

CA212

UML

PRACTICAL 6

PRACTICAL:

Create *Use Case* diagrams, *Class* diagram(s), and *Interaction* diagrams(s) for the following:

An airline reservation system viewed from the ticket clerks allows customers to checkin, reserve tickets and also cancel tickets .When a customer checks in bags are weighed and seats assigned. If a ticket is reserved firstly space on the flight is checked and then customer information taken. If a ticket is canceled the space on that flight is re-entered into the system. Specifically, in the case of CheckingIn the procedure of weighing a bag and assigning a seat, some extra work is required as what you would like to show is that not all of the seats aboard the airplane are exactly alike (some are window seats and some aisle seats), and sometimes passengers will express a preference for one of these types of seats but not the other. But of course, they cannot just be given their preference right away, because the seat they want might not be available. Therefore, the process of assigning a window seat involves checking for the availability of window seats, whereas the process of assigning an aisle seat involves checking for the availability of aisle seats. But even though these processes are different, they are quite similar in a number of other ways, so it doesn't make sense to ignore their similarities. Fortunately, UML lets us have both: we write that assigning these two types of seats are different processes, but they are similar in that both processes extend a common, more general process (assigning seats.)

USING the internet, google the following:

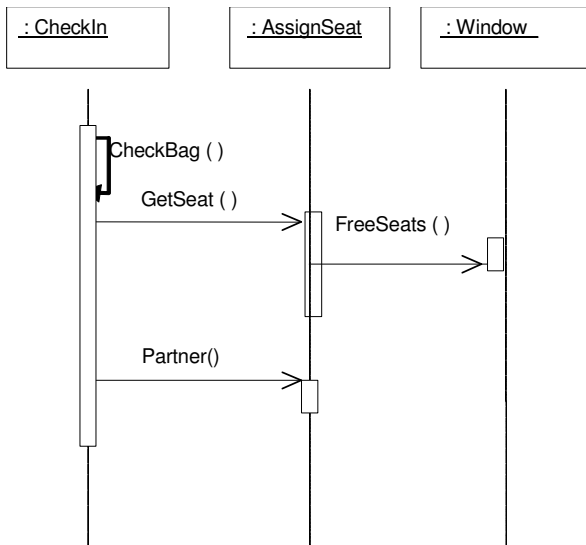
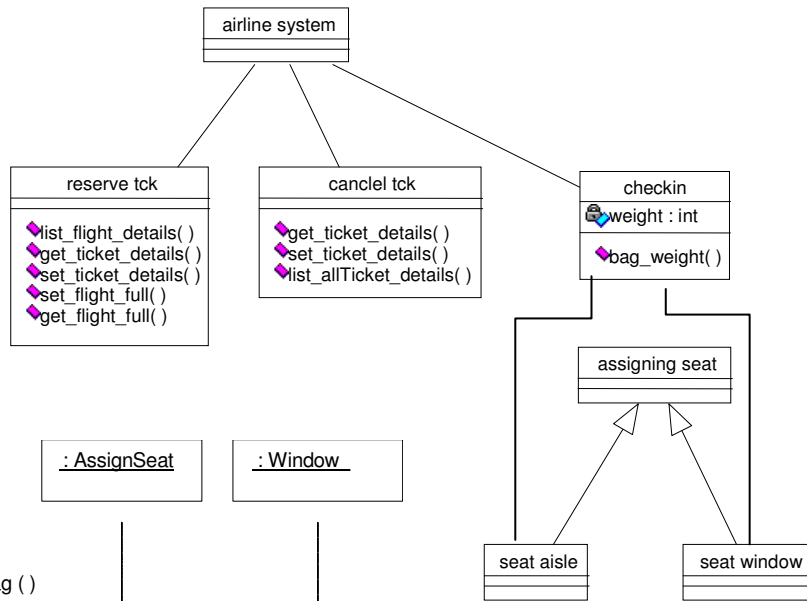
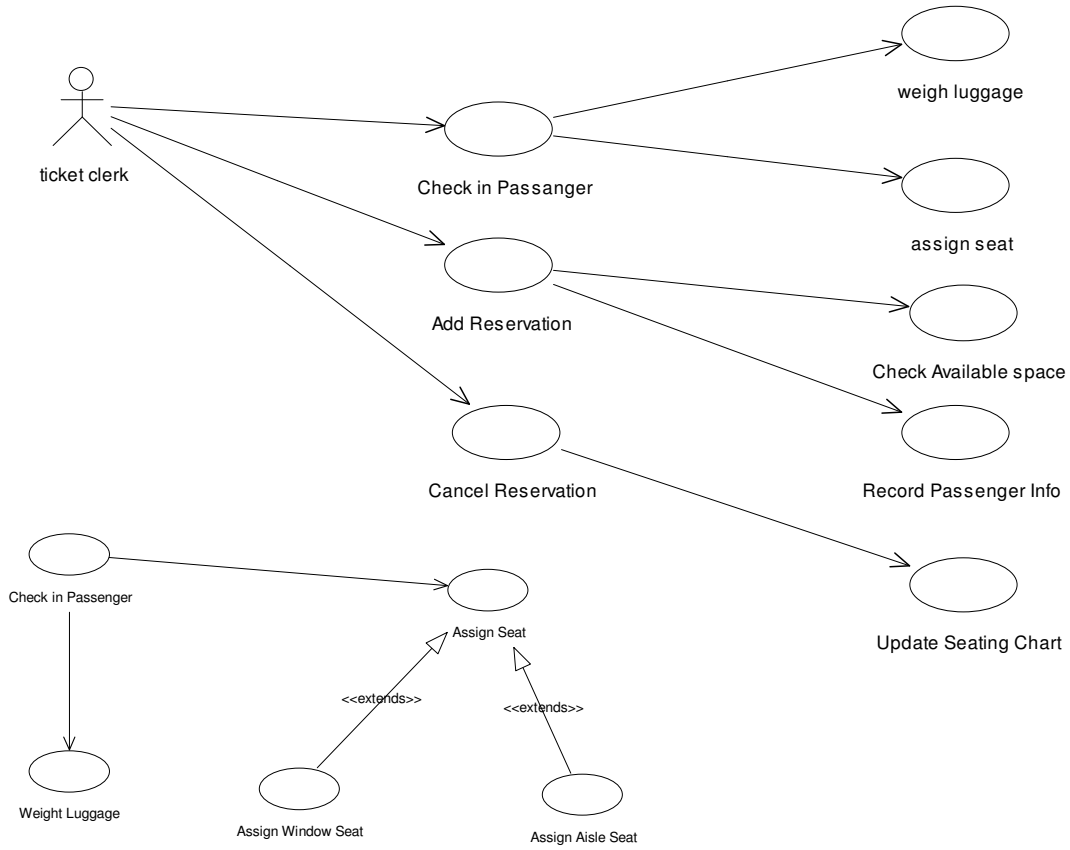
Examine www.omg.org

Examine objectteering

Examine UML relationships, associations, multiplicity....

Below are very quick put together examples of each diagram..... HOWEVER NOTE that the interaction diagram has different operator than the class!!!!

This is common, however in the final version any inaccuracies would corrected!



George Mitchell
Ver 1.1
Apr 06