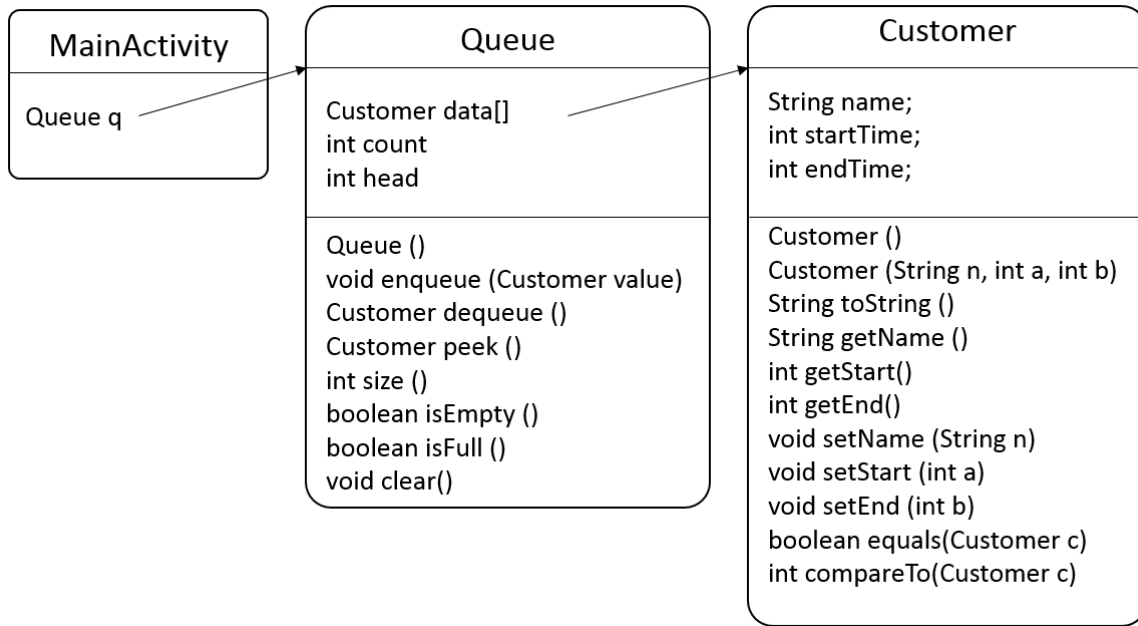# Final Project UML

Looking at your Card and the Stack methods, create a UML for your project. You may find it useful to look at the Stack of Donuts in that App.

This example is for a Queue of Customers, yours will be for a Stack of Cards:

| MainActivity | Queue | Customer |
|---|---|---|
| Queue q | Customer data[]<br>int count<br>int head | String name;<br>int startTime;<br>int endTime; |
| | Queue ()<br>void enqueue (Customer value)<br>Customer dequeue ()<br>Customer peek ()<br>int size ()<br>boolean isEmpty ()<br>boolean isFull ()<br>void clear() | Customer ()<br>Customer (String n, int a, int b)<br>String toString ()<br>String getName ()<br>int getStart()<br>int getEnd()<br>void setName (String n)<br>void setStart (int a)<br>void setEnd (int b)<br>boolean equals(Customer c)<br>int compareTo(Customer c) |

Checklist:
- ❑ A title – UML for _____ Game
- ❑ Your name in the top right corner
- ❑ An example of a card is submitted (a printout is fine)
- ❑ Stack is in MainActivity, named
- ❑ All Stack Methods appear
- ❑ All Stack instance variables appear
- ❑ All instance variable for the Card appear
- ❑ Appropriate constructors appear in the Card class.
- ❑ Appropriate mutators appear in the Card class.
- ❑ Appropriate accessors appear in the Card class.
- ❑ Appropriate facilitators appear in the Card class.
- ❑ Correct Boxes are drawn around instance variables and methods
- ❑ Correct arrows are drawn

Marking:

| Level | 1 | 2 | 3 | 4 | 4+ |
|---|---|---|---|---|---|
| Criteria | 6 of the above appear | 8 of the above appear | 10 of the above appear | 12 of the above appear | All 13 Useful additional facilitators |