

Class Diagram

This Class Diagram illustrates the definition of each class and how those classes interact within the proposed system for The Thompson Project. Classes are used to create objects such as a new Volunteer or a Grant. Each class has a Name, Attributes and Methods. Attributes are data we wish to store about each object, and Methods are actions performable by each instance of that class. Classes also have associations, and can inherit attributes and methods from superclasses. For example, a Volunteer object is a subclass of the User superclass, and will have attributes and methods for both. This is depicted on the Class Diagram as arrowed lines.

Initial Class discovery was completed using Verb-Noun analysis. Once Use Cases were written for the proposed system, classes were derived from examining each and pulling out actors and what they acted upon. The hierarchy of superclasses and subclasses was then determined using CRC cards. The CRC cards allowed us to analyze appropriate and efficient inheritance of our classes.

