UML exercise

Orientation/reference

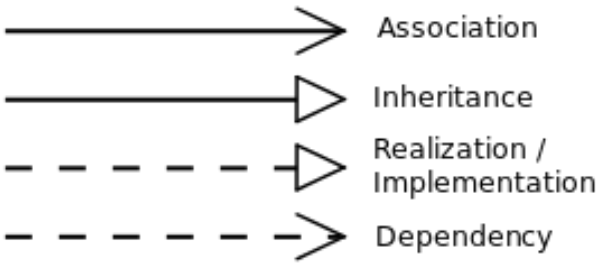
Throughout this quarter, we will be using UML (Unified Modeling Language) to help understand and express software engineering design decisions.

From Wikipedia: "In software engineering, a **class diagram** in the Unified Modeling Language(UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects."

We will only use a small subset of UML to start with and slowly add more features as the quarter proceeds. In general, we will be using the following symbols to denote visibility:

+	**public**
-	**private**
#	**protected**

And we will also eventually use the following symbols to denote relationships (keep this as a reference for later):



Resources:

This quarter, we will be using the freely available online UML editor draw.io (draw.io is the name of the tool and also the website).

Task:

Today's task is simple to start orienting you to the tool and UML. Create a new UML diagram for your Applicant class (task 2 of main lab 1). There are step by step instructions with visual aids at the end of this lab.

Your diagram will be very simple. For example, for a class to represent a strange beast (aka kaiju), you might have:

```
class Kaiju {
  private Point position;
  private int powerLevel;
  private double life;
  protected String name;

  public Kaiju(Point start, int power, String name, double life) {
                this.position = start;
                this.powerLevel = power;
                this.name = name;
                this.life = life;
  }

  public Point getLocation() {  return position; }
  public int getPower() { return powerLevel; }
  public double getLife() { return life; }

}
```

Resulting in a diagram like this: