

Strong Points

It's very easy to follow the domain model, and good class names are used. Larman states on page 239 some mapmaker strategies for creating a good domain model. I believe this model have successfully used those strategies. For example use existing names in the territory, exclude irrelevant names in the territory, not adding things that doesn't belong to the model.

Would this help me as a developer?

By looking at the model I could get a very good overview about the problem, and I could use the domain to determine what classes to create.

Weakness of the model

This part was really hard, because the domain seem to follow most best practices Larman recommend and there wasn't really any weaknesses. However by looking at the model it can be hard to figure out where does treasurer class belongs? Larman states on page 246 that it's useful to show associations to satisfy information requirements and understanding the model.

There might be a need for a description class. On page 243 Larman states that a description class is used for reducing redundant or duplicated information. Username and password occur in treasurer, secretary, member

Do you think the model has passed the grade 2 (passing grade) criteria?

I do believe that grade 2 is fulfilled all important parts seems to be there. The domain model is using many of the best practices in the book that Larman talk about about.

Reference Section

1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 9780131489066
(<https://aanimesh.files.wordpress.com/2013/09/applying-uml-and-patterns-3rd.pdf>)