**Lab 2**

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| Student Name | | Student CSUSM ID | Contribution percentage |
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**Grading Rubrics (for instructor only):**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Criteria | 1. Beginning | 2. Developing | 3. Proficient | 4. Exemplary |
| Mapping from design to Java code | 0-9 | 10-14 | 15-19 | 30 |
|  |  |  |  |
| Program: quality ->  *Readability* | 0-2 | 3-5 | 6-9 | 10 |
|  |  |  |  |
| Program: quality ->  *Modularity* | 0-2 | 3-5 | 6-9 | 10 |
|  |  |  |  |
| Program: quality ->  *Simplicity* | 0-2 | 3-5 | 6-9 | 10 |
|  |  |  |  |
| Updated design:  *correctness* | 0-9 | 10-14 | 15-19 | 20 |
|  |  |  |  |
| Updated design:  *Consistency with code* | 0-9 | 10-14 | 15-19 | 20 |
|  |  |  |  |
| Total Grade (100) |  | | | |

**Problems:**

1. In the following design in UML class diagram, some classes are incomplete (lack of attributes and/or operations). You should update the class diagram by adding important attributes and/operations that are appropriate.



1. Translate your complete design into Java implementation. Remember, the goal is to make sure the implementation is consistent with the design.

**Solution:**

* First, remember to zip the src folder of your project and submit the zip file to the ungraded assignment named “Lab1CodeSubmission”. One submission from each team.
* Paste all you source code here.
* Paste your updated UML class diagram below.
* Save this report in PDF, then **each student** needs to submit the pdf report to the graded assignment named “Lab1ReportSubmission”.