Java for Smartphone Development
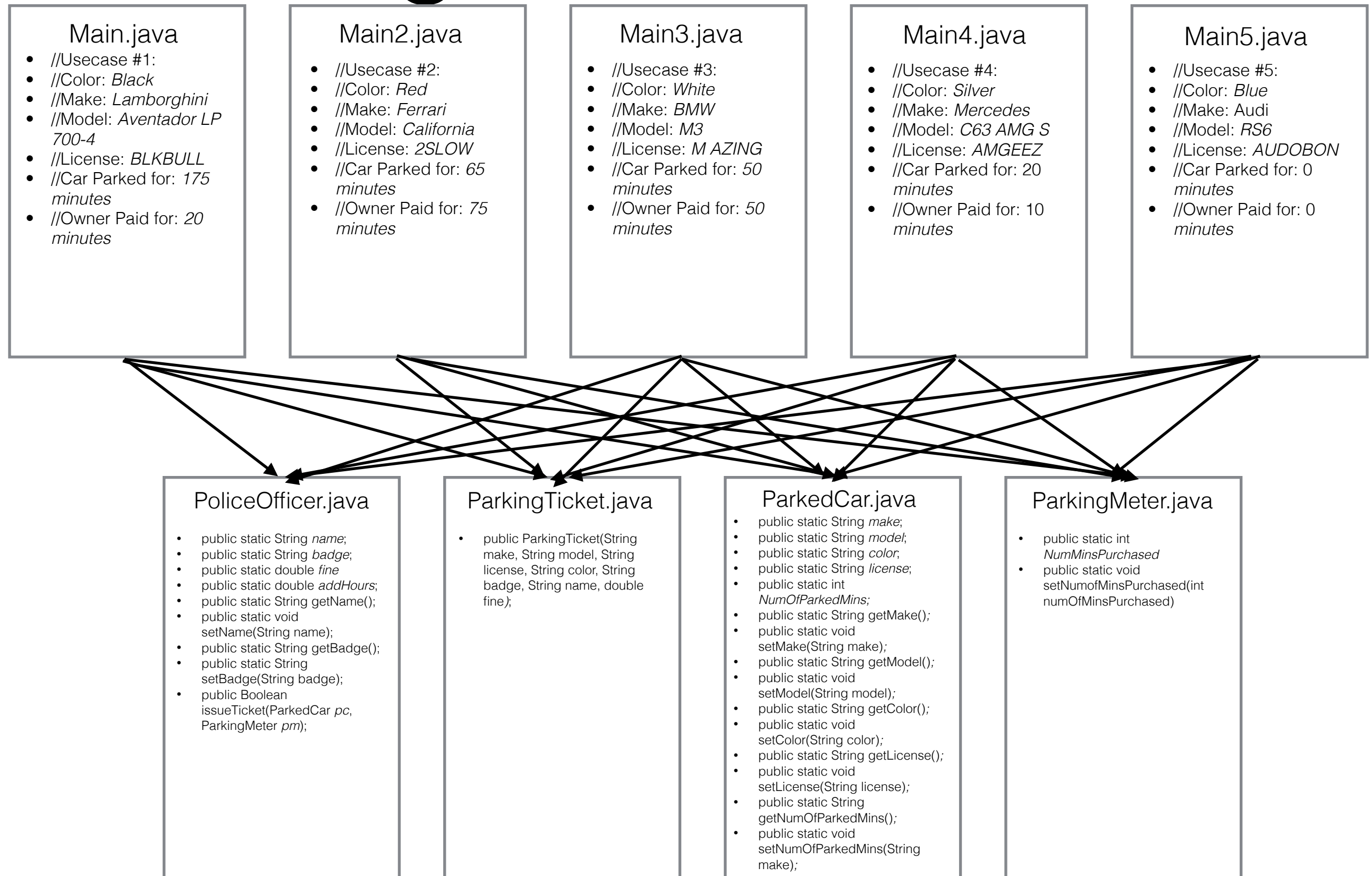
Assignment #1: Class Diagrams
Felix Amoruwa
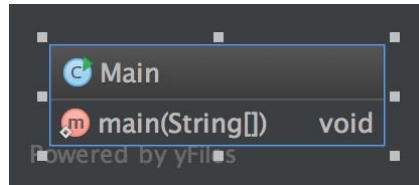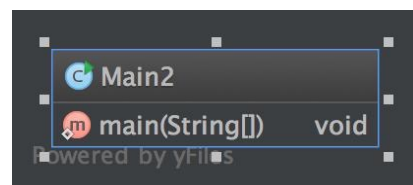
Parking Ticket Simulator

Main.java
- //Usecase #1:
- //Color: *Black*
- //Make: *Lamborghini*
- //Model: *Aventador LP 700-4*
- //License: *BLKBULL*
- //Car Parked for: *175 minutes*
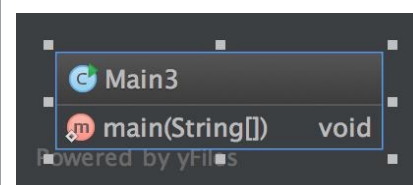- //Owner Paid for: *20 minutes*

Main2.java
- //Usecase #2:
- //Color: *Red*
- //Make: *Ferrari*
- //Model: *California*
- //License: *2SLOW*
- //Car Parked for: *65 minutes*
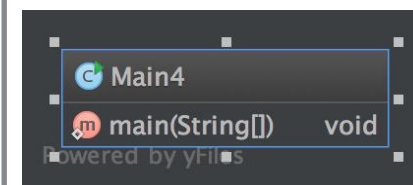- //Owner Paid for: *75 minutes*

Main3.java
- //Usecase #3:
- //Color: *White*
- //Make: *BMW*
- //Model: *M3*
- //License: *M AZING*
- //Car Parked for: *50 minutes*
- //Owner Paid for: *50 minutes*

Main4.java
- //Usecase #4:
- //Color: *Silver*
- //Make: *Mercedes*
- //Model: *C63 AMG S*
- //License: *AMGEEZ*
- //Car Parked for: *20 minutes*
- //Owner Paid for: *10 minutes*

Main5.java
- //Usecase #5:
- //Color: *Blue*
- //Make: Audi
- //Model: *RS6*
- //License: *AUDOBON*
- //Car Parked for: *0 minutes*
- //Owner Paid for: *0 minutes*

PoliceOfficer.java
- public static String *name*;
- public static String *badge*;
- public static double *fine*
- public static double *addHours*;
- public static String getName();
- public static void setName(String name);
- public static String getBadge();
- public static String setBadge(String badge);
- public Boolean issueTicket(ParkedCar *pc*, ParkingMeter *pm*);

ParkingTicket.java
- public ParkingTicket(String make, String model, String license, String color, String badge, String name, double fine*)*;

ParkedCar.java
- public static String *make*;
- public static String *model*;
- public static String *color*;
- public static String *license*;
- public static int *NumOfParkedMins*;
- public static String getMake()*;*
- public static void setMake(String make)*;*
- public static String getModel()*;*
- public static void setModel(String model)*;*
- public static String getColor();
- public static void setColor(String color)*;*
- public static String getLicense()*;*
- public static void setLicense(String license)*;*
- public static String getNumOfParkedMins()*;*
- public static void setNumOfParkedMins(String make)*;*

ParkingMeter.java
- public static int *NumMinsPurchased*
- public static void setNumofMinsPurchased(int numOfMinsPurchased)

Parking Ticket Simulator

Main.java
- //Usecase #1:
- //Color: *Black*
- //Make: *Lamborghini*
- //Model: *Aventador LP 700-4*
- //License: *BLKBULL*
- //Car Parked for: *175 minutes*
- //Owner Paid for: *20 minutes*

Main
main(String[])   void

Main2.java
- //Usecase #2:
- //Color: *Red*
- //Make: *Ferrari*
- //Model: *California*
- //License: *2SLOW*
- //Car Parked for: *65 minutes*
- //Owner Paid for: *75 minutes*

Main2
main(String[])   void

Main3.java
- //Usecase #3:
- //Color: *White*
- //Make: *BMW*
- //Model: *M3*
- //License: *M AZING*
- //Car Parked for: *50 minutes*
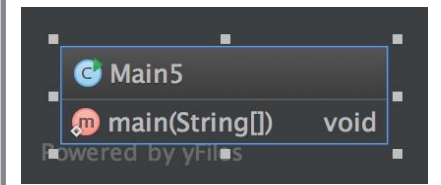- //Owner Paid for: *50 minutes*

Main3
main(String[])   void

Main4.java
- //Usecase #4:
- //Color: *Silver*
- //Make: *Mercedes*
- //Model: *C63 AMG S*
- //License: *AMGEEZ*
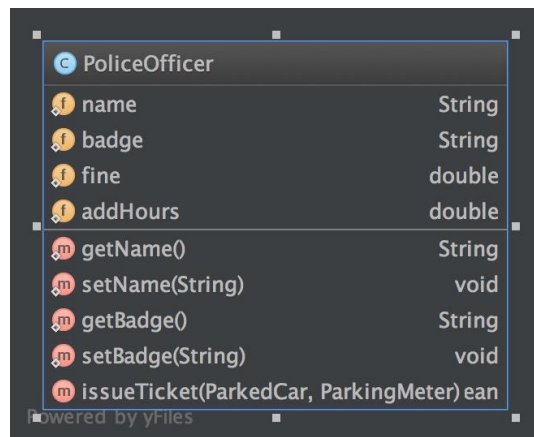- //Car Parked for: *20 minutes*
- //Owner Paid for: *10 minutes*
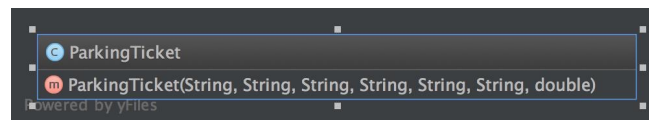
Main4
main(String[])   void

Main5.java
- //Usecase #5:
- //Color: *Blue*
- //Make: Audi
- //Model: *RS6*
- //License: *AUDOBON*
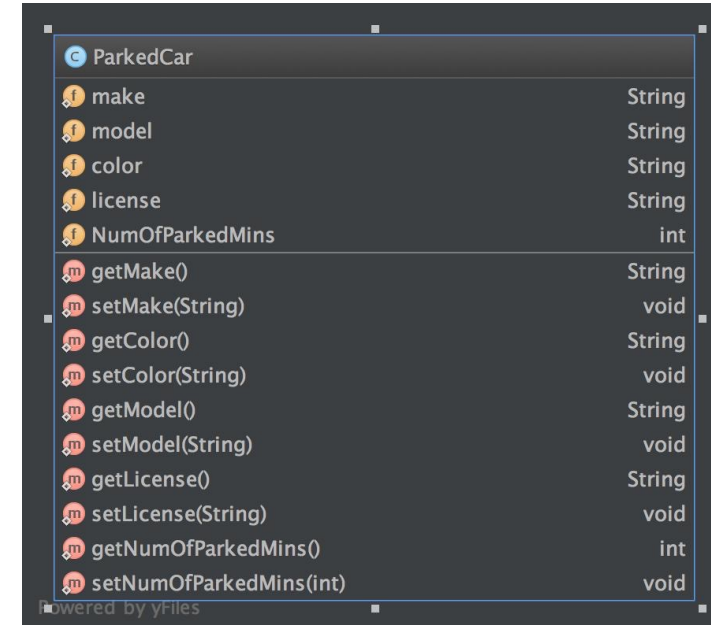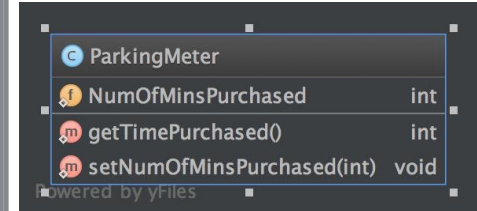- //Car Parked for: *0 minutes*
- //Owner Paid for: *0 minutes*

Main5
main(String[])   void

PoliceOfficer.java

PoliceOfficer

name	String
badge	String
fine	double
addHours	double
getName()	String
setName(String)	void
getBadge()	String
setBadge(String)	void
issueTicket(ParkedCar, ParkingMeter)	ean

ParkingTicket.java

ParkingTicket
ParkingTicket(String, String, String, String, String, String, double)

ParkedCar.java

ParkedCar

make	String
model	String
color	String
license	String
NumOfParkedMins	int
getMake()	String
setMake(String)	void
getColor()	String
setColor(String)	void
getModel()	String
setModel(String)	void
getLicense()	String
setLicense(String)	void
getNumOfParkedMins()	int
setNumOfParkedMins(int)	void

ParkingMeter.java

ParkingMeter

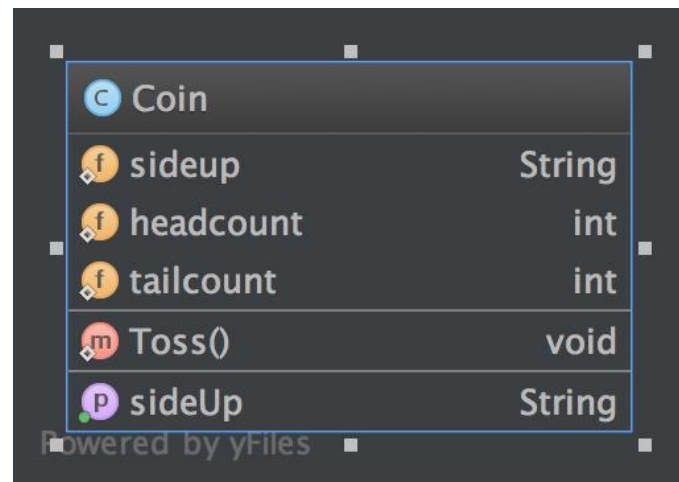|	
NumOfMinsPurchased	int
getTimePurchased()	int
setNumOfMinsPurchased(int)	void

Coin Toss

Coin.java

- public class Coin{}
- public static String *sideup*;
- public int headcount; //head incrementer
- public int tailcount; //tail incrementer
- public static void Toss(){};
- public String getSideUp(){};

```
C  Coin
f  sideup                    String
f  headcount                    int
f  tailcount                    int
m  Toss()                      void
p  sideUp                    String
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```

MainCoin.java

- public class MainCoin{}
- int headcount; //head incrementer
- int tailcount; //tail incrementer
- for loop to create 20 coin tosses

```
C  MainCoin
m  main(String[])        void
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```