**From User Stories to a Domain Model**

A **User Story** describes one thing a program is expected to do, from the perspective of somebody using that program. When planning a program, the client's requirements will be decomposed into many User Stories. Much of a developer's life is spent translating User Stories into a functional system. In Object-Oriented Programming, these systems are made up of Objects and Messages. Objects describe the objects within the system, and Messages describe how those objects interact. We call these systems **Domain Models**.

In this challenge, you will transform a User Story into a Domain Model.

**Learning Objectives covered**

* Give the structure of a User Story
* Extract a Domain Model from User Stories

You must translate these two user stories into a functional representation:

*As a person,*

*So that I can use a bike,*

*I'd like a docking station to release a bike.*

*As a person,*

*So that I can use a good bike,*

*I'd like to see if a bike is working*

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| --- | --- |
| Objects | Messages |
| Customer | Take\_bike\_out |
| Bike | Bike\_condition |
| Dock station | Release\_bike |

Draw a diagram that shows how your Objects will use Messages to communicate with one another

Person – bike\_condition

Boolean: true / false

Bike

Dock station

Dock station dock\_station\_release

Person – take\_out\_bike

Person