



**EAST WEST UNIVERSITY**  
**Department of Computer Science & Engineering**  
**B.Sc. in Computer Science and Engineering Program**  
**Quiz II, Summer 2021 Semester**

**Course:** CSE347 Information System Analysis and Design, Section-2  
**Instructor:** Md. Mohsin Uddin, Senior Lecturer, Department of CSE  
**Total Marks:** 20 (10 will be counted for final grading)  
**Time:** 40 Minutes

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1. Based on the following problem domain for a hockey league, **construct** an appropriate class diagram. Add attributes and methods when necessary. You do not have to include getters and setters for attributes. In your diagram use appropriate notations, symbols, multiplicity to represent Generalization (class, abstract class/interface), Aggregation, Composition, and Association. [CO2,C4, Marks:20]

“A hockey league is made up of at least four hockey teams. Each hockey team is composed of six to twelve players, and one player captains the team. A team has a name and a record. Players have a number and a position. Hockey teams play games against each other. Each game has a score and a location. Teams are sometimes lead by a coach. A coach has a level of accreditation and a number of years of experience, and can coach multiple teams. Coaches and players are people, and people have names and addresses.”