

## Assignment 1: Feedback of Dr Oliver Buckley

A good selection of classes that are drawn from the brief and are consistent with the scenario. The states and behaviours are reasonable for the classes that are included.

The use of composition and inheritance is quite good, but there are several occasions where composition would have been useful, for example, an order containing a customer.

The states and transitions are good and drawn from the scenario and you have done a good job of capturing the various states of an order.

A reasonable attempt at a sequence diagram but potentially lacking some of the key ideas. The aim of a sequence diagram is to help understand the way that messages are passed between objects. There are a lot of occasions where you are gathering input from the actor, which is not necessarily what we are aiming to show here – that is perhaps better suited to an activity diagram.

A good attempt at an activity diagram that captures the logical flow of placing an order. The diagram is well laid out and provides a good deal of information.

The one note, I would suggest is that the start and end points are usually represented by filled circles.

A good overview of your choices in the narrative