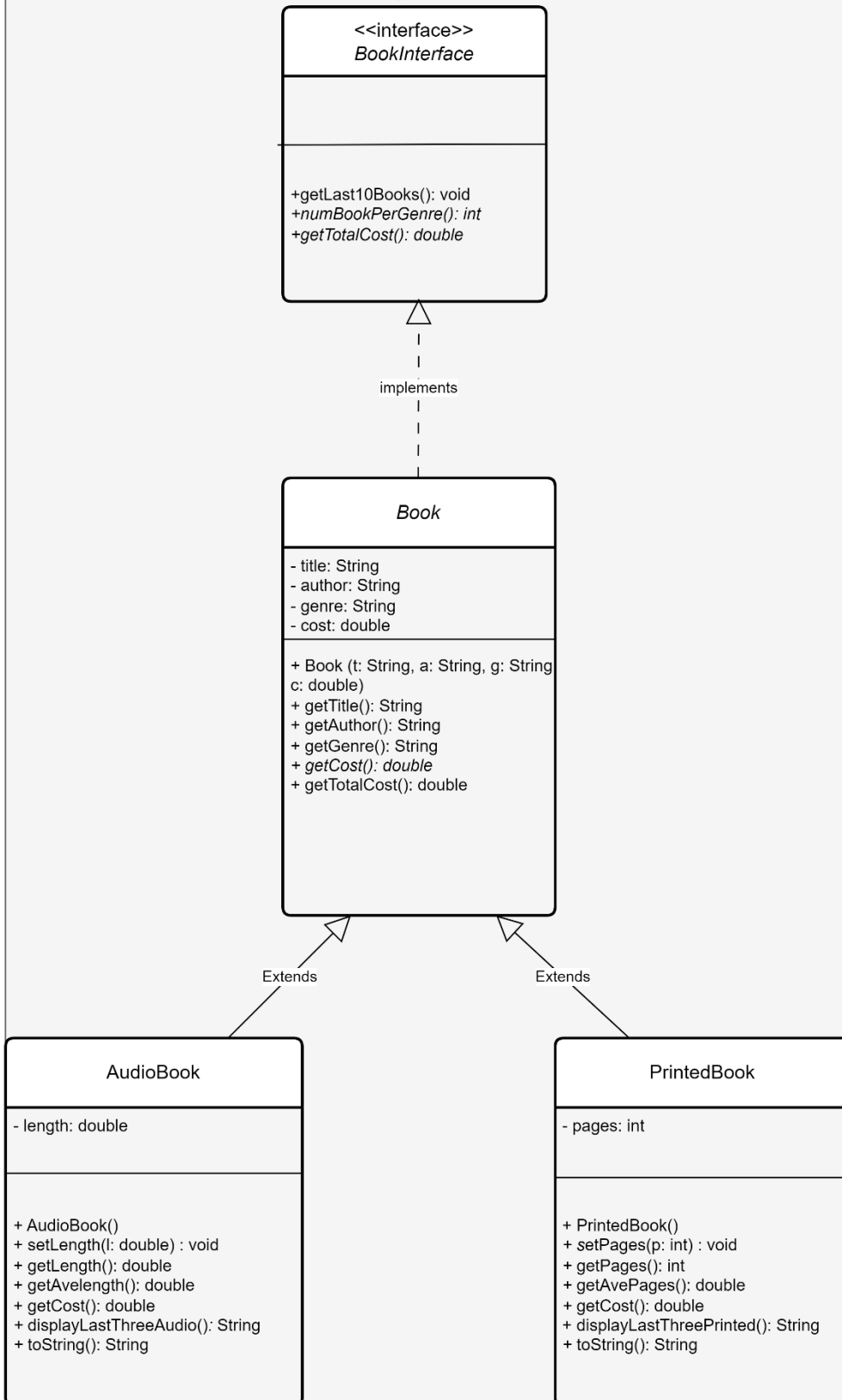


UML diagram for Book Application System



Grading rubric

Student Name	out of	scored	feedback
UML title	2	2	
BookInterface	out of	scored	feedback
interface name	1	1	
1 default method	1	1	
2 abstract methods	3	3	
Book (abstract)	score	out of	feedback
class name	1	1	
4 fields	2	2	
constructor	2	2	
getter methods	1	1	
1 abstract method (getCost)	1	1	
1 getTotalCost method	1	1	
AudioBook	score	out of	feedback
class name	1	1	
constructor	1	1	
1 field	1	1	
getter + setters	1	1	
getAveLength()	1	1	

getCost()	1	1	
displayLast3Audios	1	1	
PrintedBook	score	out of	feedback
class name	1	1	
constructor	1	1	
1 field	1	1	
getter + setters	1	1	
getAvePages()	1	1	
getCost()	1	1	
displayLast3Printed	1	1	
total score	29	29	100