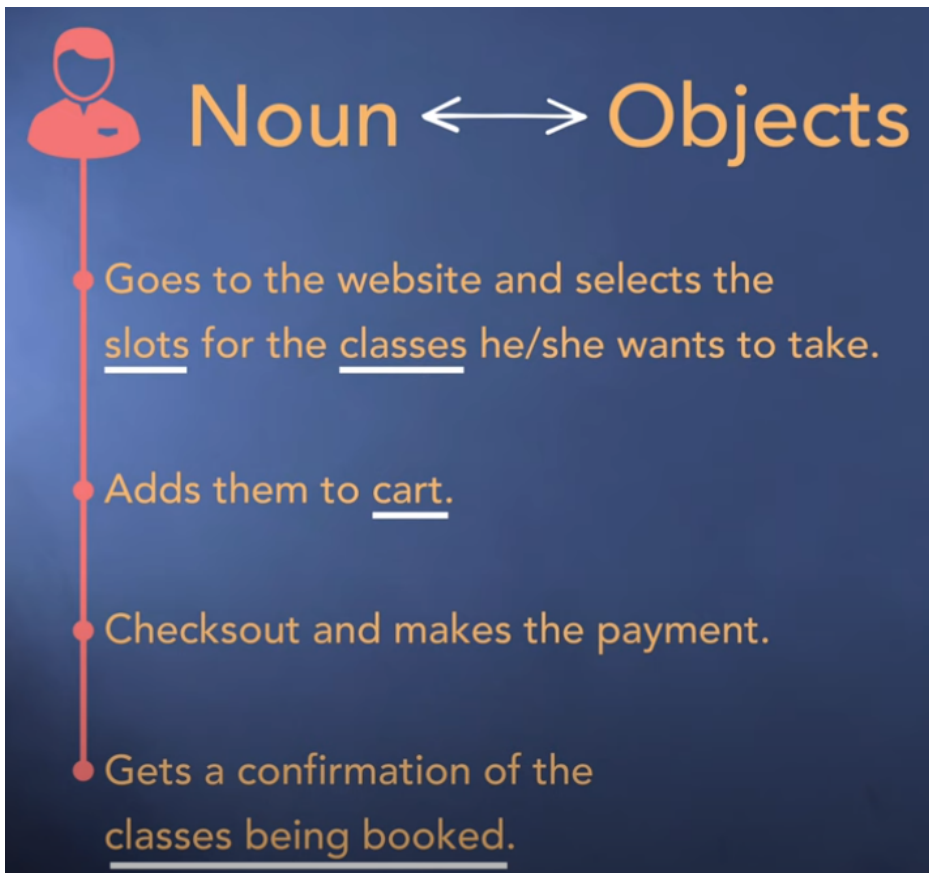
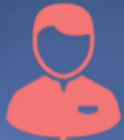


Concepts

- **Objects** are representation of real world entities
 - Data/attributes
 - Behavior
- **Classes** are "classified" as blueprints, template, or cookie cutter of Objects
 - When creating objects from a class, it is **instantiated**

Noun Verb Technique





Verb \longleftrightarrow Behaviour

- Goes to the website and selects the slots for the classes he/she wants to take.
- Adds them to cart.
- Checkout and makes the payment.
- Gets a confirmation of the classes being booked.

User
+ name:string + age:number + type:string
+ User(string, string, number):void + setName(string):void + getName(): string

Cart
+ classes:DrivingClass[]
+ addDrivingClass(DrivingClass):void + removeDrivingClass(DrivingClass):void + getCartAmount():number

Creditcard
+ number:number
+ CreditCard(number): void

DrivingClass
+ name:string + cost:number
+ DrivingClass(string, number):void

Slot
+ Date:date + startTime:time + endTime:time
+ Slot(date, time, time):void

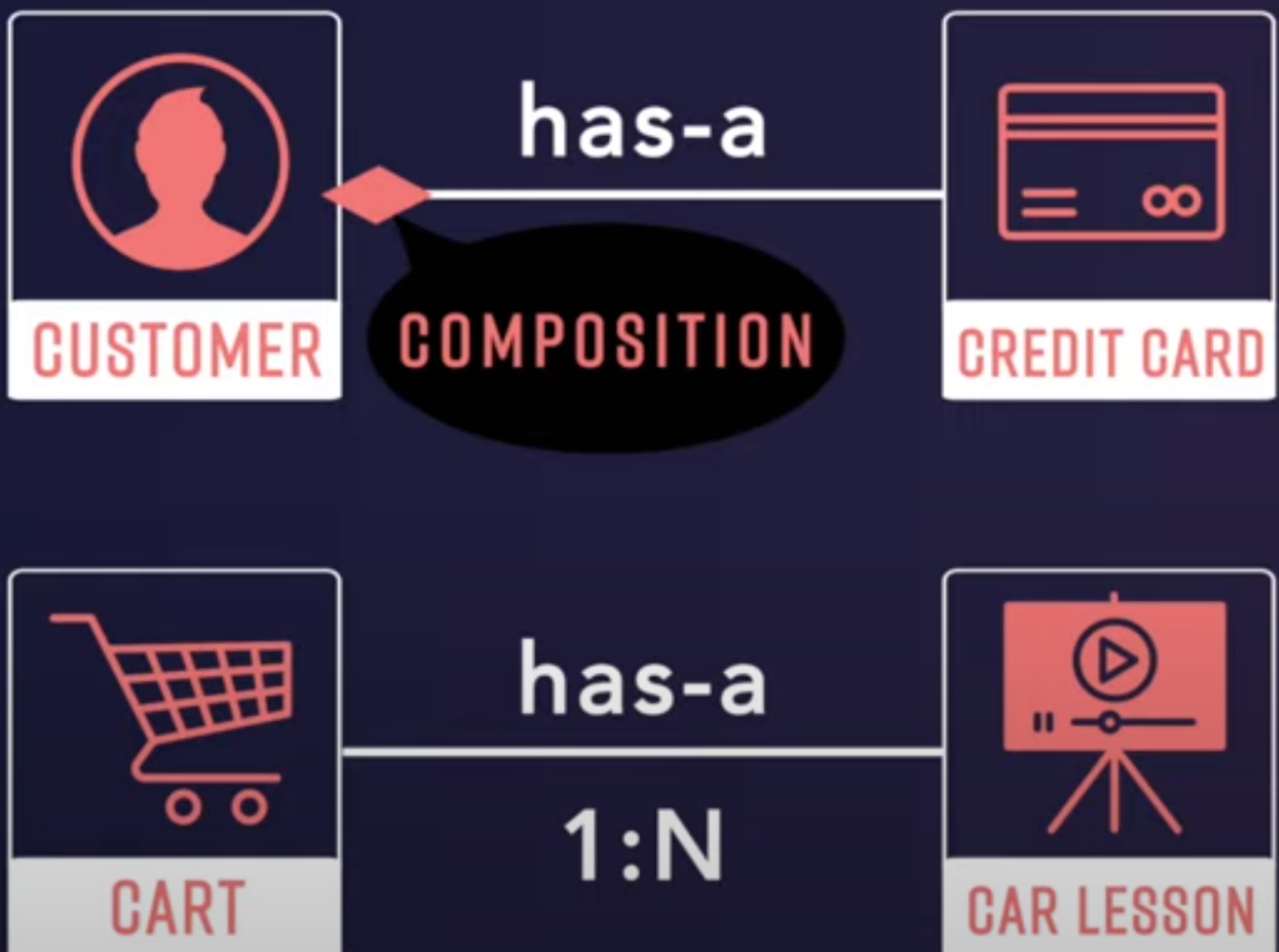
2 kind of relationships among classes

has a relation

is a relation

has a relation

Composition/Aggregation



Revision #2

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