UML Assignment

**Assignment 1:**

Draw UML Class Diagram and Sequence Diagram for the following Program:

import java.util.Scanner;

public class JavaExample {

public static void main(String[] args) {

double num1, num2;

Scanner scanner = new Scanner(System.in);

System.out.print("Enter first number:");

/\* We are using data type double so that user

\* can enter integer as well as floating point

\* value

\*/

num1 = scanner.nextDouble();

System.out.print("Enter second number:");

num2 = scanner.nextDouble();

System.out.print("Enter an operator (+, -, \*, /): ");

char operator = scanner.next().charAt(0);

scanner.close();

double output;

switch(operator)

{

case '+':

output = num1 + num2;

break;

case '-':

output = num1 - num2;

break;

case '\*':

output = num1 \* num2;

break;

case '/':

output = num1 / num2;

break;

/\* If user enters any other operator or char apart from

\* +, -, \* and /, then display an error message to user

\*

\*/

default:

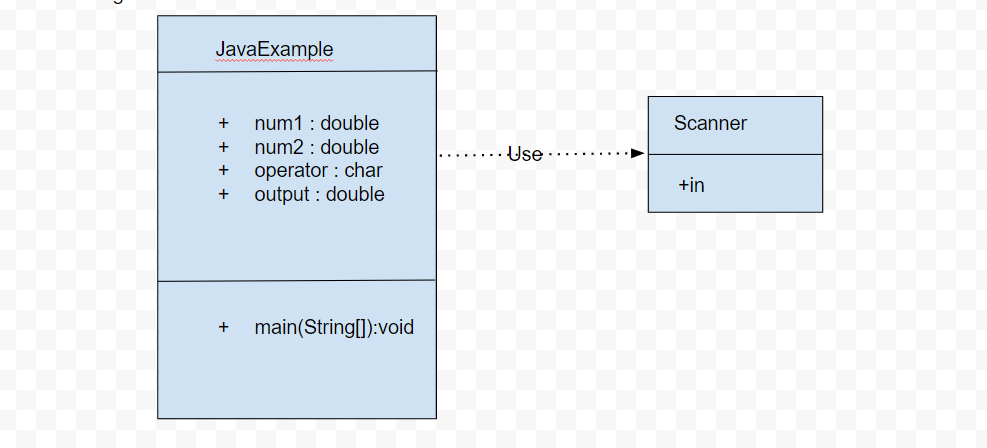
System.out.printf("You have entered wrong operator");

return;

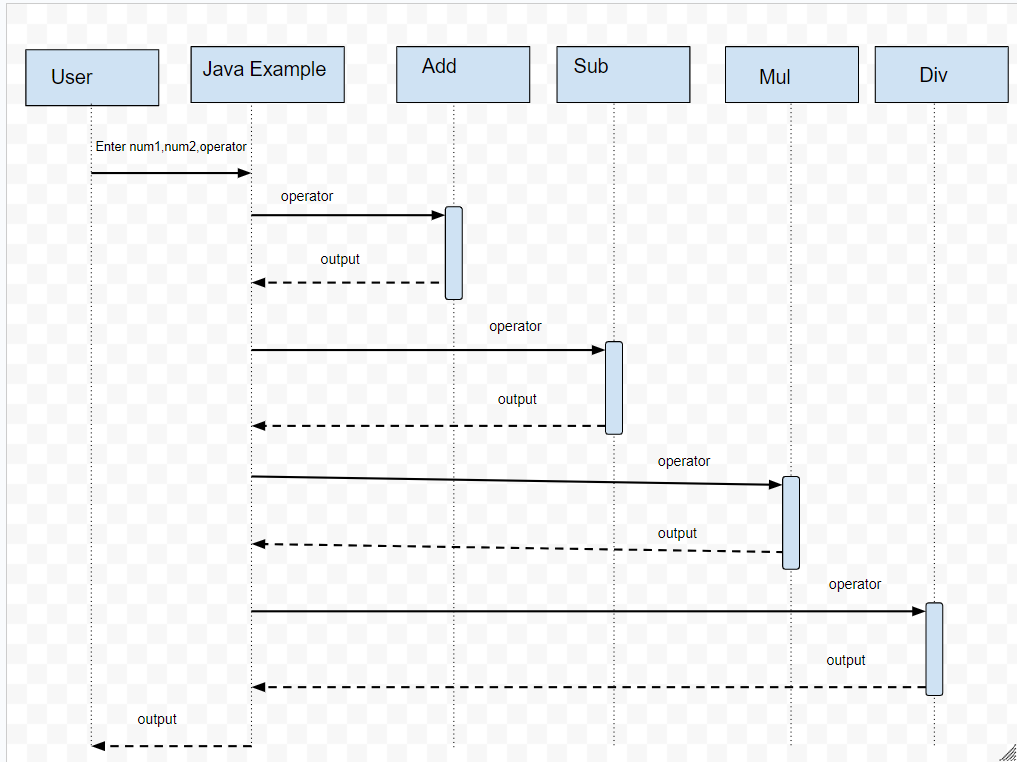
}

System.out.println(num1+" "+operator+" "+num2+": "+output); }

**Class Diagram**

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**Sequence Diagram**

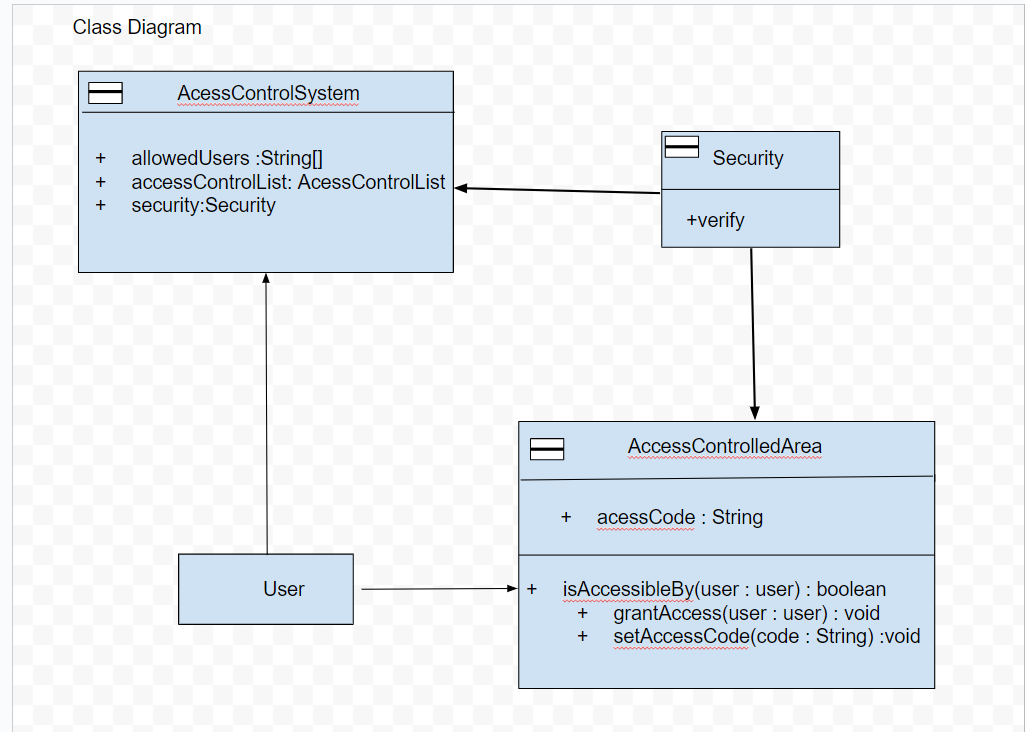


**Assignment 2**:

Draw UML Class Diagram and Sequence Diagram for an Access Control Entry system.

Eg. When there is a visitor an our office the security will follow some steps to check whether the visitor should be allowed to enter or not.

**Class Diagram**

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**Sequence Diagram**

