# 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** |  |