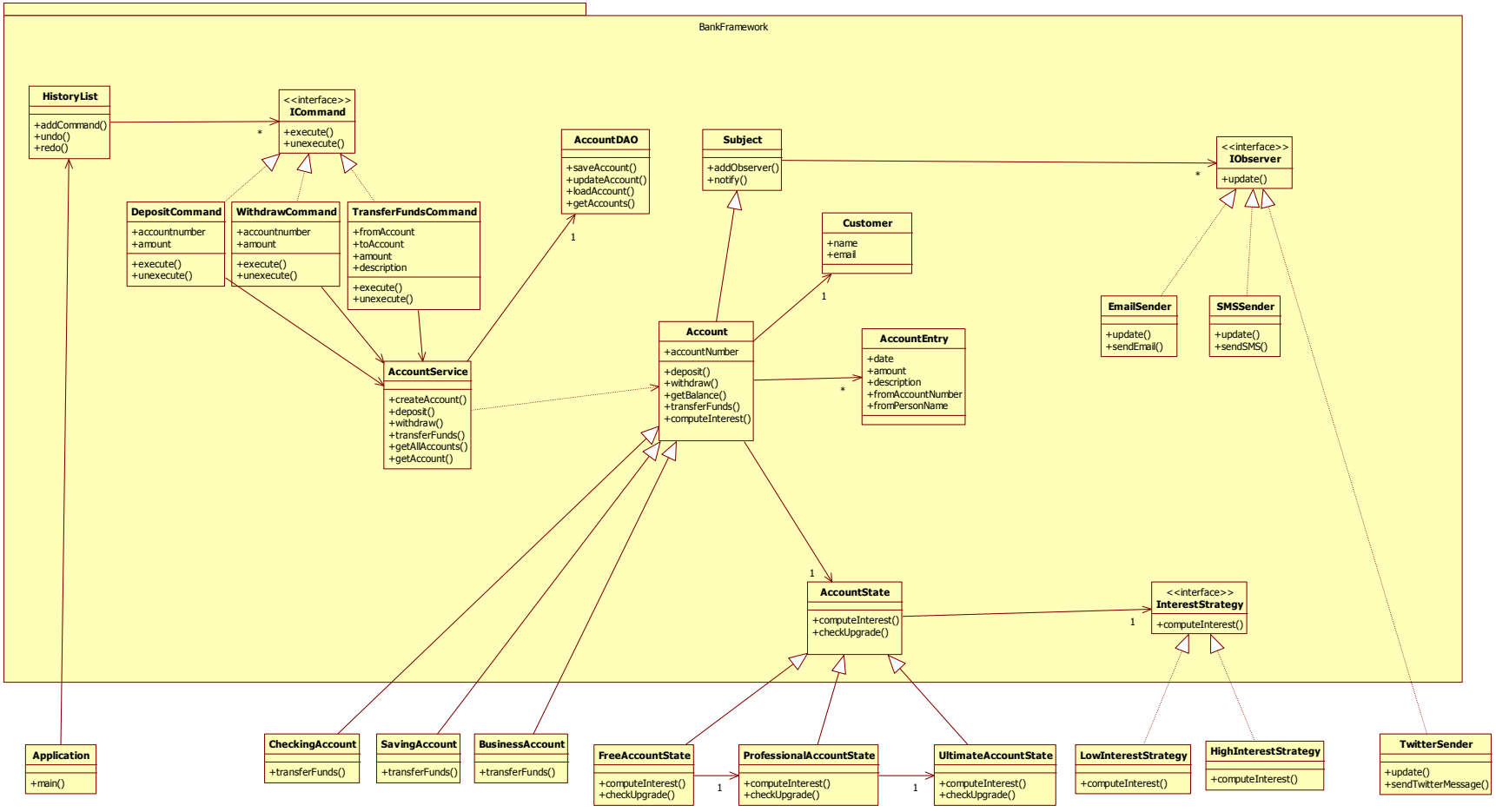
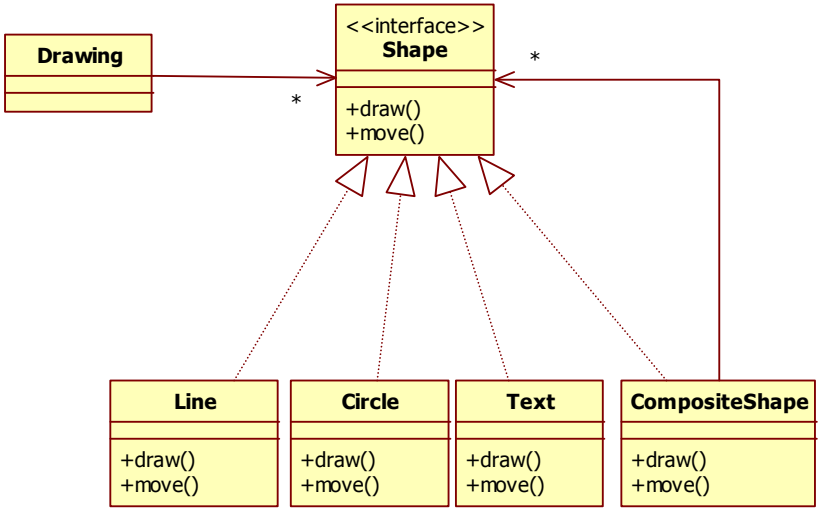
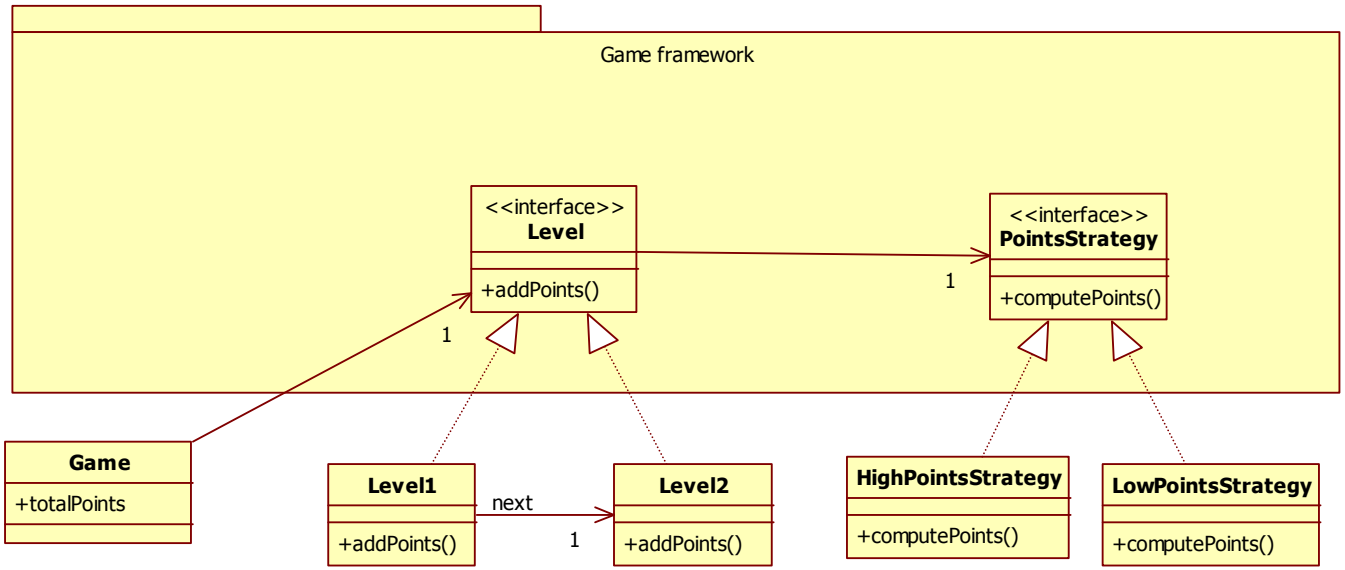
Exercise 1


BankFramework
HistoryList
+addCommand()
+undo()
+redo()
<<interface>>
ICommand
+execute()
+unexecute()
AccountDAO
+saveAccount()
+updateAccount()
+loadAccount()
+getAccounts()
Subject
+addObserver()
+notify()
<<interface>>
IObserver
+update()
DepositCommand
+accountnumber
+amount
+execute()
+unexecute()
WithdrawCommand
+accountnumber
+amount
+execute()
+unexecute()
TransferFundsCommand
+fromAccount
+toAccount
+amount
+description
+execute()
+unexecute()
Customer
+name
+email
EmailSender
+update()
+sendEmail()
SMSSender
+update()
+sendSMS()
AccountService
+createAccount()
+deposit()
+withdraw()
+transferFunds()
+getAllAccounts()
+getAccount()
Account
+accountNumber
+deposit()
+withdraw()
+getBalance()
+transferFunds()
+computeInterest()
AccountEntry
+date
+amount
+description
+fromAccountNumber
+fromPersonName
AccountState
+computeInterest()
+checkUpgrade()
<<interface>>
InterestStrategy
+computeInterest()
Application
+main()
CheckingAccount
+transferFunds()
SavingAccount
+transferFunds()
BusinessAccount
+transferFunds()
FreeAccountState
+computeInterest()
+checkUpgrade()
ProfessionalAccountState
+computeInterest()
+checkUpgrade()
UltimateAccountState
+computeInterest()
+checkUpgrade()
LowInterestStrategy
+computeInterest()
HighInterestStrategy
+computeInterest()
TwitterSender
+update()
+sendTwitterMessage()

Exercise 2


Drawing
<<interface>>
Shape
+draw()
+move()
*
*
Line
+draw()
+move()
Circle
+draw()
+move()
Text
+draw()
+move()
CompositeShape
+draw()
+move()

Exercise 3


Game framework
<<interface>>
Level
+addPoints()
<<interface>>
PointsStrategy
+computePoints()
1
1
Game
+totalPoints
Level1
+addPoints()
next
1
Level2
+addPoints()
HighPointsStrategy
+computePoints()
LowPointsStrategy
+computePoints()