

# Class Design

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## 1 Administrivia

### Announcements

### Assignment

Due Wednesday: Object diagrams, refined class diagram, state machines.

### From Last Time

Product design.

### Outline

1. Questions
2. Team exercises.

### Coming Up

Threads in Java.

## 2 Questions

1. What are the objectives of class design? How do they differ from the objectives of analysis?
2. What information comprises a class skeleton? Where does this information come from?
3. How are the elements of design linked back to the functional requirements?
4. Compare and contrast sequence diagrams with collaboration diagrams. Do they convey the same information? If not, what information is embodied by one that is not embodied by the other?
5. What are the qualities of well-designed classes? Methods?

## 3 Team Exercises

1. Create collaboration diagrams for two scenarios chosen from your project.
2. Create sequence diagrams for the two scenarios you choose for the previous exercise.
3. Create object diagrams for your two scenarios.