

Software Modelling, fall 2009, exercise 1

Purpose of the 1st week exercises is remind you about some basic concepts you should have learned in course Introduction to Programming and to set the stage for the rest of the course. There are no correct answers to these exercises and you do not need to read the course material to answer to these, you do not find any answers form there.

1. What is an object? What is an class? How about attribute and method? What is the relation of object and class?
2. Do a simple Java-program, that has at least two classes objects of which the program uses.
3. Do a simple Java-program that has a class that *contains* objects of some other class. Add some methods to your classes and show how to use them.
4. Draw some kind of figure or diagram that visualizes the programs you made for previous two exercises.

Note that you do not need to use any "official" way to do the drawings. We will learn such (UML diagrams) later on the course. Do not even try to use any UML now.

5. Let us consider that you would be asked to implement a system that handles course registrations at the Department of Computer Science.

What classes your program would consists of?

List all the possible classes you think there could be. List also "stupid ones" . There is no correct answer for this question. The purpose of this exercise is to test what comes to your mind before anything have been taught about the topic.