CSE 230 Problem Set 06

Problem 22.1: Checking Account Analysis

Identify the level of fidelity from the following class diagram meant to represent a checking account. This includes an account balance, interest rate, and status. You can assume that the enclosed classes (Money, InterestRate, and AccountStatus) have complete fidelity.

Checking Account

balance : Moneyinterest : InterestRatestatus : AccountStatus

- name: String

...

Rationale for whether this class is Extraneous:

This class is not extraneous. It does not have any states that are not used for the design concern of a checking account.

Rationale for whether this class is Partial:

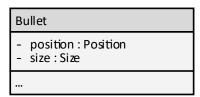
This class could use a member variable object of a transaction history class, along with routing/account numbers as well.

Level of fidelity:

This class is partial due to the missing member variables needed to cover all information for this design concern.

Problem 22.2: Bullet Analysis

Identify the level of fidelity from the following class diagram meant to represent a bullet in a 3D game. You can assume that the enclosed classes (Position and Size) have complete fidelity.



Rationale for whether this class is **Extraneous**:

This class is not extraneous. It already entails any possible position and any size possible for a bullet.

Rationale for whether this class is **Partial**:

The bullet class is missing a member variable to handle a bullet's speed.

Level of fidelity:

This class has partial fidelity. It has most details, but could benefit from having a member variable to cover speed.

Problem 22.3: Units Analysis

Identify the level of fidelity from the following class diagram meant to represent a unit of an ingredient that is part of a recipe program. Here the static member variable mapping contains the following collection: {1:cups, 2:teaspoons, 3:tablespoons, 4:ounce, 5:pound}.

Units

- index: Integer

- <u>mapping</u>: Integer -> String

...

Rationale for whether this class is **Extraneous**:

Currently, this class is extraneous just due to the fact that the index member variable isn't restricted to the 5 possible states of the design concern.

Rationale for whether this class is **Partial**:

This class is not partial, due to the fact that it covers all required information contained in the design concern.

Level of fidelity:

This class would be classified as extraneous. It could have bugs or misfunctions with the index member variable.

Problem 22.4: Spaceship Design

Create a class diagram exhibiting the highest possible degree of fidelity to match the following design concern:

A spaceship in a 3D game has several attributes: position, velocity, orientation. It also as a ship type (one of 3 types: Beginner, Intermediate, and Advanced), a status (one of 5 types: Unharmed, Light Damage, Heavy Damage, Critical Damage, Destroyed), fuel (value from 0...100), and name.

Spaceship

Position: Position Velocity: Velocity Orientation: Orientation

Fuel: Enum(0...100)
Name: String

ShiptypeEnum: Enum(1...3)

ShipTypeMapping:integer->string

StatusEnum: Enum(1...5)

StatusMapping:integer->string

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Problem 22.5: Recipe Design

Create a class diagram exhibiting the highest possible degree of fidelity to match the following design concern:

A recipe consists of several things: a collection of ingredients, a collection of process steps, a name, and a description. It also has an estimated prepare time, estimated cook time, cost, and number of calories. The user can categorize the recipe (one of 5: Appetizer, Salad, Soup, Main Course, Dessert), specify its use (one of 4: Breakfast, Lunch, Dinner, Snack), and rate it according to quality (up to 5 stars).

Recipe

Ingredients: array<Ingredients>

Steps: array<string>

Name: string

Description: string
cookTime: Short
cost: Short

calories: Short
TypeEnum: Enum(1...5)

TypeMapping:integer->string

MealEnum: Enum(1...4)

MealMapping:integer->string

Rating: Enum(1...5)

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Problem 22.6: Financial Institution Design

Create a class diagram exhibiting the highest possible degree of fidelity to match the following design concern:

A financial institution has several properties: a name, a web site address, a type (Bank, Credit Card, Investment, Other), a street address, and a phone number. The user can also store a username and password combination. We will keep track of the date that the first account was opened, the date of the last usage, and a list of accounts associated with this institution.

Financial Institution

Name: String

siteAddress:String

accountTypeEnum: Enum(1...5)
accountTypeMap:integer->string

streetAddress: String
phoneNumber: PhoneNumber

credentialMapping:Username->Password

firstAccountStartDate: Date

lastUsage: DateTime
accounts:array<Account>

...