DEPARTAMENTO DE CIENCIAS DE LA COMPUTACIÓN

OBJECT ORIENTED PROGRAMMING

23217

HOMEWORK:

OBJECTS & CLASSES

MEMBERS:

SUAREZ ARAUJO BERNARDO

UNDA MACÍAS MATEO

VACA GUAMÁN KEVIN

YÁNEZ CEPEDA JOSÉ

PROFESSOR:

EDISON LASCANO

system

roles

simulation

~~exercise~~

~~resources~~

~~personnel~~

protocols

stateEntities

military

emergency

superiorOfficer

subordinates

~~user~~

~~list~~

~~files~~

report

task

List possible objects and/or classes

superiorOfficer

subordinate

military

emergencySituation

    flood

    earthquake

    ~~assault~~

    ~~trafficAccident~~

    ~~bombing~~

    massiveProtest

simulation

report

task

Class	military
Object	superiorOfficer
Attributes	- firstName: string - lastName: string ~~- age: int~~ - rank: string ~~- Gender: string~~ - ID: string ~~- Number of subordinates: int~~ - username: string - password: string
Methods	+ delegateTask(): boolean + completeTask(): boolean + viewReport(): + deleteReport(): boolean

Class	military
Object	subordinate
Attributes	- firstName: string - lastName: string ~~- age: int~~ - rank: string ~~- Gender: string~~ - ID: float

	- username: string
	- password: string
Methods	+ completeTask(): boolean
	+ viewReport():
	+ createReport:

Class	*emergencySituation*
Object	earthquake
Attributes	- province: string
	- cantons: string
	- epicenter: string
	- magnitude: float
Methods	+ causeDamage(): float
	+ shutDown(): boolean

Class	*emergencySituation*
Object	flood
Attributes	- province: string
	- cantons: string
	- flowRate: float
	- location: string
Methods	+ increaseFlowRate(): float
	+ activateRainfall(): boolean

Class	*emergencySituation*

Object	massiveProtest
Attributes	- province: string - cantons: string - affluence: double - mainStreets: string - socialPurpose: string - socialGrup: string
Methods	+ generateChaos(): boolean + negotiate(): boolean + advanceStreets(): boolean

Class	*document*
Object	Report
Attributes	- docName: string - fileType: string - authorLastName: string - authorRank: string - creationDate: string - content: string
Methods	+ print(): void + save: boolean + edit():

Class	*user*
Object	superiorOfficer

Attributes	- username: string - password: string - email: string - ~~phone number: string~~ - rank: string
Methods	+ signIn(): boolean + login(): boolean + logout(): void + verifyPassword(): boolean

Class	*edification*
Object	residency
Attributes	- idBuilding: string - material: string - personsHoused: int - location: string - floors: int - stateOfBuilding: string
Methods	- evaluateDamage(): string - evacuatePersons(): int

Class	*user*
Object	subordinate
Attributes	- username: string - password: string - email: string

	~~- phone number: string~~ - rank: string
Methods	+ signIn(): boolean + login(): boolean + logout(): void + verifyPassword(): boolean

Class	*edification*
Object	Hospital
Attributes	- idBuilding: string - material: string - staffHoused: int - patientsHoused: int - location: string - floors: int - stateOfBuilding: string
Methods	- receiving_patients(): int - activate_generator(): boolean

https://docs.google.com/document/d/1wUVVaHHZPCQVmIOkLA0UYry40NozI8DwEz70gDeidXw/edit?usp=sharing