

CS-119 Lab #11

Expected Learning Objectives

- UML modeling

Overview

You will use Draw.io to create some fairly basic UML models. Be sure to export your completed models to either JPEG or PDF format and copy to your Lab 11 folder.

Exercise 1 Rent a Wreck Car Rentals

1. Develop a use case model for renting a car. Actors: Rental Agent, Fleet Mechanic, Customer. Use Cases: Make Reservation, Rent Car, Return Car, Report Mechanical Problems, Order Repairs, Make Repairs.
2. Develop an Activity diagram that represents how to rent a car.

Exercise 2 Coyote Cellular

Develop a class model for a Message class for a cell phone company. Your Message class must contain *at least* 3 properties and *at least* 2 methods. Include generalizations for TextMessage, VoiceMessage and VideoMessage.

Exercise 3 Let's Have a party!

Develop an activity diagram that illustrates how to throw a party. Your model must contain *at least* 5 activities.

Grading Criteria:

Deliverable	Points	Breakdown
Ex. 1 use case	15	Completed, intuitively makes sense
Ex. 1 activity diagram	15	Completed, intuitively makes sense
Ex. 2 class model	10	Completed, shows proper class relationships
Ex. 3 activity diagram	10	Completed, intuitively makes sense
Lab Total	50	