

1. Meta Club has contracted you to develop a club software for their use. The club is a members only club. There are two different types of members; executive members and ordinary members. Guests to the club can only be signed in by an executive member, and each executive member is allowed a maximum of 5 members at any given time. There is also a resting lounge that doubles as the club restaurant during restaurant hours. The restaurant is only open during certain hours. Adjoining the rest lounge is pool area which houses the changing rooms for members. There is also a minibar that is part of the pool area which was built exclusively for that area.
 - c. Using the above scenario identify four actors and four use cases that will be applicable for this software. (8 marks)
 - d. Draw the use case diagram for the components you have identified in (a) above. (6 marks)
2. Explain the difference between using the structured approach and using the object oriented approach to analysis and design (2 marks). Hence give an example in each case that explains each principle of modeling. (4 marks)
3. Describe how the following principles of object orientation assist in object oriented analysis and design:
 - d. Encapsulation
 - e. Polymorphism
 - f. Modularity(3 marks)
4. Write up a normal flow of events document that will show how a user will start up a computer and navigate to the the kemu website using less than ten steps (3 marks). Hence draw the sequence diagram associated with these actions (4 marks).

members

club members