

Ask me anything

0 questions

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RDD Exercise: Book Club — identify the classes and responsibilities in breakout groups

book, has to be able to be taken

Member: has books

Classes: book, reader, book trade

book can only be borrowed once

Each member object should be able to have a certain amount of book objects (therefore keeping track of where each book is)

Something that handles transfers

A transfer object: Sender and receiver

Member can report books being lost to some kind of lost books object

Member can recommend a new one

RDD Exercise: Book Club — identify the classes and responsibilities in breakout groups

Library class(keeps track of books)

RDD Exercise: ATM System — identify the classes and responsibilities in breakout groups

card reader interface, always end any process (successful or not) with ejecting the card

customer console: interaction with the customer

Account

First paragraph Classes: magnet reader(read the card), customer console tool(show to the Customer and take the input), a printer(for the receipts)make

Class: ATMResp: Read cards, display info, print, dispense cash

key-operated switch: to start/stop the machine

keyboard and display for interaction with the customer

Or should we take the whole ATM as a Class with this Methods (read magnet, customer console, printer etc)?

the banks

RDD Exercise: ATM System — identify the classes and responsibilities in breakout groups

The Customer

in this para only that he have a request for a service

The ATM Card with a PIN

Card information

Responsibilities: Enter PIN, enter card, make transactions

The Reader have the Function to validation the (better say it need to send it to the bank for the validation

Can the card be a class?

Last chance for questions