

Chapter 17

Additional Case Study Work, Exercises and Projects

- 17.I Decide how you will handle the interaction between the user and the system for the use case `Start line run` that you wrote for Exercise 7.A. Draw a sequence diagram to include the interface classes that are needed.
- 17.J Draw a class diagram to show the classes that are used in your sequence diagram.
- 17.K Produce a prototype for the use case `Start line run` using a language or visual programming environment with which you are familiar.
- 17.L Draw a state machine for the interface for the use case `Start line run` to model the behaviour of the prototype that you developed in Exercise 17.K.
- 17.M Revise your sequence diagram from Exercise 17.I if necessary to take account of the statechart diagram in Exercise 17.L.