

Homework Assignment 1

You and your teammates should:

1. reproduce the class diagram from Figure 3.1 in UML Distilled 3rd Ed., page 36 (Order, Customer, etc.)
2. code the classes from the diagram in C++

There are three goals to this exercise: understanding how to convert class diagrams into code, getting to know the tools you will be using for your project (Visual C++ and Dia), and finally getting to know your team.

Distribution of work within the team is up to you. The deliverable is a stapled stack of paper containing printouts of your code and the printout of the class diagram, to be given to me at the beginning of the next lab, on Wednesday, April 13, 2005. For this homework as for any future ones, no late submissions will be accepted.

Note: You do not have to code any functionality. Just provide stubs.