## On noun extraction:

Control classes are the actions in our product, but not necessarily every action. Actions that should be used by other classes to communicate with entity or boundary classes should be control classes. If the action is only going to be used by one class, that action should just be a function of that class. I asked about making a generalized Manage Crops control class that handles sprinklers, blight, etc. and he said that was a good idea.

## Sequence diagrams:

He said they looked great, no improvements.

## State chart:

He said this also looked good, but gave us a couple more functionalities to consider adding (soil testing for planting, spray insecticides) and told us to just polish how it looks.

## Class diagram:

Everything can go straight into the UI class like we were doing, the Program Class in the template is not necessary. We need to label the relationships we have, but he said the way we linked things up looked fine. He also said we need to add functionalities to our classes. So, say adding a sendAlert() function to our Notification Class.