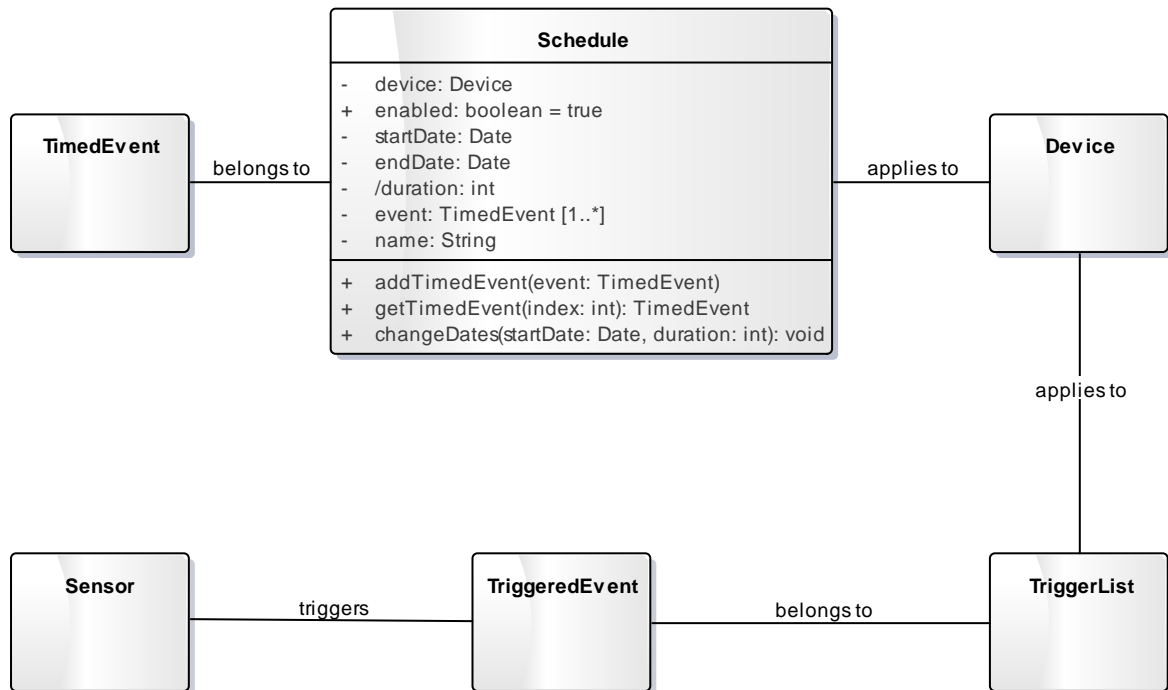


Learning UML

O'Reilly

Exercises – Attributes and Operations

If you have followed along, your diagram should look similar to the one in the movie. If not, first create a diagram that looks like this.



Now do the following:

Add a new derived attribute called *numberOfEvents* to *Schedule*. Add some text to the Notes field to explain that it is the number of events in the *events* attribute.

Change the name of the attribute *event* to be *events* and change the multiplicity of *events*, so that the lower bound is zero and the upper bound is a fixed value, say 30.

Change the initial value of *enabled* to *false* and set it back to have a private visibility.

Change the *name* attribute to be called *title* and move it to the top of the list.

Add a new operation called *changeDates* to *Schedule*. Set its parameters to be *startDate* of type *Date* and *endDate* of type *Date*, with no return value.

Add a new operation called *removeEvent* to *Schedule*. Set it to take an *int* called *index* as a parameter and return a *TimedEvent*.

Add a note to the operation *removeEvents* to explain that it takes an *int* as a parameter, removes the *TimedEvent* at that position from the *events* array and returns that *TimedEvent*.

When you have finished, your diagram should look like this.

