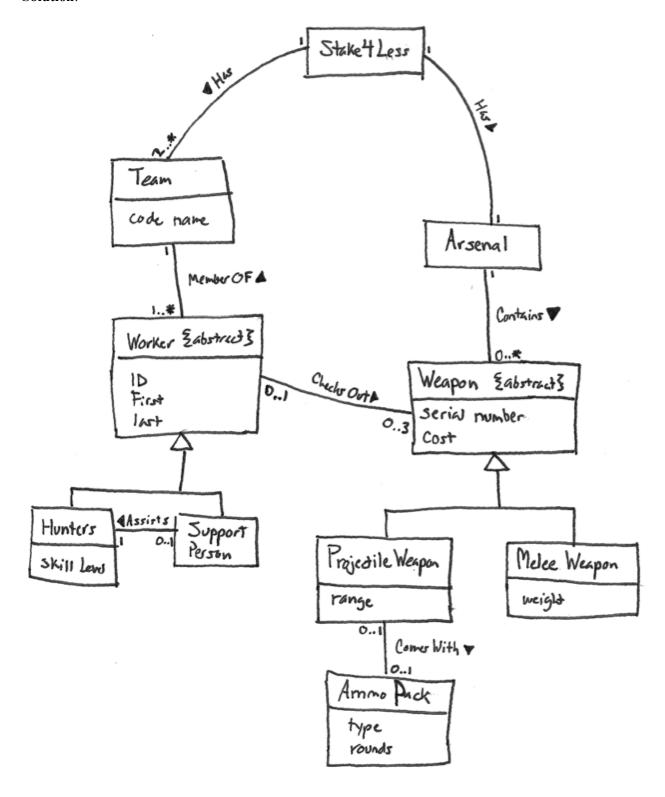
Problem: Create a domain model (using class diagram notation) based on the following description.

You have been asked to build a management system for a group of archeologists. The group is comprised of multiple teams of researchers. Each team has a letter ID (e.g., team A, team B). Each researcher belongs to one of the teams, and has an ID number, a first name, and a last name. There are two types of researchers: field and lab staff. Each field staff member has a favorite region (string). Each lab researcher supports up to 2 field researchers. Some researchers may not be supported by a lab researcher. The company also manages an inventory of equipment. Researchers of any type may check out up to 3 pieces of equipment. Each piece of equipment has a serial number and replacement cost.

Solution: **4** Has Archeologists Group 糸 Team 10 Number Has V Has Equipment Investory Researcher Eabstract? Has 🔻 Checks Coy 1D Number First Name Piece of Equipment Last Name Serial Number Replacement Cost Field Staff Lab Staff Favorite Region 0..1 0..2 Supports

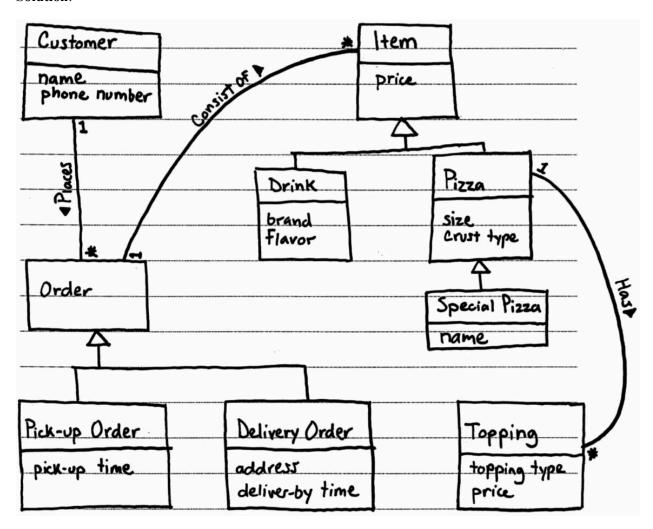
Problem: Create a domain model (using class diagram notation) based on the following description.

You have been contracted to build an asset-management system for a vampire-hunting company, *Stake4Less*. The organization consists of multiple teams of workers. Each team has a code name. Each worker belongs to one of the teams, and has an ID number, a first name, and a last name. There are two types of workers: hunters and support personnel. Hunters have a skill level. Each support person assists exactly one hunter on the team. Some hunters on the team may not be assigned a support person. The company also manages an arsenal of weapons. Workers of any type may check out up to 3 weapons from the arsenal. Each weapon has a serial number and replacement cost. There are two types of weapons in the arsenal: projectile and melee. Projectile weapons have a range, and may come with an ammo pack. An ammo pack has an ammo type, and includes some number of rounds. Melee weapons have a weight.



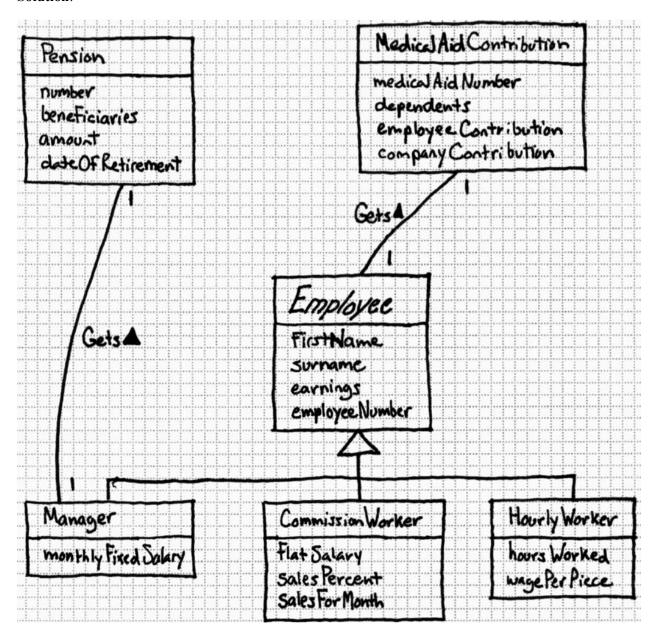
Problem: Imagine that you are tasked with developing a system for a pizza shop. Given the following description, create a <u>Domain Model</u> (in the form of a UML class diagram). Include all conceptual classes, attributes, associations, and generalization relationships mentioned in the descriptions. Label all associations and include all multiplicities.

A customer places orders. A customer has a name and phone number. There are two types of orders: pick-up and delivery. A pick-up order has a pick-up time. A delivery order has an address and deliver-by time. All orders consist of a set of items. There are two types of items: pizzas and drinks. All items have a price. A pizza has a size and a crust type. A pizza also has a number of toppings. A topping has a topping type and a price. Some pizzas are special pizzas that have a name (e.g., "Hawaiian" or "Meat Lovers"). A drink has a brand and a flavor.



Problem: Create a domain model in the form of a class diagram based on the following description. Model only things that are specifically described. Do not model "the system."

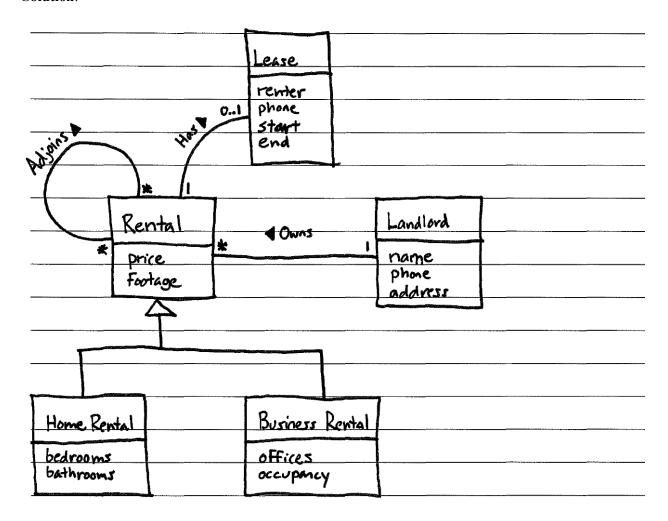
A company requires a payroll system. The company has three types of employees, namely, a manager, a commission worker, and an hourly worker. Information that needs to be stored for each employee is the employee's first name, surname, earnings and employee number. Additional information that must be stored for a manager is his/her monthly fixed salary; for a commission worker his/her flat salary, sales percent and the sales made for the month; for an hourly worker the number of hours worked and the wage per piece. All employees get a medical aid contribution. In addition to this, managers get a pension as a fringe benefit. Each medical aid instance specifies the medical aid number, dependents, employee contribution and company contribution, while each pension instance specifies the pension number, beneficiaries, amount and date of retirement.



Problem: Draw a domain model in the form of a class diagram based on the following description. Model only things that are specifically described. Include all conceptual classes, attributes, associations, and generalization relationships mentioned. Label all associations and include all multiplicities. Do not model "the system."

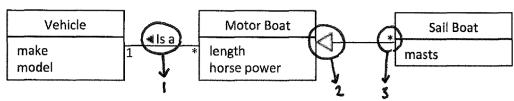
A system is needed for managing rental properties. Each rental property has a monthly

| rent price and square footage. Each rental is owned by a landlord with a name, a phone number, and an address. There are two types of rentals: home and business. Home rentals have a number of bedrooms and a number of bathrooms. Business rentals have a number of offices and a maximum occupancy. A rental may adjoin a number of other rental properties (like apartments in the same complex). If a rental property is currently rented, it will have an associated lease with the name of the renter, the renter's phone number, a start date, and an end date. |
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Problem: Name three problems with this domain model (esp. with respect to class diagram notation).

| | Vehicle | dia o | Motor Boat | * | Sail Boat | |
|---|---------------|-------|-----------------------|---|-----------|--|
| | make model | | length horse power | 4 | masts | |
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1. An "is-a" relationship should be modeled with a generalization

(i.e., an arrow like this: (1-).

2. This generalization violates both the 1s-a and 100% rules:

Not all sail bods have motors (with horse power).

3. Generalization relationships should not have multiplicities.

Problem: Create a <u>domain model</u> (using class diagram notation) based on the following description. Model only things that are specifically described. Include all conceptual classes, attributes, associations, and generalization relationships mentioned. Label all associations and include all multiplicities. Do not model "the system."

You have been asked to build a conference-management system. Each conference has a name, start and end dates, and a venue. Conference venue has a name and an address. The venue also has rooms, each with a location description (e.g., "room 511") and a seating capacity. A conference can have several tracks, each with a topic (e.g., "research", "tutorial", "industry") and a designated room. Each track has one or more sessions. A session has title, a start time and an end time, and one or more presentations. There are three types of presentation: paper talk, tutorial, and demo. All presentations have a presenter name, title, and duration. A paper talk has a DOI code. A tutorial has a textbook description. A demo has a download URL.

