**COP 4331 - Fall 2014- Recitation 2**

**Exercise**

**Use Case & Class Diagrams**

**Problem statement:**

You are a designer for the X-Bawks 720 system. Your task is to handle the development of the system that allows users to connect and interact with one another.

The following is the list of requirements of the system:

1. Each user should be able to log in to their X-Bawks 720 account.
2. Each user should be able to view their game library.
3. Each user should be able to play a game from their game library or physical disk.
4. Each user should be able to do #3 while offline (not logged in).
5. Each user should be able to view their friends list.
6. Each user should be able to add and remove from their friends list.
7. Each user should be able to view the game store.
8. Each user should be able to purchase games from the game store.
9. Each user should be able to browse the internet.
10. Each user should be able to fill out their X-Bawks 720 account information.

Please draw the following UML diagrams.

a) **Use Case Diagram** of the specified system

b) **Class Diagram** that includes the following classes: User, User\_Database, Game\_Store, Game\_Library.