Systems modeling homework 3

Exercise 1

Title: Ulno plays Jack and chooses suit

Pre: pre-pre-condition; Eero is dealer. Ulno has in his hand C8, CJ, DA and it is his turn. Eero's hand is H10, S8. Artjom's hand is D7, C9, SK, SA. The top of the pile is C10, HQ, DJ, DK these are also the only cards in the pile. The top of the deck is S9, C7, HK, HA, DQ, CQ, CK, S7, D8, S10, H9, D9, D10, SJ, HJ, H7, H8, CA, SQ.

Action: Ulno places CJ onto the open pile and sais the next suite is S.

Post: Ulno's hand is C8, DA. Eero's hand is H10, S8 and he is the dealer. Artjom's hand is D7, C9, SK, SA. Top of the deck is S9, C7, HK, HA, DQ, CQ, CK, S7, D8, S10, H9, HA, D9, D10, SJ, HJ, H7, H8, CA, SQ. Top of the pile is CJ, C10, HQ, DJ, DK. Next playable suite is S. It is Artjom's turn.

Title: Artjom plays an 8 and Eero skips a turn

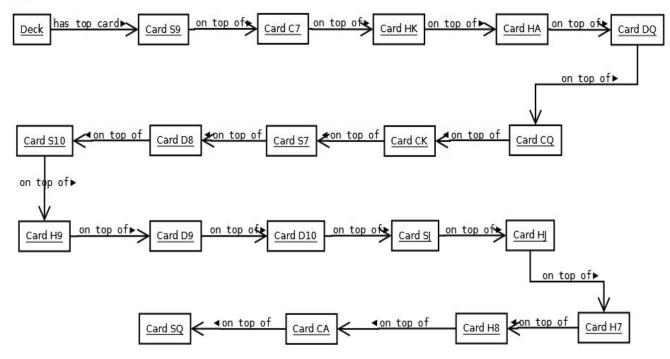
Pre: pre-pre-condition; Ulno has in his hand C8, CJ, DA. Eero's hand is H10, S8 and he is the dealer. Artjom's hand is D8, C9, SK, SA and it is his turn. The top of the pile is D9, C10, HQ, DJ, DK, these are also the only cards in the pile. The top of the deck is C7, HK, HA, DQ, CQ, CK, S7, D7, S10, H9, HA, S9, D10, SJ, HJ, H7, H8, CA, SQ.

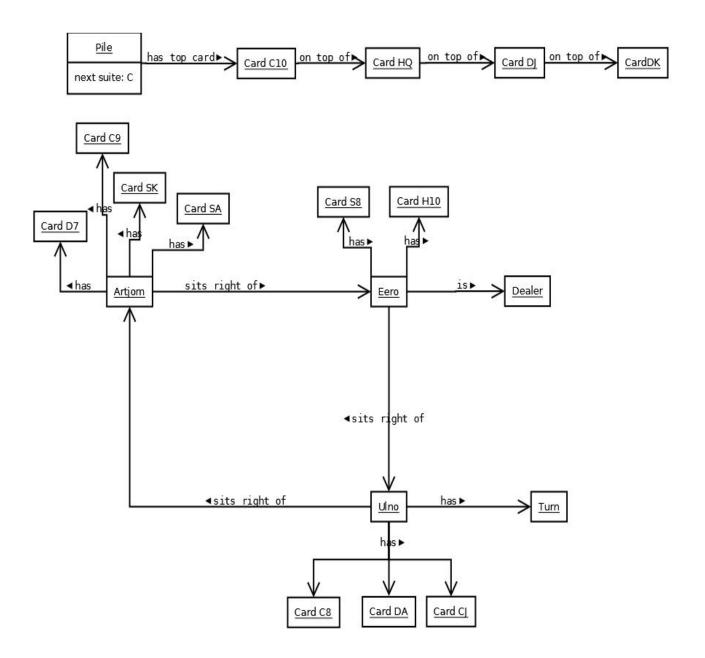
Action: Artjom places places D8 onto the open pile. Eero's turn is lost.

Post: Ulno's hand is C8, CJ, DA. Eero's hand is H10, S8 and he is the dealer. Artjom's hand is C9, SK, SA. Top of the deck is C7, HK, HA, DQ, CQ, CK, S7, D7, S10, H9, S9, D10, SJ, HJ, H7, H8, CA, SQ. Top of the pile is D8, D9, C10, HQ, DJ, DK. It is Ulno's turn.

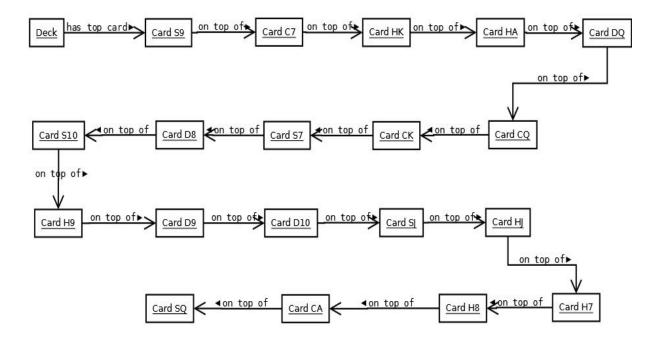
Ulno plays Jack and choses suit

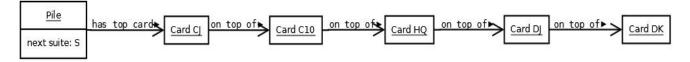
Precondition:

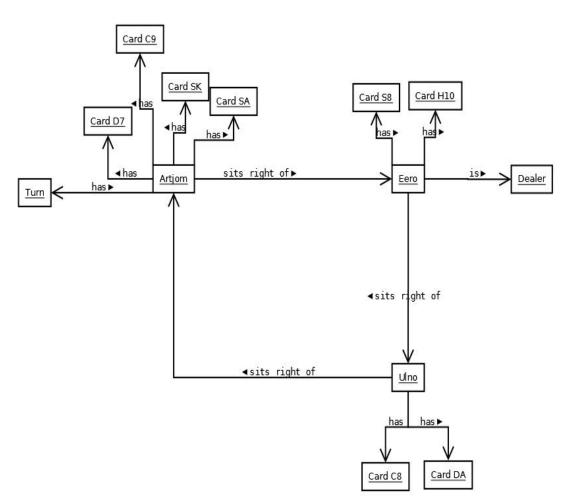




Postcondition:

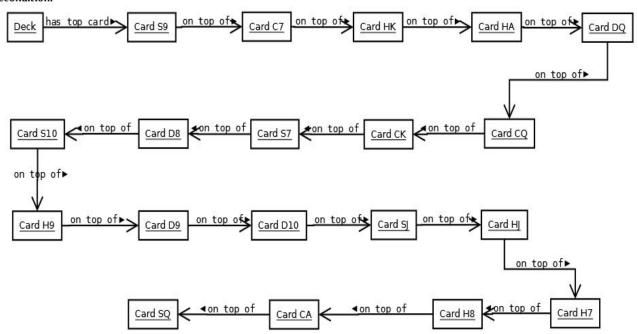


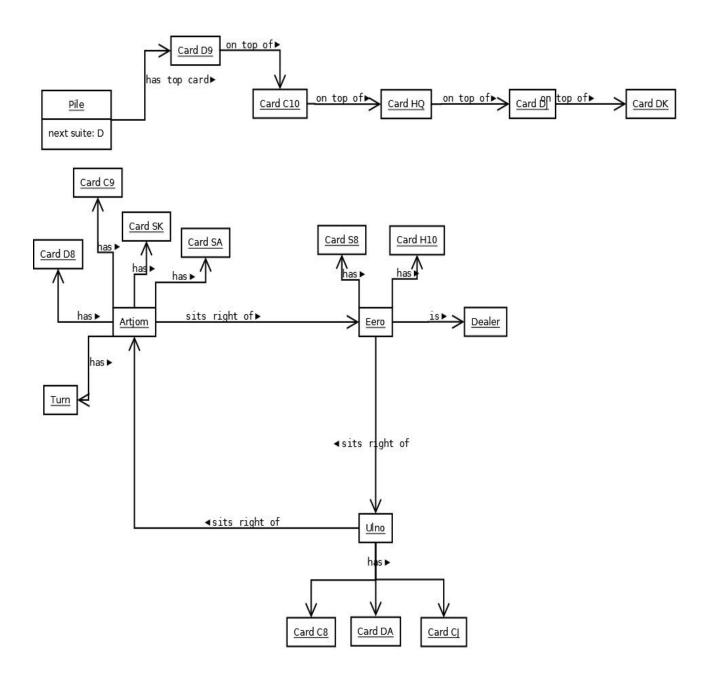




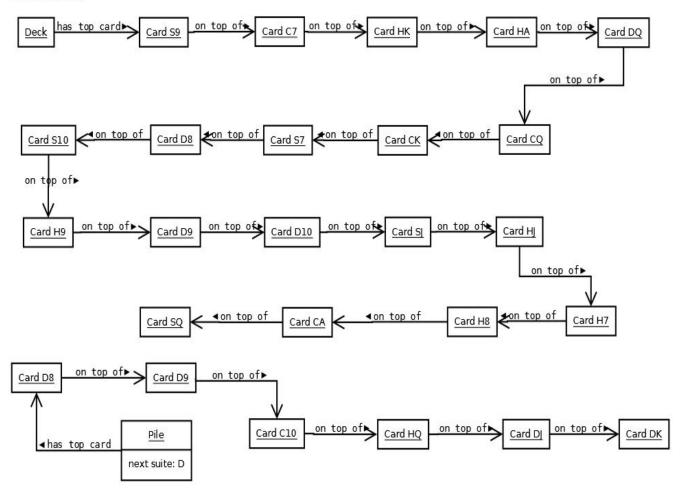
Artjom plays an 8 and Eero skips a turn

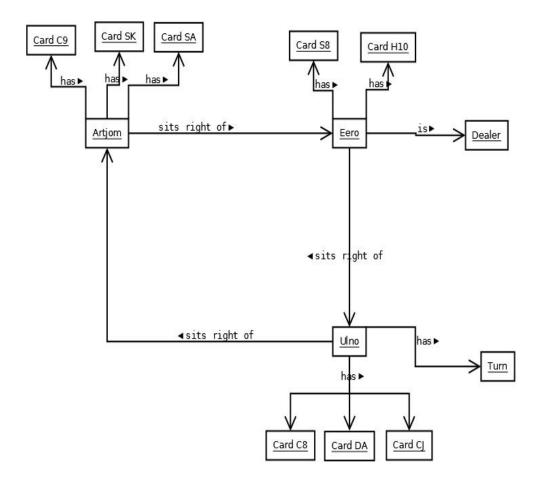
Precondition:





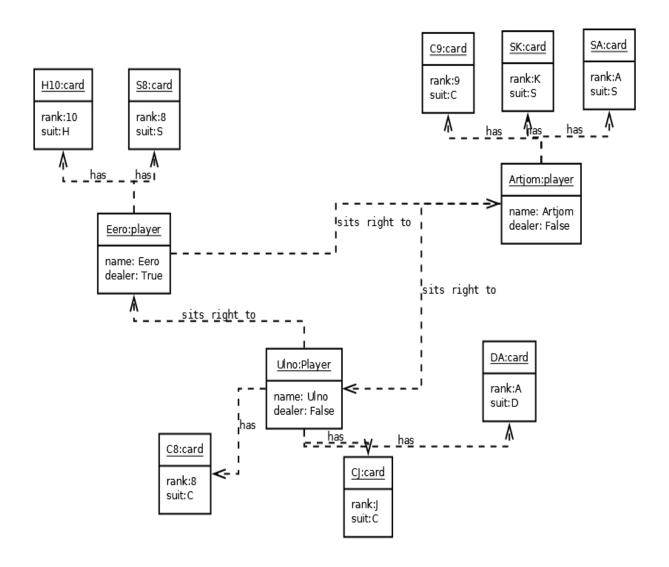
Postcondition:

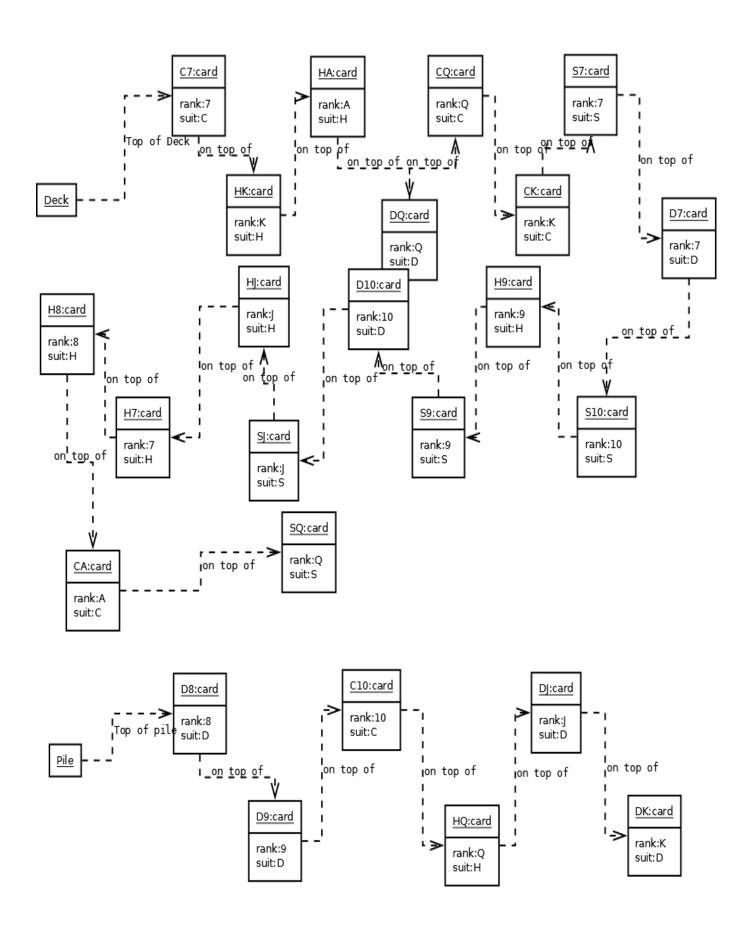




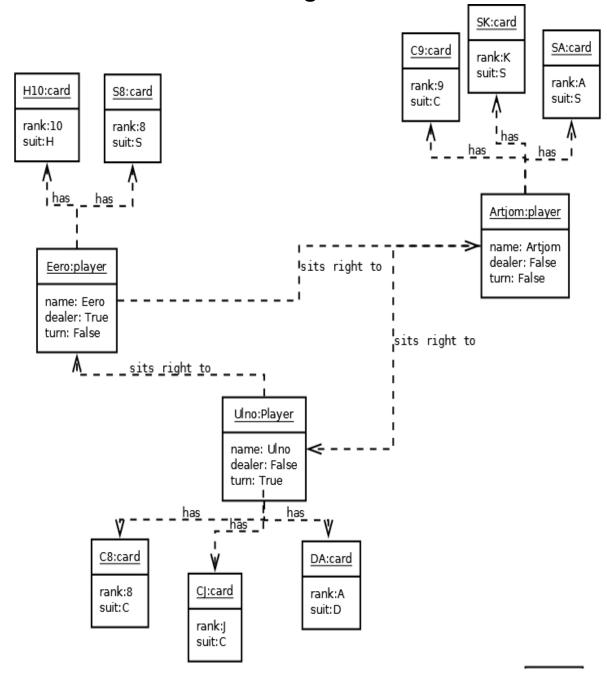
Diagrams for extra userstories

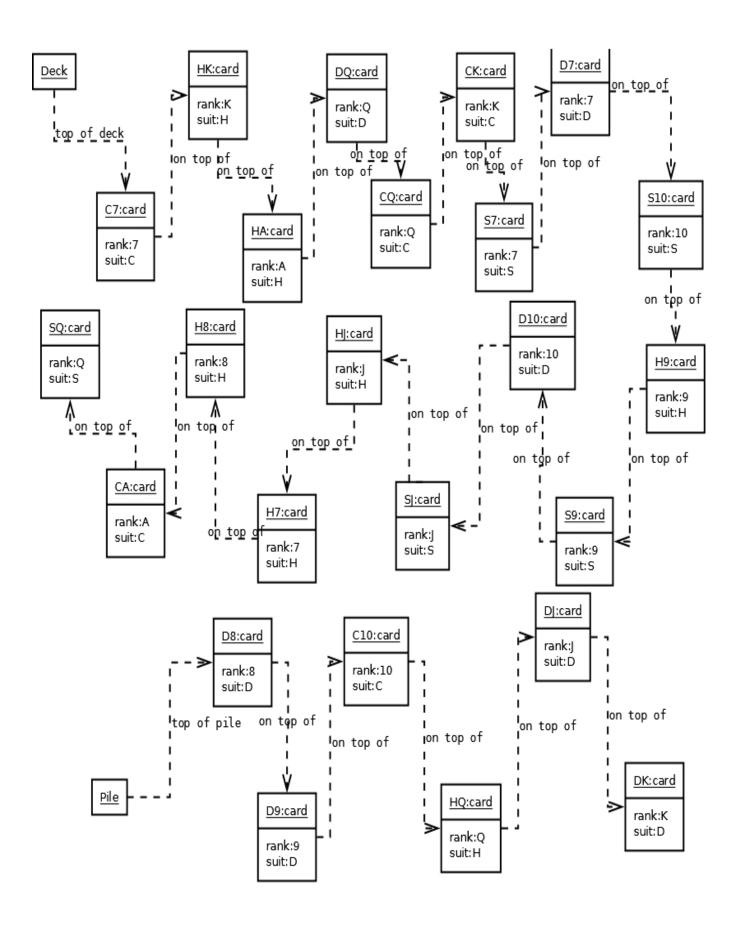
Extra Post-condition 1 Diagram with attributes:





Extra Post-condition2 Diagram with attributes:





Given Userstories, Draw post cond. with class names and attributes:

pre-pre-condition:

We have a deck of 32 cards, consisting of 4 suits (diamond, heart, spade, clubs). In each suit we have 7, 8, 9, 10, Jack, Queen, King, Ace

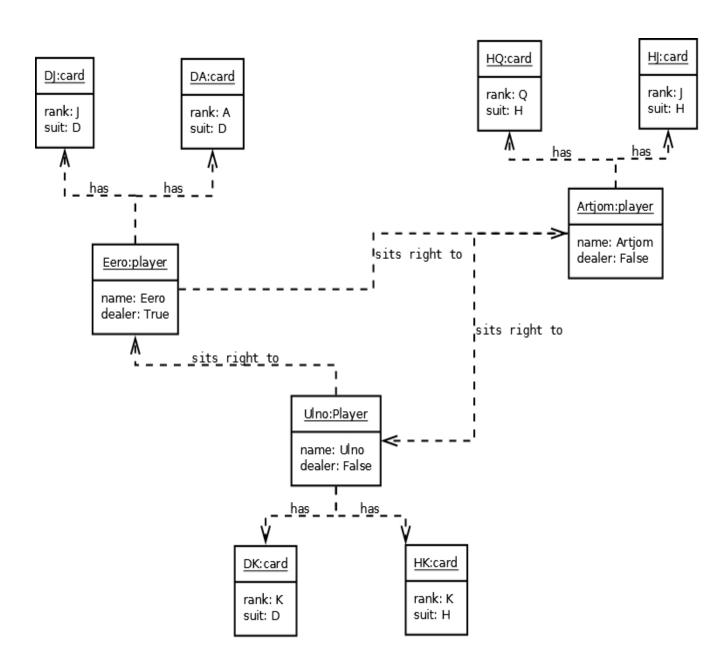
We abbreviate one of these cards like

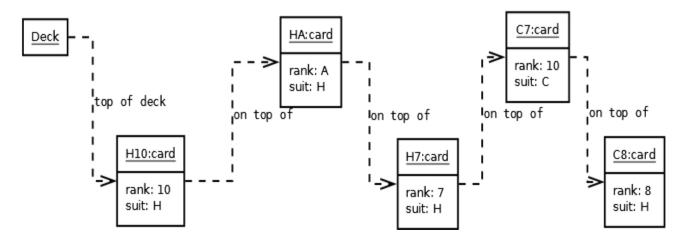
DA: Diamond Ace S10: Spade 10 H7: 7 of heart

There are three players: Eero, Ulno, and Artjom

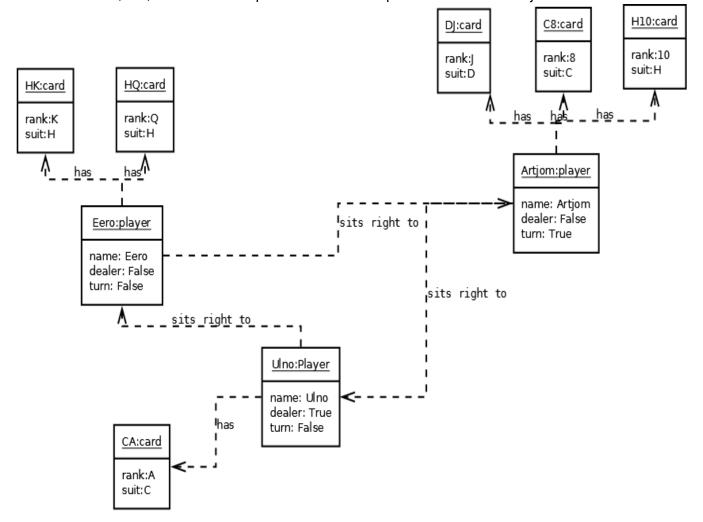
Eero sits right of Ulno, Ulno right of Artjom, and Artjom right of Eero. They play Mau Mau.

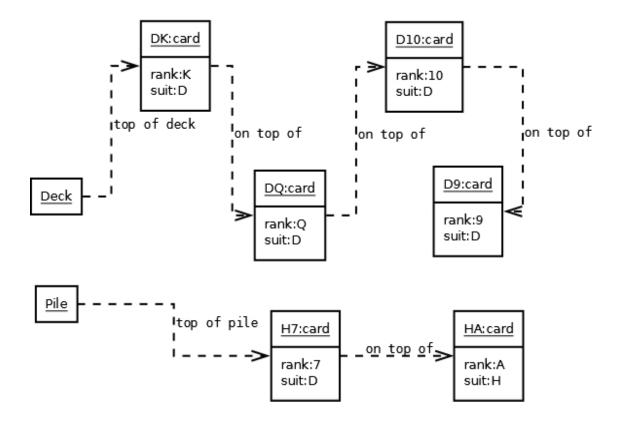
Given Post 1: Eero has now on his hand DJ, DA, Artjom has HQ, HJ, and Ulno has DK, HK. The top of the deck shows H10, CA, HA, H7, C7, C8





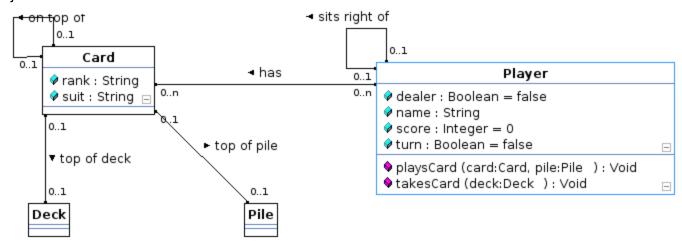
Given Post 2: Eero has now on his hand HK, HQ, Artjom has DJ, C8, H10, and Ulno has CA. The top of the deck shows DK, DQ, D10, D9 (DK is top card). On the top of the open deck are now all the cards, HA, H7. H7 is the top-most card of the open deck. It is now Artjom's turn.





Class diagramm for Maumau

Fujaba model:



Eclipse import:

http://math.ut.ee/~wazz/sm/hw3 fujaba.zip