

# SA / Assignment 3

## 1. Mancala

- Draw object diagrams for the start situation and for the situations after each step of each user story built for the Mancala exercise in Section 1.6.3.3.
- Derive a class diagram from the objects diagrams just created.
- For each association, explain the cardinalities you have chosen.

## 2. Towers of Hanoi

- Create an object diagram for the initial setup of the game, showing all disks and poles.
- Create an object diagram showing the situation after moving the first disk.
- Create object diagrams for the next three turns.
- Derive a class diagram from the objects diagrams just created.
- For each association, explain the cardinalities you have chosen.
- Draw a new object diagram that conforms to your class diagram and where two posts have two disks, each.