

# CSC 7322 : Object Oriented Development

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<http://www-public.it-sudparis.eu/~gibson/Teaching/CSC7322/>

## **UML\_Problem**

[http://www-public.it-sudparis.eu/~gibson/Teaching/CSC7322/L3-UML\\_problem.pdf](http://www-public.it-sudparis.eu/~gibson/Teaching/CSC7322/L3-UML_problem.pdf)

## Dice Problem Revisited

We are going to use the UML to represent the design decisions that we have taken for our Dice case study.

The first step is to draw the class diagram for the Dice system.

The next step is to document the appropriate classes/interfaces using comments in your code that link to the UML

**Note: this is reverse engineering of our design decisions that are implicit in our code – we would normally do the UML design first!**

**TO DO: the class diagram**