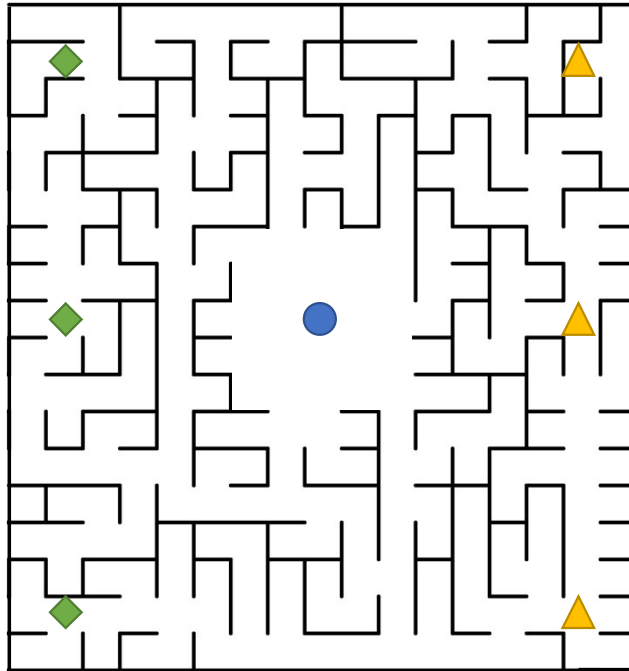


## [1] Try it out! (10 minutes)



### To do:

1. What are the objects in this environment? What are their properties? What functions can they do?  
What functions can others do *to* them? (answer in this order, to get an overall picture before details)
2. What is the relationship between the objects in the environment?

# [1] Try it out! (10 minutes)

1. Find the “Week 2 – OOP.pptx” file, and create a new slide to draw your diagram.
2. Use rectangles to depict classes, write properties or behaviours within the rectangles. Use arrows to draw relationships. PPT was not meant for class diagrams, so a rough representation is fine!
3. It’s okay to not model the whole problem, as long as you gain an understanding of how this could be modelled.
4. Note down any aspects that stand out.

**Note:** If you’d like to be more precise and learn more about class diagrams: <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/uml-class-diagram-tutorial/> (in IntelliJ Ultimate, you can right-click on a package -> Diagrams -> Show diagram; to see the class diagram for an existing project)