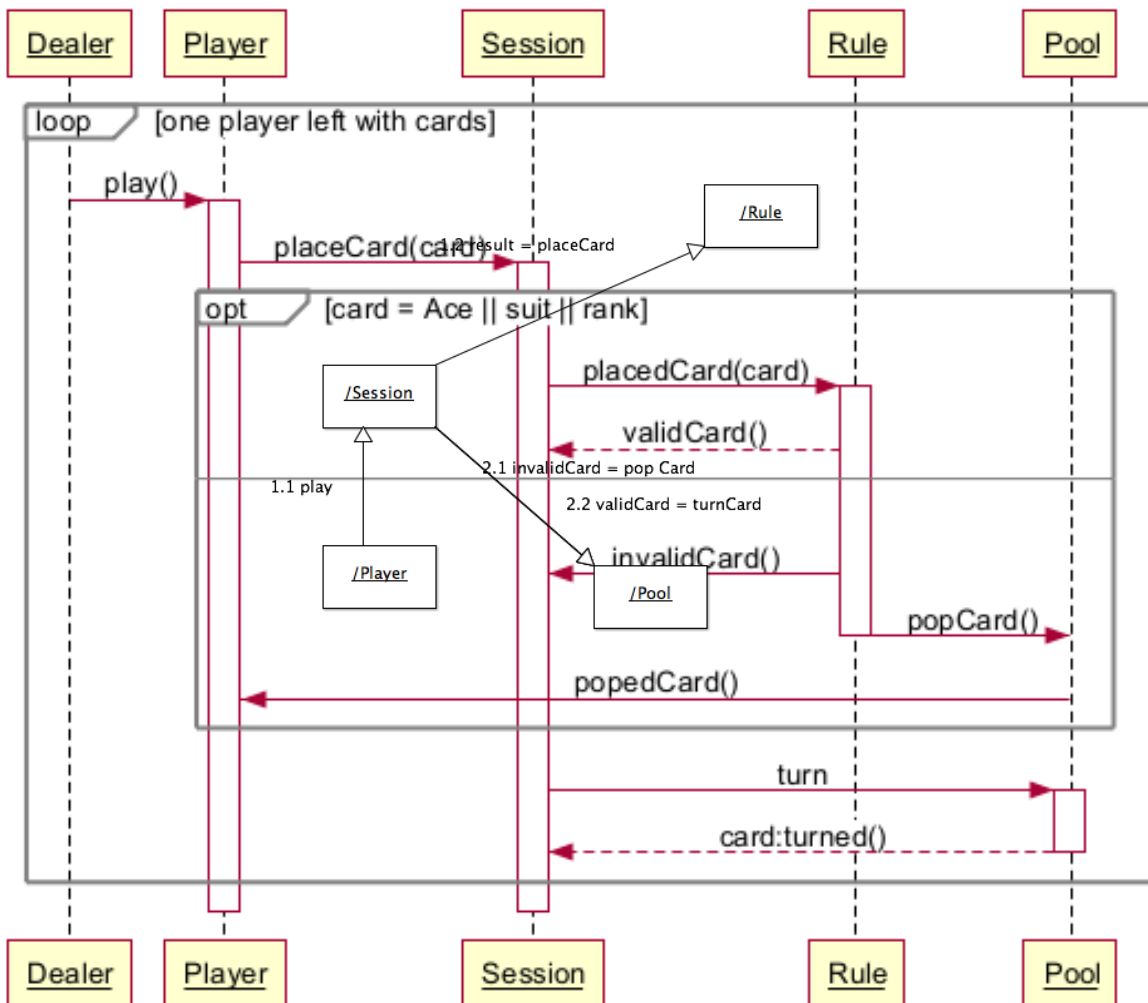
Use Case Diagram



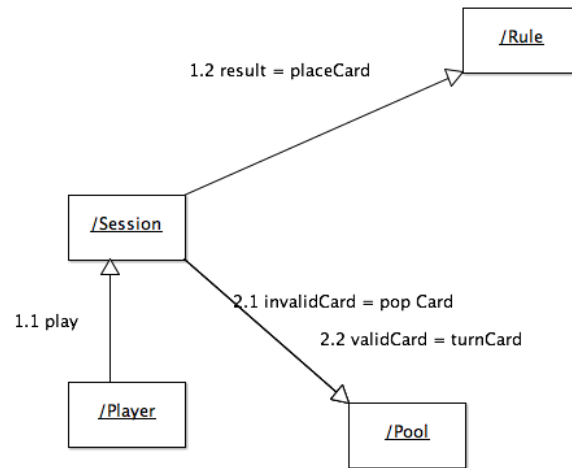
## Switch Game Initialization Sequence Diagram



## Switch Game Playing Sequence Diagram



Collaboration Diagram – Session(Play)



## CRC Cards

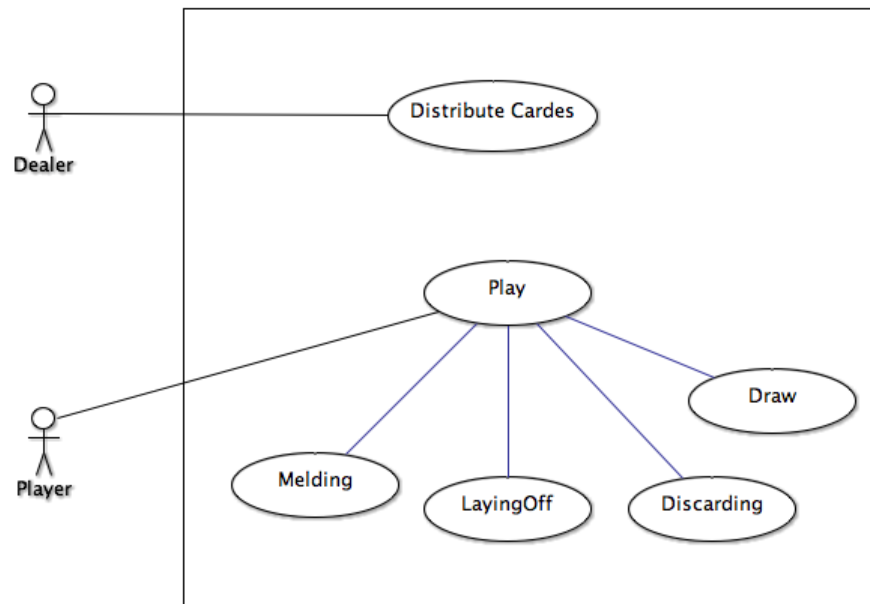
<b>Class Name:</b> Player	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
Player_id	play()
Player_name	get_hand()
Player_status	popCardFromStock()
	discard()

<b>Class Name:</b> Dealer	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
Dealer_Id	deal()
Dealer_name	
Dealer_Status	

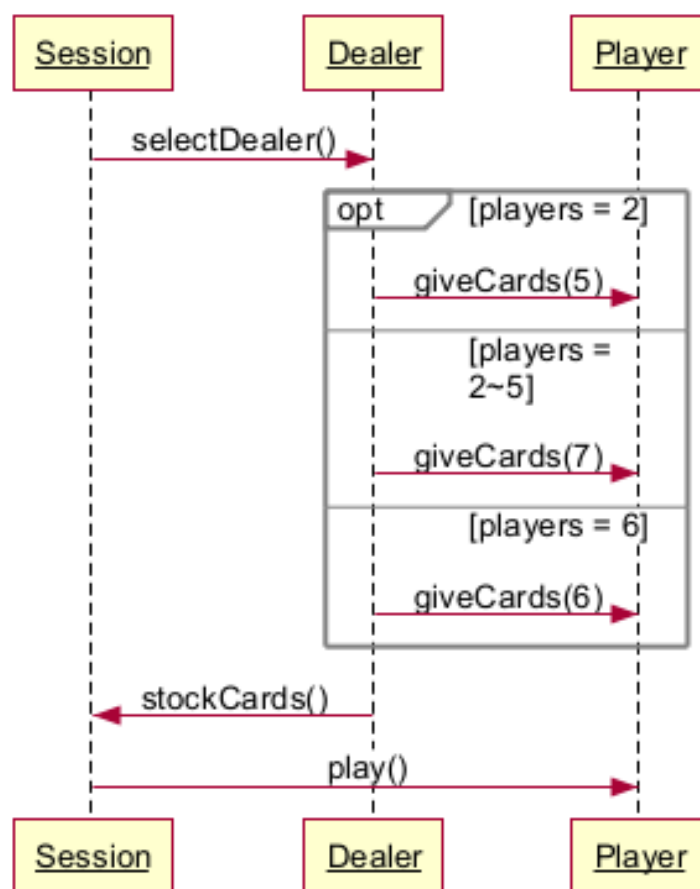
<b>Class Name:</b> Card	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
kind	view()
suit	

## Basic Rummy

### Use Case Diagram

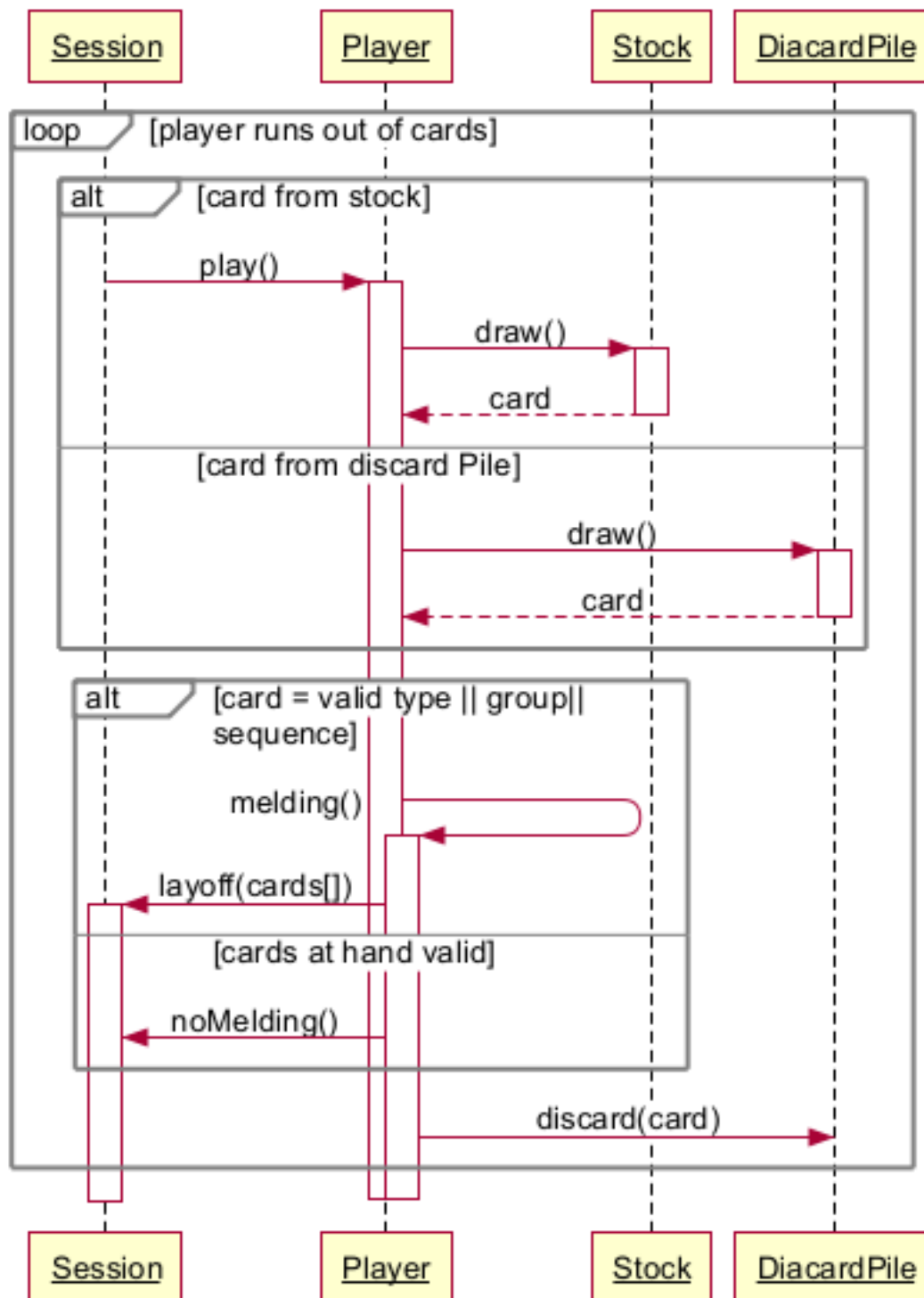


### Sequence Diagram – Initialization

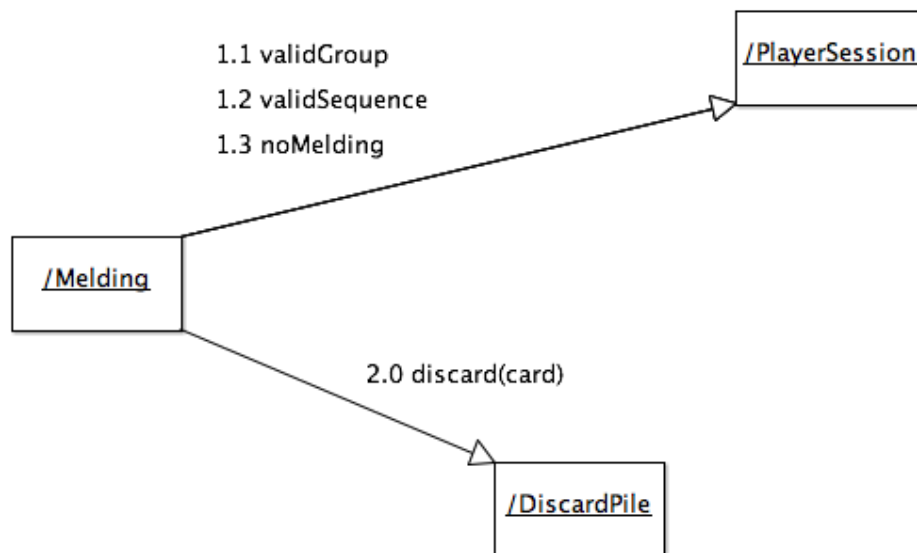




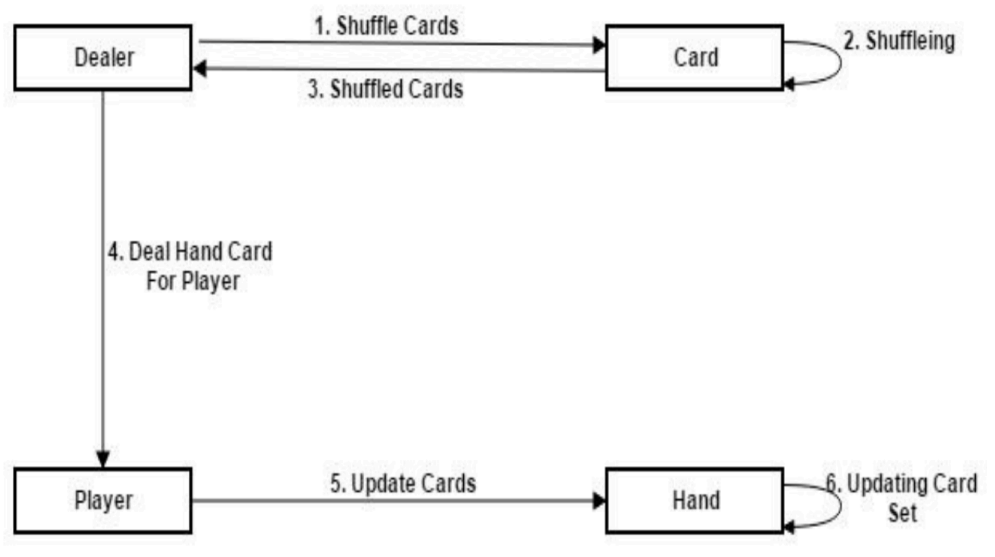
## Sequence Diagram – play



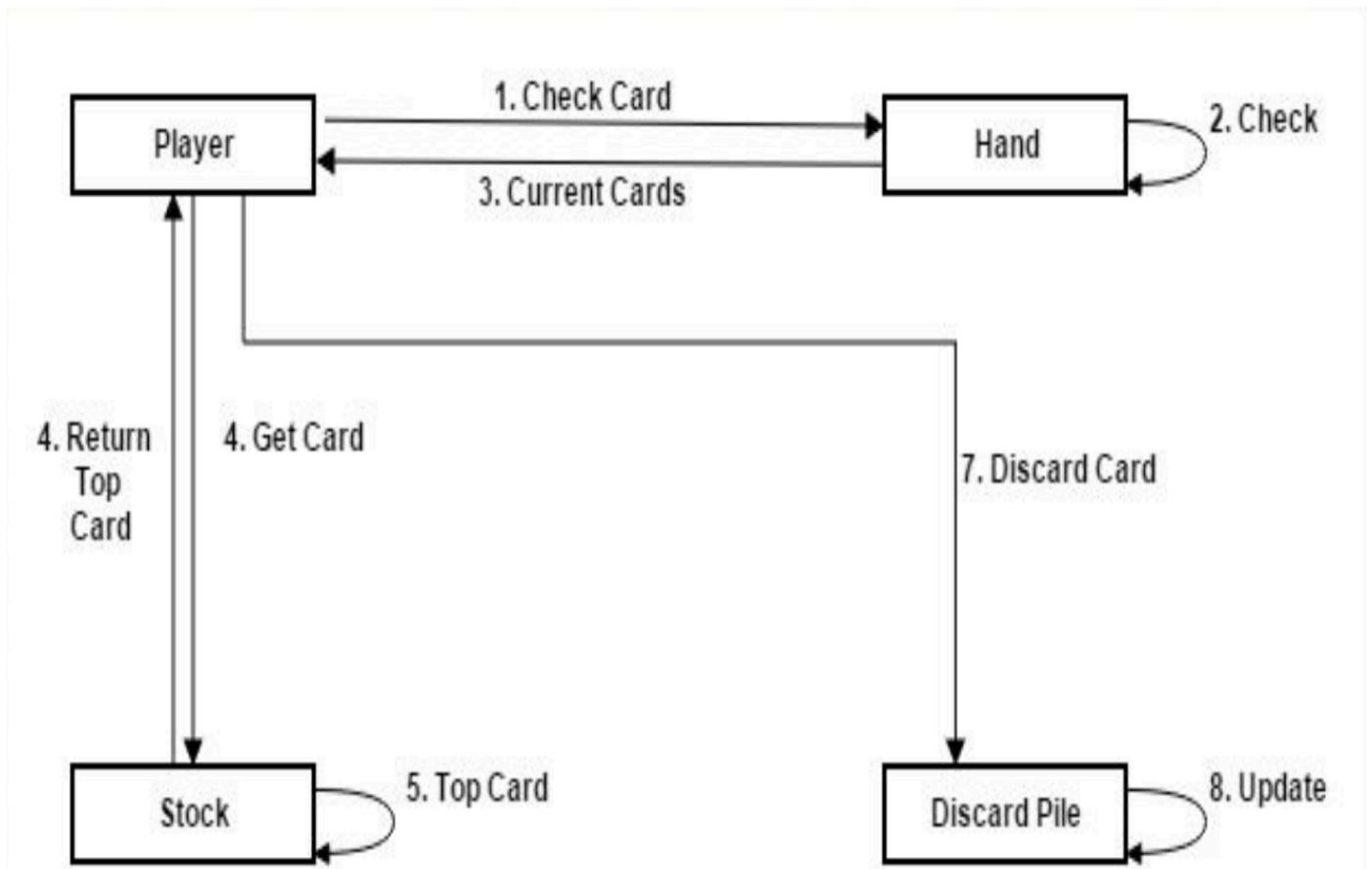
## Collaboration Diagram - Meld



## - Dealing



- Pop Card from stock



<b>Class Name:</b> Player	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
Player_id	play()
Player_Name	getHand()
Player_status	popCardFromStock()
	discard()

<b>Class Name:</b> Dealer	
<b>Class Type:</b> Roles	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
Dealer_Id	deal()
Dealer_name	
Dealer_Status	

<b>Class Name:</b> Hand	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
List	add_card()
Hand_Status	show()
	pop()

<b>Class Name:</b> Card	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
kind	view()
suit	

<b>Class Name:</b> Stock	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Abstract, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
List	view()
	pop()

<b>Class Name:</b> Discard Pile	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Tangible, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
List	view()
	pop()
	turn()

<b>Class Name:</b> Rule	
<b>Class Type:</b> External Entities	
<b>Class Characteristics:</b> Abstract, Atomic, Concurrent, Transient, Corruptible	
<b>Responsibilities:</b>	<b>Collaborators:</b>
Rule Name	getRule()
List	setRule()
	getConditions()
	setConditions()