# Assignment-UML Parser Extra Credit (Starbucks)

1. Github Link
   1. UmlParser code

<https://github.com/nguyensjsu/cmpe202-supriyasethi/tree/master/umlparser>

* 1. Starbucks code

<https://github.com/nguyensjsu/cmpe202-supriyasethi/tree/master/starbucks>

1. Class Diagram for Strabucks generated using parser code is saved in folder umlparser\starbucksdiagram. I have attached the same in Canvas.

Please note that I have created two diagrams as http url was not accepting the longer string. Below are the two diagrams I have created:

* 1. **Addcard** – List of classes used for this diagram from starbucks project are mentioned below. These classes are saved in path **umlparser\testAddCard**.
* AddCard
* AppController
* CardCode
* CardNum
* Frame
* IApp
* IDisplayComponent
* IFrame
* IKeyPadObserver
* IMenuCommand
* IMenuInvoker
* IMenuReceiver
* IOrientationStrategy
* IScreen
* ITouchEventHandler
* Main
* MenuCommand
* MenuOption
* MyCards
* MyCardsMoreOptions
* MyCardsOptions
* MyCardsPay
* Payments
* Rewards
* Screen
* Settings
* Store
  1. **PinScreen** - List of classes used for this diagram from starbucks project are mentioned below. These classes are saved in path **umlparser\testPinScreen**.
* Device
* FivePinDigits
* FourPinDigits
* IApp
* IDisplayComponent
* IKeyPadObserver
* IKeyPadSubject
* IPinAuthObserver
* IPinAuthSubject
* IPinState
* IPinStateMachine
* ITouchEventHandler
* KeyPad
* NoPinDigits
* OnePinDigit
* Passcode
* PinEntryMachine
* PinScreen
* SixPinDigits
* Spacer
* ThreePinDigits
* TwoPinDigits