**Homework**

**Software Architecture Design Space**

1. Building Class Diagram for eCommerce system.
2. Consider this Texas Hold 'em poker game system:

* 2 to 8 human or computer players.
* Each player has a name and stack of chips.
* Computer players have a difficulty setting: easy, medium, hard.
* Summary of each hand:
  + Dealer collects ante from appropriate players, shuffles the deck, and deals each player a hand of 2 cards from the deck.
  + A betting round occurs, followed by dealing 3 shared cards from the deck.
  + As shared cards are dealt, more betting rounds occur, where each player can fold, check, or raise.
  + At the end of a round, if more than one player is remaining, players' hands are compared, and the best hand wins the pot of all chips bet so far.
* What classes are in this system? What are their responsibilities? Which classes collaborate?
* Draw a class diagram for this system. Include relationships between classes (generalization and associational).