2007 Paper 2 Question 7

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]