

## Class Models for CSC 505

See examples below for information on how to write your class and class operation forms. You need to write a form for every class in your system. (If you are not using an object-oriented language, then a form needs to be done for every major module or script or function.) If you have not already, you can begin to write the code for some of the most important functions and begin to test them. Use comments to supply any "non-code" information. Place each class on a different page please. It is okay to hand this in missing some or all of the function implementations. Notice that some relationships that were in your class diagrams will now be represented as classes and some distinct classes will be collapsed into the same class, etc. These models are now very close to the actual implementation classes and modules and functions (contrary to the class forms that reflected a conceptual model and not necessarily the implementation model).

***Important: On each class form, please attach a symbol that indicates which team member prepared the form.***

Don't hesitate to ask if you have further questions.

## Grading

### Completeness of Class Forms:

- \_\_\_ 20% Complete form for every class (major module, script, and function)
- \_\_\_ 20% Reasonable level of detail

### Consistency among all forms and diagrams and readability:

- \_\_\_ 30% Documentation of class forms and comments
- \_\_\_ 15% Correlation with CRC cards and (OR) object-relationship diagrams
- \_\_\_ 15% Correlation with scenario diagrams and the methods/relationships of the CRC cards and the relationships of the OR diagrams.

## Sample Class Description Form

<b>Name</b>	<i>Mailbox</i>
<b>Base Class(es)</b>	
<b>Purpose</b>	<i>A mailbox contains messages that can be listed, kept, or discarded.</i>
<b>States</b>	<i>Empty, full, or neither. Inactive or Active</i>
<b>Constructors</b>	<i>Default: makes inactive mailbox</i>
<b>Operators</b> <b>Mutators</b>	<i>Receive_message(Message) login():process password and commands retrieve_messages() delete_current0 change_greeting() change_password() activate(int extension, int passcode)</i>
<b>Accessors</b>	<i>Message get_current()</i>
<b>Fields</b>	<i>MessageQueue_new_messages MessageQueue_kept_messages String_greeting _extension _passcode</i>

### Sample Method Description Form

<b>Prototype</b>	<i>Bool MailSystem::add_mailbox (int extention, int passcode)</i>
<b>Purpose</b>	<i>Add a new mailbox to the system</i>
<b>Receives</b>	<i>extension-the extension number of the mailbox passcode-the passcode number</i>
<b>Returns</b>	<i>TRUE if the operation succeeded</i>
<b>Remarks</b>	<i>The operation may fail if the extension number is already in use or if there I sno space to add another mailbox.</i>