

# UNITED NATIONS *M*ANAGEMENT

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# SCENARIO!

This is a small made-up system to manage United Nations operations in an effort to promote their goal of maintaining international peace and security in the world.



# DESIGN PARADIGM

- Add and/or terminate UN staff (such as administrators and diplomats) with their nationalities and security level
- Manage missions (such as peacekeeping or humanitarian aid) with their budgets, and objectives
- Assign UN staff to missions
- Save and read mission logs
- View staff & missions
- Make sure each mission submits reports
- Sort staff by name
- Sort missions by ID, by budget, and/or by priority level



# EXPECTED OUTPUTS

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## **User Actions:**

- Assign staff to missions.
- View missions and staff.
- Generate reports (CSV).

## **Output Examples:**

- CSV file of missions.

# REQUIREMENTS

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## HIERARCHIES

Staff -> Diplomat, Intern, Administrator  
Mission ->  
Peacekeeping, Humanitarian

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## RUNTIME

## POLYMORPHISM

GenerateReport()  
(Humanitarian.generateReport())  
vs. Peacekeeping.generateReport())

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## COMPARABLE

Sort Staff class by name

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## INTERFACE

*Reportable* interface to  
standardize recording of  
Mission class data through  
TextIO

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## TEXT.IO

Save and read all Mission class  
data through *Reportable*

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## COMPARATOR

Sort Mission class by ID, by  
budget, and/or by priority level

# CLASS DIAGRAM

