Software Design

Consider the design of an appointment reminder service using Web and SMS technologies. Describe, using text and/or diagrams where appropriate, the following aspects of the design:

(a) two use cases; [4 marks]

(b) three classes; [3 marks]

(c) a sequence of interaction between classes; [3 marks]

(d) the possible states of an instance of the reminder class; [3 marks]

(e) three named variables, with their rôles, in a routine that scans for the next due reminder; [1 mark each]

(f) one precondition and one postcondition, for a routine that adds new reminders. [2 marks each]