

For this HW, you will be revisiting past HWs and including a GUI.

Please refer to Blackboard (at the top of Course Materials) for submission guidelines.

Automatic 0 if these guidelines are not followed:

- DO NOT FORGET TO INCLUDE A README FOR EACH PROGRAM
- DO NOT FORGET TO INCLUDE A MAKEFILE FOR EACH PROGRAM
- MAKE SURE YOUR PROGRAM IS PROPERLY INDENTED AND COMMENTED
- DO NOT CODE EVERYTHING IN MAIN (MAKE FUNCTIONS AND CLASSES AS APPROPRIATE-**DO NOT MAKE POINTLESS CLASSES**)

Problem 1 (20 points)-UML Activity Diagram. Submit a file named Fish_UML

Create the UML activity diagram for Program 2 in Lecture 11.

Problem 2 (40 points)-Write a program. Submit a folder named Closet that contains the main function (in a file called closet_main.cpp) and any header files you include. Do not forget to include a makefile. **AUTOMATIC 0 IF YOU CODE EVERYTHING IN closet_main.cpp**

Recreate program 3 from HW 1 using a GUI. This means the movement throughout the program should be through the GUI ONLY (not text based).

Problem 3 (40 points)-Write a program. Submit a folder named Money that contains the main function (in a file called money_main.cpp) and any header files you include. Do not forget to include a makefile. **AUTOMATIC 0 IF YOU CODE EVERYTHING IN money_main.cpp**

Recreate program 2 from HW 2 using a GUI. This means the movement throughout the program should be through the GUI ONLY (not text based).