Objektno Orijentisano Projektovanje

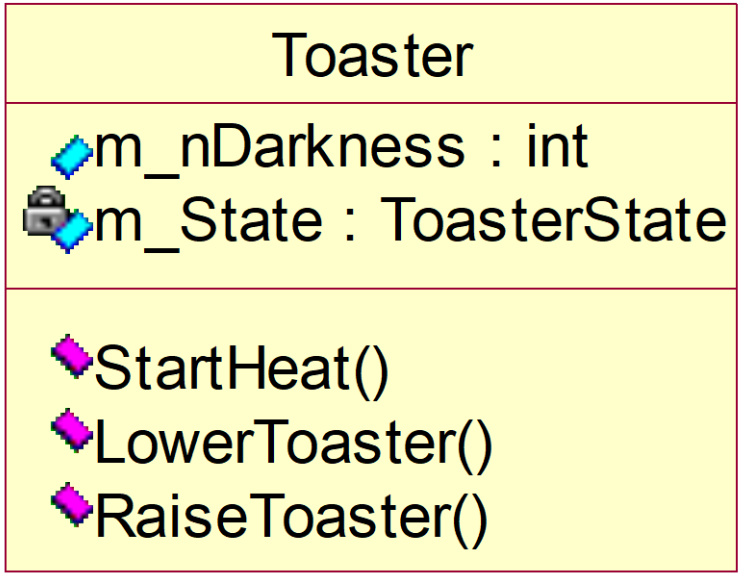
UML

Dijagrami Klasa

Preslikavanje dijagrama klasa u C++ kod

Zadatak 1.

Napisati C++ kod za klasu prikazanu na slici:



Zadatak 1. (Toaster.h)

```
class Toaster
{
public:
  int m_nDarkness;

  void StartHeat();
  void LowerToast();
  void RaiseToast();

private:
  ToasterState m_State;
};
```

Zadatak 1. (Toaster.cpp)

```
#include "Toaster.h"


void Toaster::StartHeat()
{
  //...
}
void Toaster::LowerToast()
{
  //...
}
void Toaster::RaiseToast()
{
  //...
}
```

Zadatak 2.

Napisati C++ kod za dijagram klasa prikazan na slici:

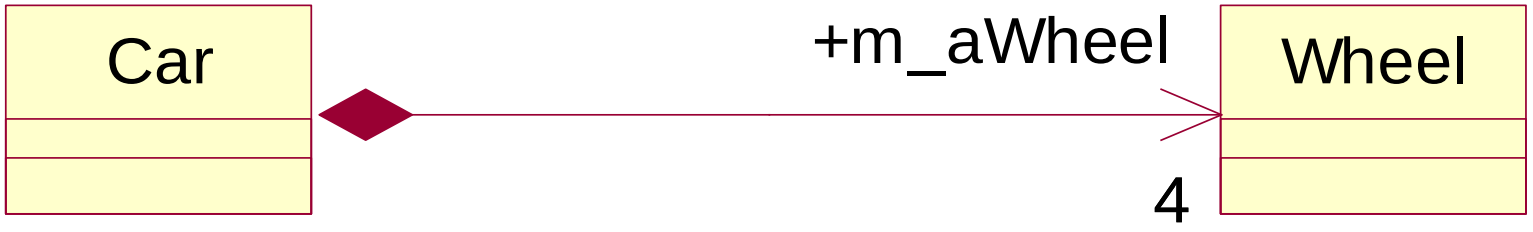
Zadatak 2. (LeftRight.h)

```
class Right;
class Left
{
public:
  Right* right;
};

class Right
{
public:
  Left* left;
};
```

Zadatak 3.

Napisati C++ kod za dijagram klasa prikazan na slici:



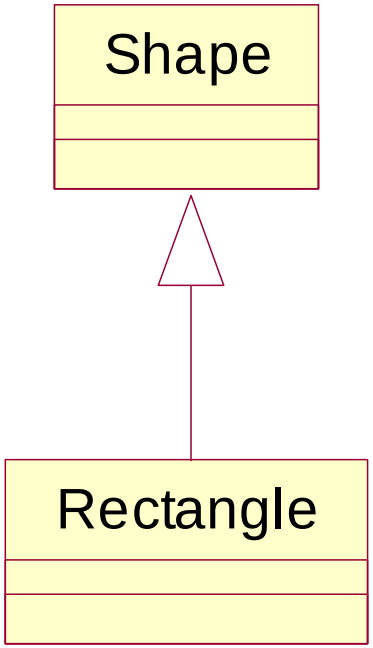
Zadatak 3. (Car.h)

```
#include "Wheel.h"


class Car
{
public:
  Wheel m_aWheel[4];
};
```

Zadatak 4.

Napisati C++ kod za dijagram klasa prikazan na slici:



Zadatak 4. (Rectangle.h)

```
#include "Shape.h"


class Rectangle : public Shape
{
  //...
};
```

Primena dijagrama klasa za modelovanje domena

Zadatak 5.

Dijagramom klasa predstaviti model fakulteta. Svaki student upisuje studije na jednom i samo jednom odseku, a odsek pridapa jednom i samo jednom fakultetu.

Detaljno opisati atribute klase student.

Zadatak 5.

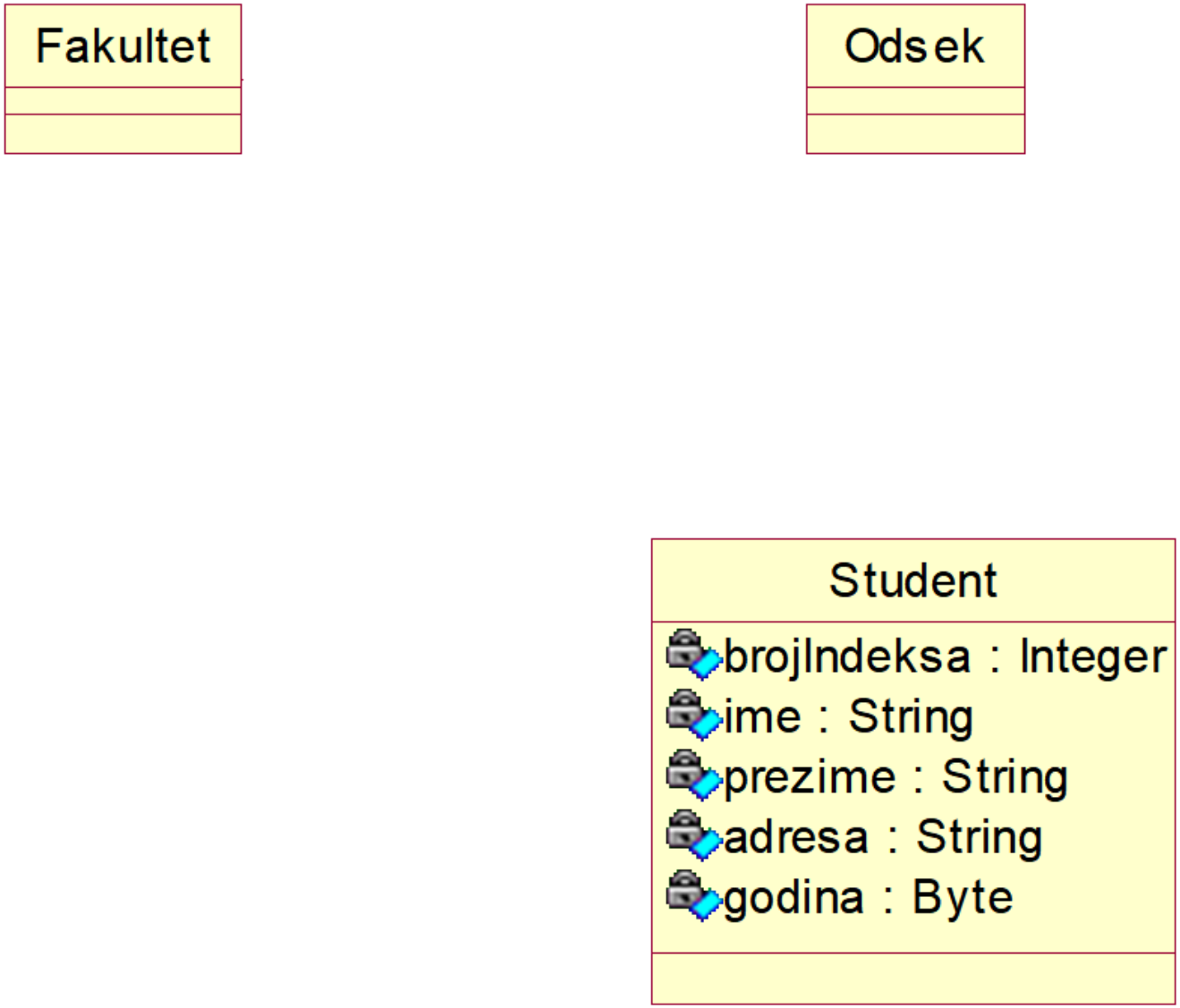
Dijagramom klasa predstaviti model **fakulteta**.

Svaki **student** upisuje studije na jednom i samo jednom **odseku**,

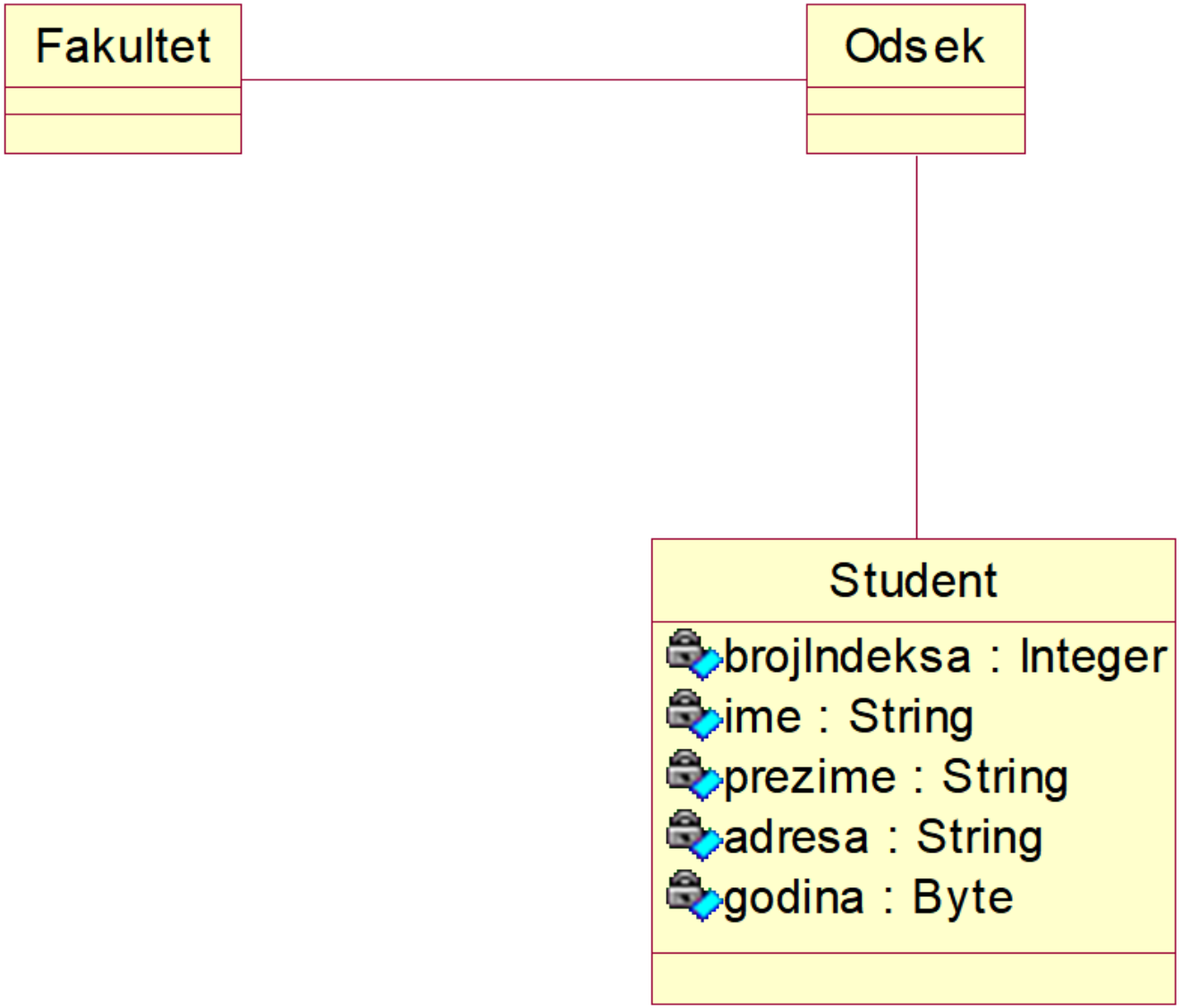
a odsek pridapa jednom i samo jednom fakultetu.

Detaljno opisati atribute klase student.

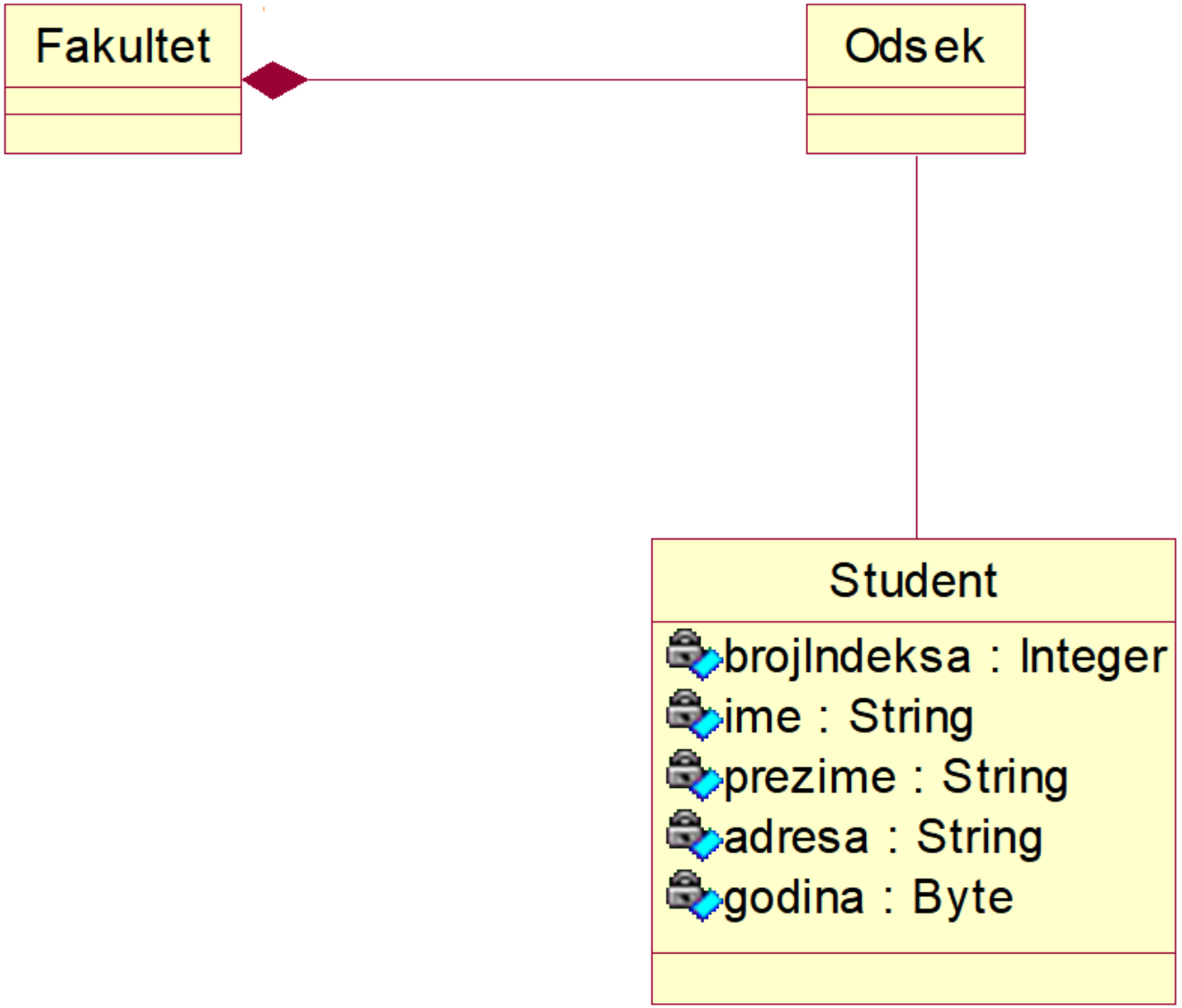
Zadatak 5. (rešenje)



Zadatak 5. (rešenje)



Zadatak 5. (rešenje)



Zadatak 5. (rešenje)