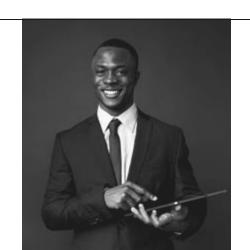
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UNITED NATIONS MANAGEMENT

Huy James Viên Ha: Deliverable One







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 OUT PUTS

User Actions:

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

Output Examples:

CSV file of missions.

REQUIREMENTS

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

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

5 COMPARABLE Sort Staff class by name

RUNTIME

2 INTERFACE
Reportable interface to
standardize recording of
Mission class data through
TextIO

TEXT.IO

Save and read all Mission class data through Reportαble

6 COMPARATOR
Sort Mission class by ID, by

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

CLASS DIAGRAM

