Queen Mary University of London
School of Electronic Engineering and Computer Science

EBU6304: Software Engineering

Lab 4: Analysis and Design

Use your own experience, design a simple personal music player system. (Hint: observe some popular music player apps, consider features of Song, Playlist, Album… etc, think about functions of play, stop, pause…etc.)

Exercise 1: Analysis (conceptual UML class diagram)

Identify Entity, Boundary and Control classes and class relationships. Draw a conceptual UML class diagram. Add attributes to each class.

Exercise 2: Design (UML class diagram)

Based on the above conceptual class diagram, enhance class relationships, identify operations and describe methods, captures implementation requirements (Java) and produce a detailed design class diagram.