

## Module 11 – Task 4 / Hands-on practice

### Visualizing an OOP class

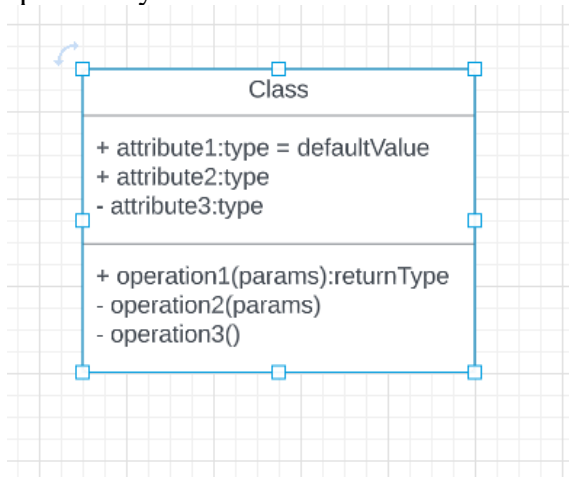
1. You have experienced several class examples where an object is described in terms of attributes and methods. Referring back to your text, here is an example of a class that describes an employee:

Object: EMPLOYEE
EMPLOYEEID FIRSTNAME LASTNAME BIRTHDATE HIREDATE
ADDEMPLOYEE() EDITEMPLOYEE()

*Employee object*

Where the first space holds the class name, followed by the attributes section, and last, the methods of the object.

2. Return to Lucidchart and use “+ shape” button on the lower left side and add UML diagram symbols. You will not that there are many, but we will only need the “UML Class Diagram” symbols and specifically the first one listed.



3. Edit the class diagram to represent the possible attributes and methods of a Car. Limit your attributes and methods to three each (remember attributes are characteristics rather than actual data so an attribute would be color rather than blue.)
4. Add a textbox to your diagram that includes your name and the date.
5. You can either download the file or create a share link. If you download the file, please name it **CarClass.png** (or pdf).
6. Return to your GitHub repo, upload your file, and edit the readme.md file to include this file as well as a description to continue developing your IT portfolio.
7. Submit your work by returning to Blackboard, including your GitHub URL in the “Write Submission” box, and uploading your GitHub zip file.