Ask me anything

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

- book, has to be able to be taken
- book can only be borrowed once
- A transfer object: Sender and receiver
- Member: has books
- 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
- 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)
<table>
<thead>
<tr>
<th>Card Reader Interface</th>
<th>Customer Console</th>
<th>Keyboard and Display</th>
<th>Costumer Console</th>
</tr>
</thead>
<tbody>
<tr>
<td>Always end any process (successfull or not) with ejecting the card</td>
<td>Interaction with the Costumer</td>
<td>For interaction with the customer</td>
<td>Interaction with the costumer</td>
</tr>
<tr>
<td>First Paragraph</td>
<td>ATMResp: Read cards, display info, print, dispense cash</td>
<td>Or should we take the hole ATM as a Class with this Methodes (read magnet, customer console, printer etc)?</td>
<td></td>
</tr>
<tr>
<td>Account</td>
<td></td>
<td>the bank</td>
<td></td>
</tr>
<tr>
<td>Key-operated switch: to start/stop the machine</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
RDD Exercise: ATM System — identify the classes and responsibilities in breakout groups

- The Customer
- Card information
- Can the card be a class?
- in this para only that he have a request for a service
- Responsibilities: Enter PIN, enter card, make transactions
- The ATM Card with a PIN
- The Reader have the Function to validation the (better say it need to send it to the bank for the validation)
Last chance for questions