

Exercise 9.4

This relationship could be implemented:

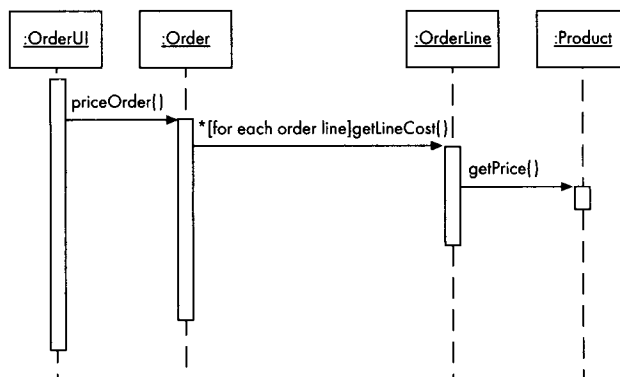
- a As three separate tables, one for each class and one for the association
- b As two tables with a foreign key (CustID) in the Hire table.

Chapter 10

Exercise 10.1

At analysis, an association reflects a real-life relationship between two classes which might be of significance in the system. At design, an association means that there must be a navigable path between two classes, so that objects of those classes can communicate. On the design diagram, the direction of the navigability will be specified.

Exercise 10.2



Exercise 10.3

Part a See Figure E.30.

Part b The class diagram would need a new class Supplier, associated with the Product class. The sequence diagram is shown in Figure E.31.

Exercise 10.4 Object identifiers:

- Step 1 The higher-level menu will have the object identifier of the Issue Bike interface/control object.
- Step 2 The :IssueBikeUI calls a static method on the Bike class. A static method is one that can be invoked without having to create an instance of the class to which it belongs. It is