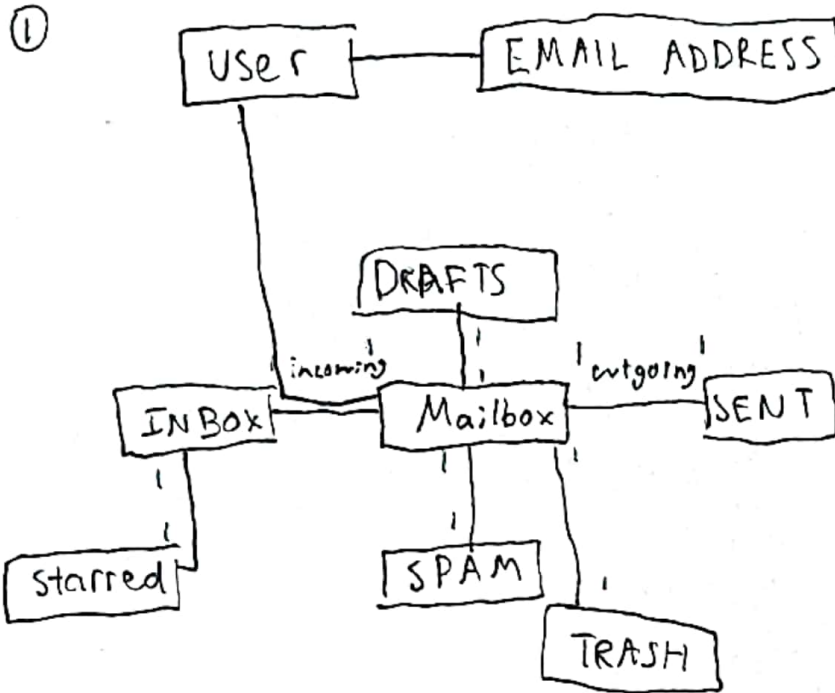


(ch. 5, 6, & 7)

John-Luke Speright
CS 3398.001
HW3



Mailbox

Message

sender:
receiver:
cc list:
bcc list:
Subject:
Return path:
Routing Info:
Spam Info:
Mailer:
message body:
attachments:
Signature:

Read()
Reply()
Reply all()
Forward()
Send()

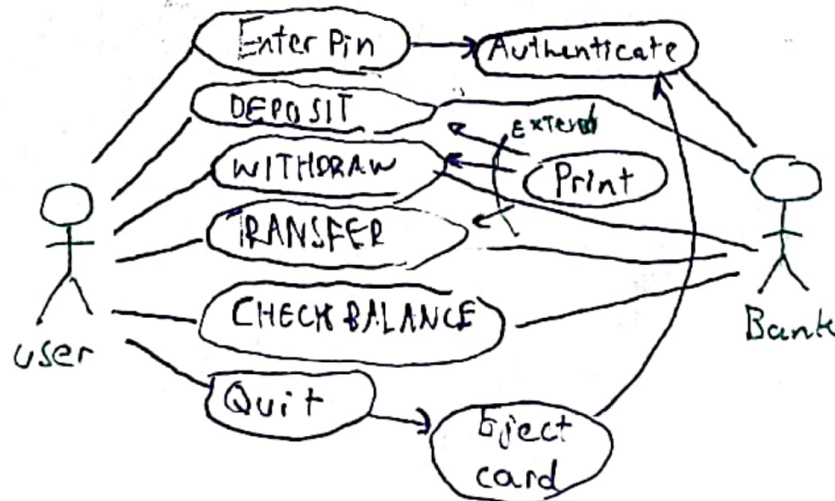
Email obj class

name:
pathname:
creation date:
Change date:
messages:
unread messages:
flagged messages:
deleted messages:

move Message()
copy Message()
delete Message()
fetch Mail()
create()
rename()
delete()

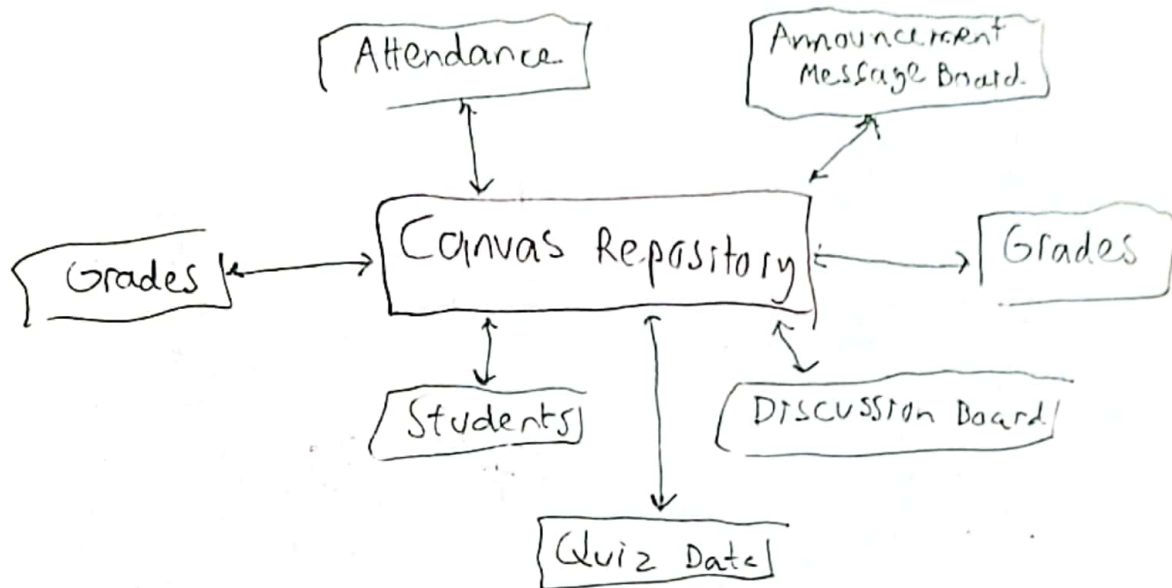
② Use cases:

- Enter Pin
- Deposit!
- Withdraw
- check balance
- Print receipt
- Transfer funds
- Exit
- Error message



③ Archetectural Diagram

REPOSITORY



④ Facade Design Pattern

The facade design pattern allows for a subsystem to be easier to utilize. This is accomplished by wrapping the subsystem within a simpler interface.

Encapsulation allows for a subsystem to be decoupled from a multitude of potential clients. The facade object is generally an advocate or facilitator as opposed to being a fully comprehensive object.

• Facade defines a new interface and allows for a single object to represent an entire subsystem.