Advanced Programming COSC1295
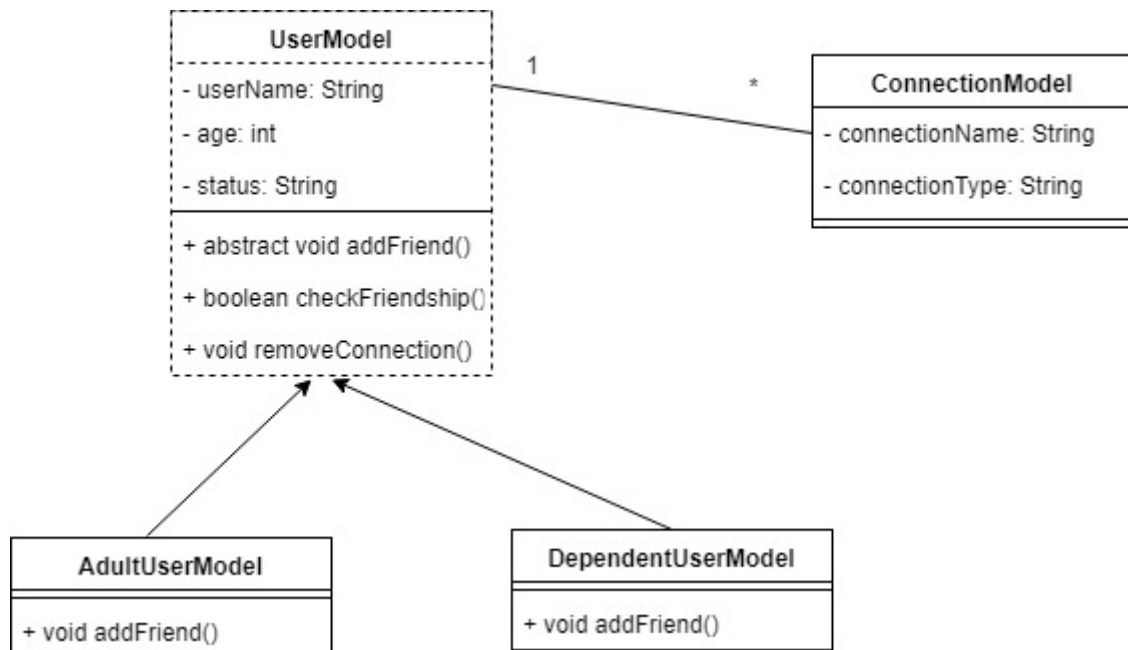
ASSIGNMENT 1

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Design

Class Diagram

The UserModel was implemented as an abstract class as it cannot exist on its own, and also contains the abstract method addFriend. Every user has the methods checkFriendship and removeConnection which is available via the super class. The checkFriendship takes as parameter an object of UserModel and returns weather the user is a friend of the passed in UserModel. The removeConnection takes as parameter the username of a user and removes that user as a connection. A user must be either an adult or a dependent. Each one has the addFriend method implemented differently.

A user can have many connections which can be of type; friend, parent or child.

Contributions

The contributions for both of us were equal for this assignment, hence amounting to a 50-50 percent workload for each of us.

We were able to better understand the concepts of OOP specially polymorphism while working on this assignment. And also got to know the Java language and syntax better.