

# **CST 205 OOPS Using Java**

## **Assignment – 1**

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1. Compare and contrast Java Applets and Java Application., Describe the structure of applet.
2. Draw the life cycle of Applet in Java showing the different methods invoked.
3. Draw the Use case diagram of a movie reservation system.
4. Draw Use case Diagram for online Pizza ordering system
5. Construct Use-case diagram for an Online Shopping Application
6. Consider a Banking System. Identify three entities in the system which can be represented using classes and show the relationship between them using UML class diagrams
7. Consider the problem of a Service Station which provides three types of services to its customers: refuelling, vehicle maintenance and parking. Customer can pay using cash, card or cheque. The pricing for vehicle maintenance depends on the cost of parts and labour. Parking areas are rented according to weekly and monthly rates. Construct an UML class diagram for the above problem by identifying at least six entities in the system which can be represented using classes and show the relationship between them.
8. Construct a UML Class diagram for Online Movie Ticket Booking System. The various entities involved in the system are Admin, Registered User, Visitor / Guest User, Movie, Book Ticket, Make Payment
9. Draw the class diagram of a movie reservation system.
10. Construct a UML Activity diagram for Food Ordering System, which shows the flows between the activity of Order, Delivery, Food Item, Category, Payment.
11. Construct a UML Activity diagram for an online Hotel Reservation System, which shows the flow of activities for booking rooms at a hotel.
12. Construct UML Activity diagram for an Online Shopping Application