## Project description

A program to assist farmers with securing and maintaining their crops and equipment. The program will allow the user to map the farmland and direct drones to specified zones to check the environment and patrol for intruders.

## Noun extraction

Program, Farmers, Crops, Equipment, Users, Farmland, Drones, Zones, Environment, Intruders

## Entity classes (from noun extraction)

Users, Crops, Equipment, Farmland, Drones, Zones, Environment, Intruders

## Boundary classes (from use cases)

User Interface Class, Harvest Time Class, Detect Wildlife Class, Detect Theft Class, Detect Fire Class, Guide User Class, Sprinkler Class, Blight Class, Damage Class, Mapping Class

## Control classes (action classes, functions used throughout the whole program)

Notification, Calculate Patrol Route, Calculate Harvest Time, Manage Crops, Playback History

## Entity sub classes

## Boundary super classes

Detect Intruder Class (Detect Wildlife Class, Detect Theft Class)

## Additional entity classes

Class Diagram Explanation

Most of the entity, control, and boundary classes either control or interact with the drones class which sends its information to the notification class which takes that information from the drone and sends it to the user interface to be displayed for the user.