

Methods and Tools in SW Development

Design Assignment

1. You're given a design document to look over that has the following classes included:

- Customer
- Filter
- Checkout
- Inventory
- Store (as in, a grocery store, etc)

Which are most likely **invalid** classes? How can you tell?

2. Given the scenario from your requirements assignment, what classes could be derived from it?

Scenario: You're approached by a doctor in your hometown who would like to open a family medical practice. He'd like to commission a computer system that can manage all the records of any possible patients that come and visit him. Additionally, he'd like to be able to use the system to manage any employees (secretary, nurses, etc) and any inventory.

3. Given the following detailed class diagram, which functions don't belong to the class?

The class belongs to a system in which users are able to login and build a custom PC of their choosing.

User
-username: string -password: string -address: string -city: string -state: string -zip: int -paymentInfo: string[]
+User(username, password, address, city, state, zip, paymentInfo): void +deleteAccount(username): void +login(username): void +logout(): void +addGPU(itemID): void +addCPU(itemID): void