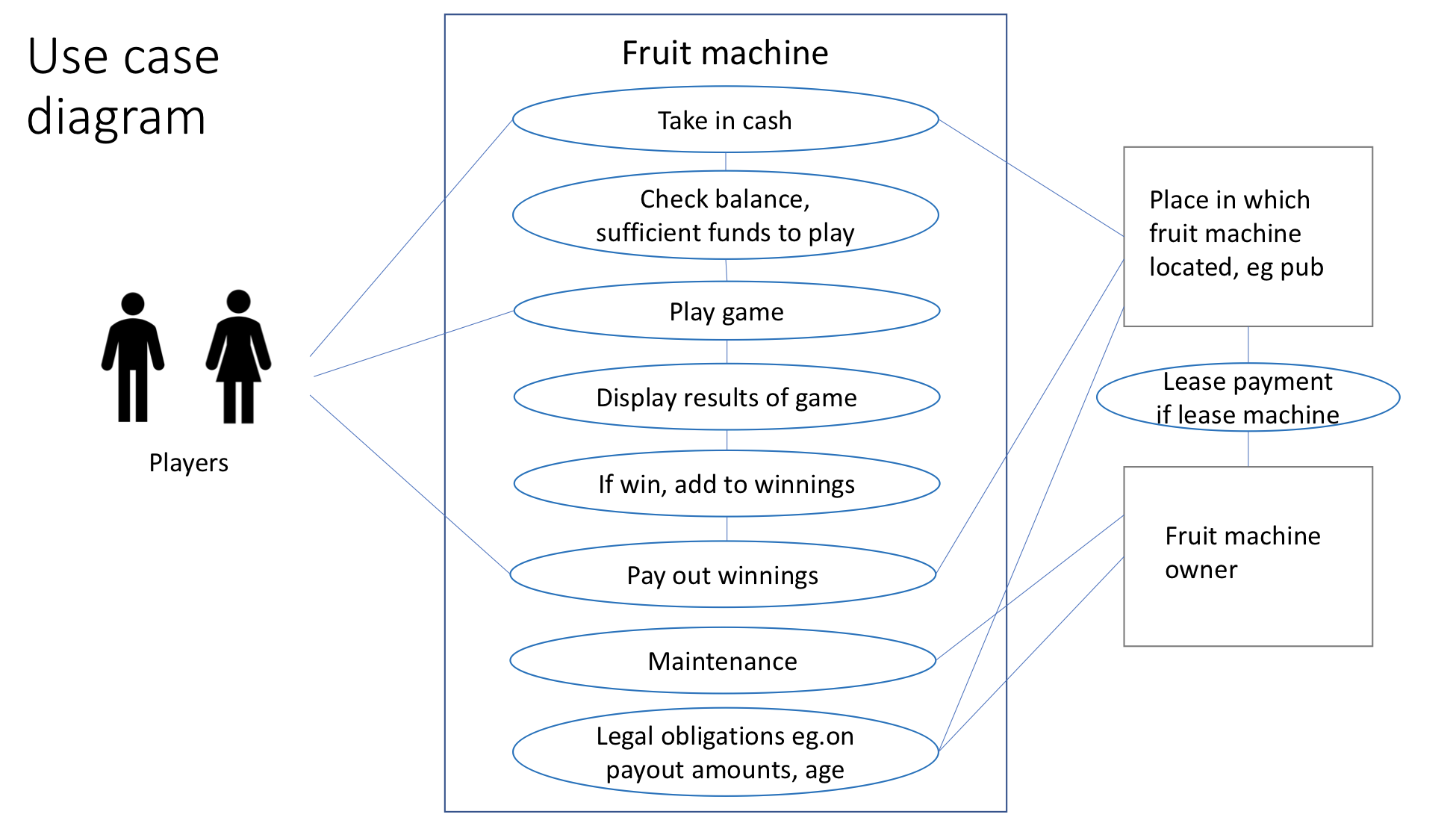
Evidence for Analysis and Design Unit.

Pauline Cairns

E21

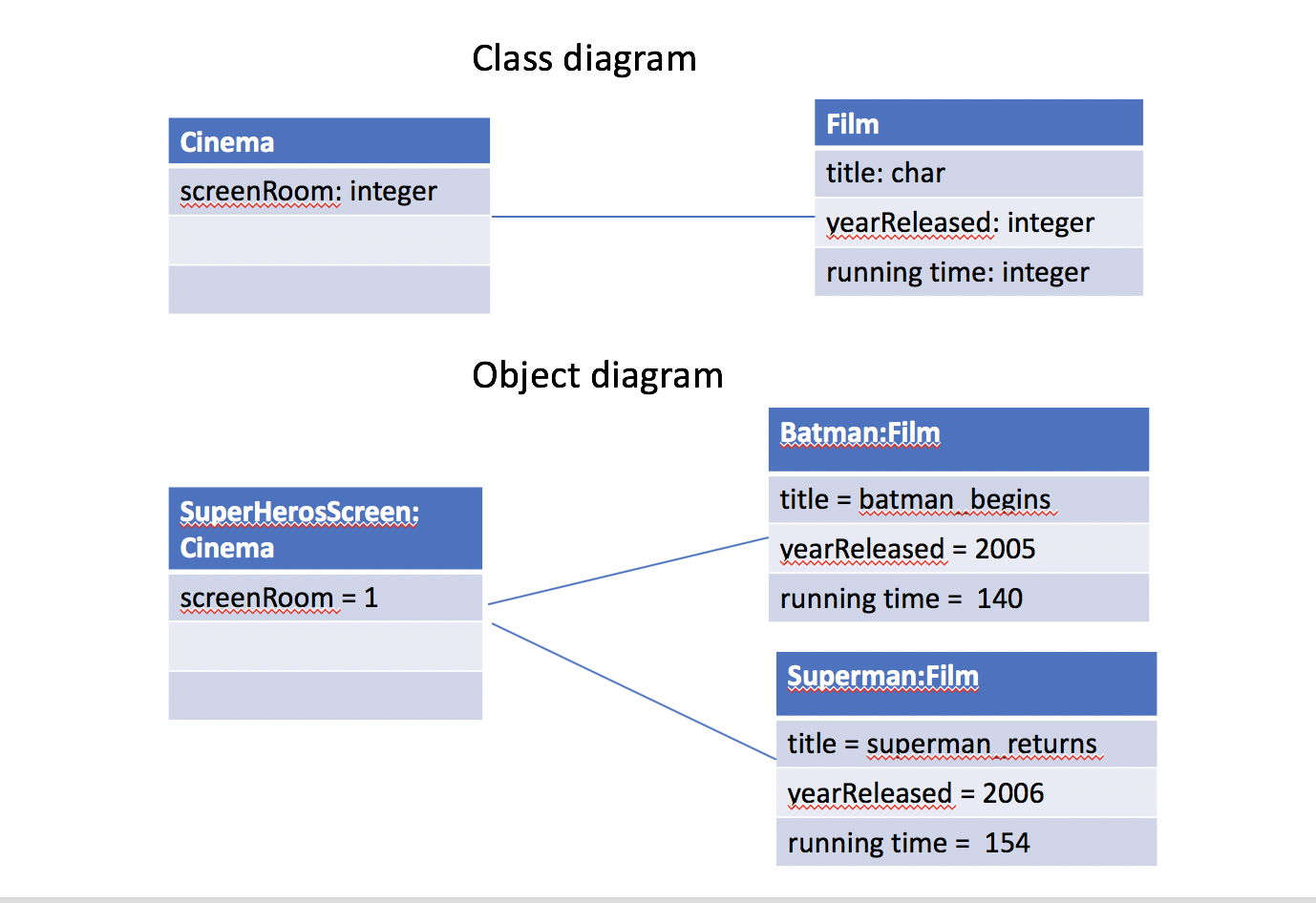
* + 1. **Use case Diagram**



* + 1. **Class diagram**



* + 1. **Object diagram**



* + 1. **Activity diagram**

z

Exit game

[If play again = no]

[If play again = yes]

Decide whether to play again

[Else]

Add to winnings total

[If win]

Reveal outcome of play

Rolls reels

More cash to be put in

[Sufficient cash]

[Else]

Put cash into machine

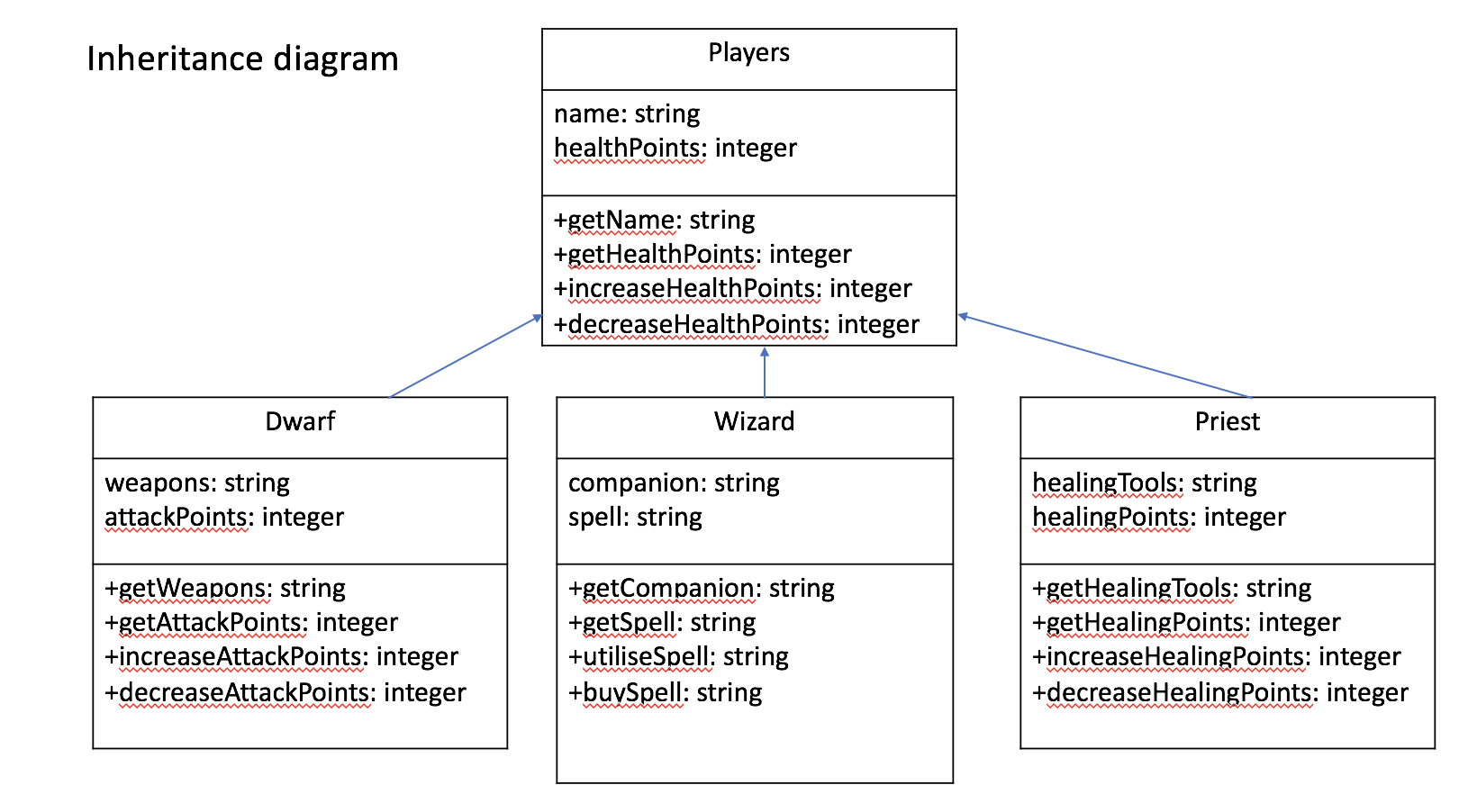
Verifies enough cash paid in to play game

Fruit Machine

Player plays fruit machine

Player

* + 1. **Inheritance diagram**



* + 1. **Implementations Constraints**

