

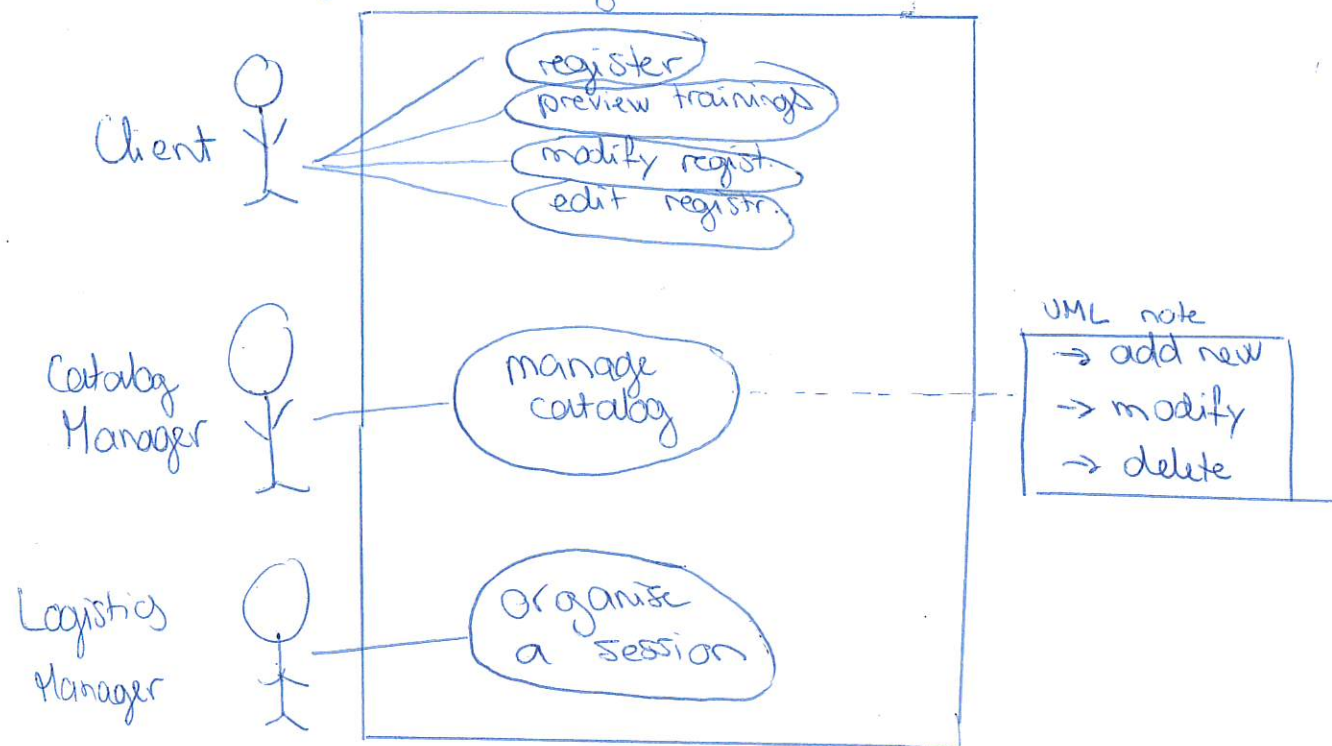
Case study

User Case Diagram

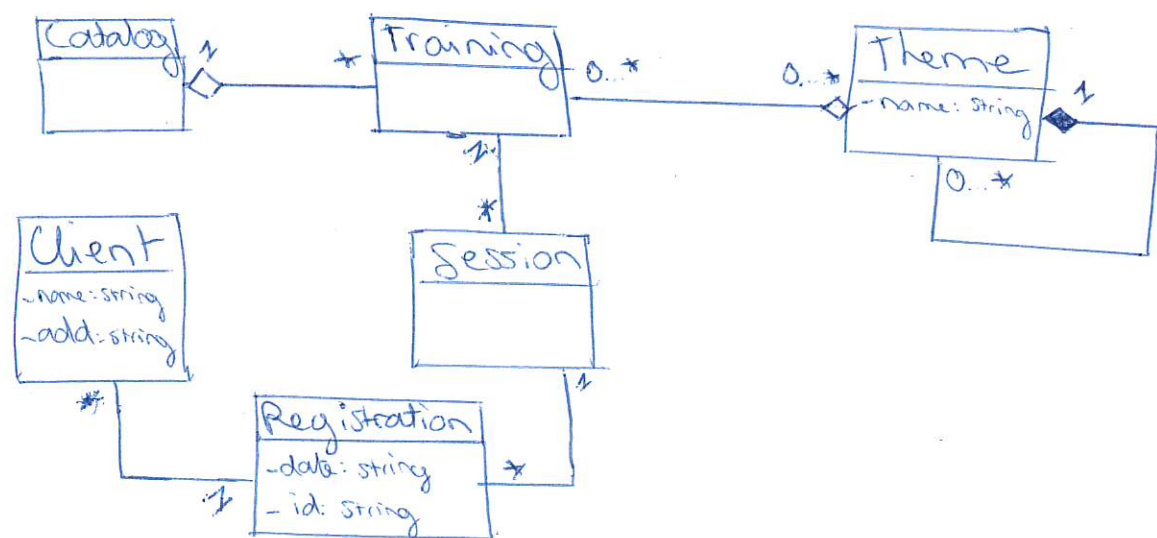
Actors: - Client

- Catalog manager

- Logistics manager

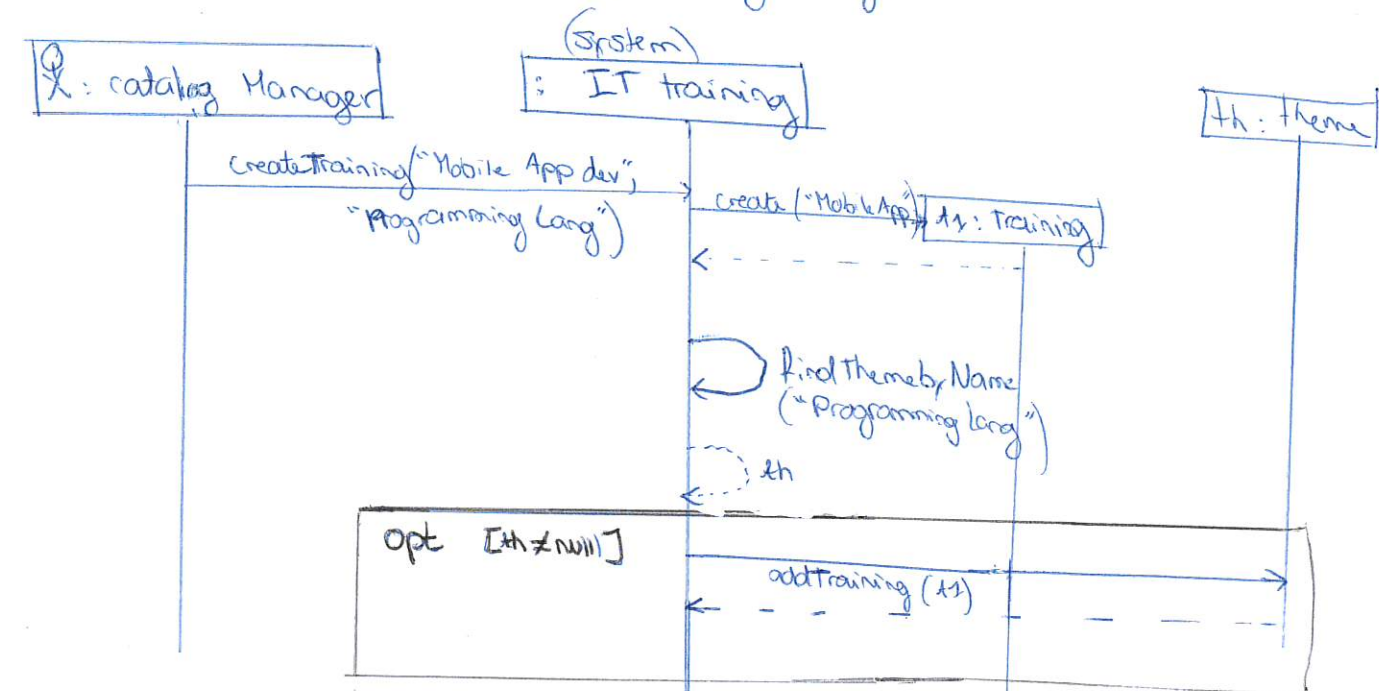


Class Diagram

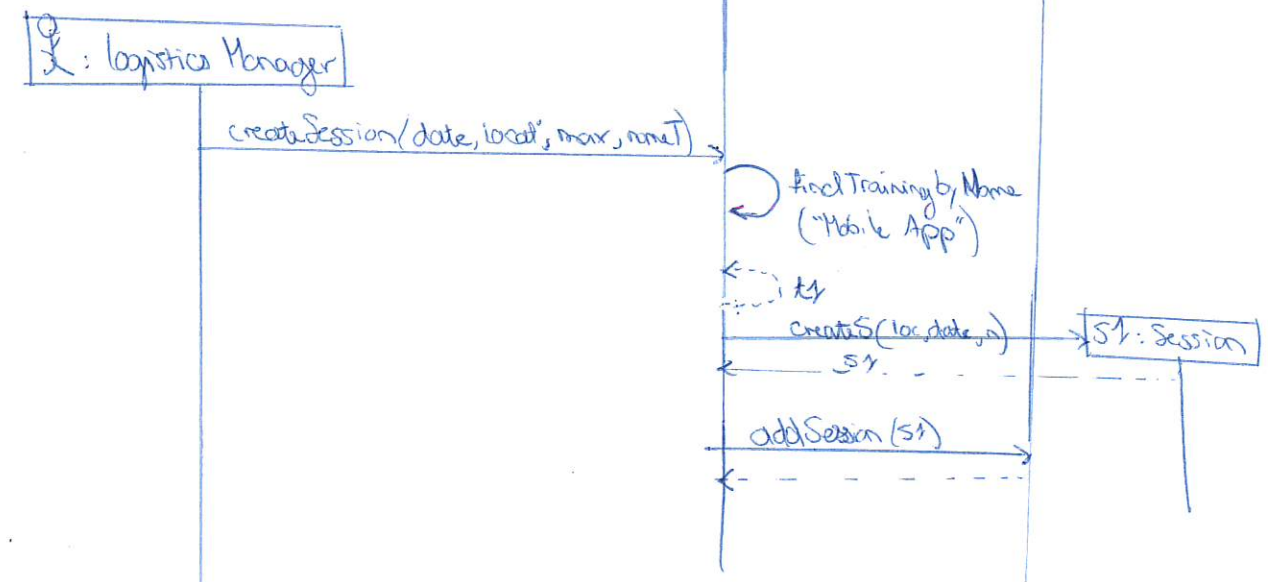


Sequence diagram

a) the catalog manager creates "Mobile App dev" training related to the theme Programming Lang.



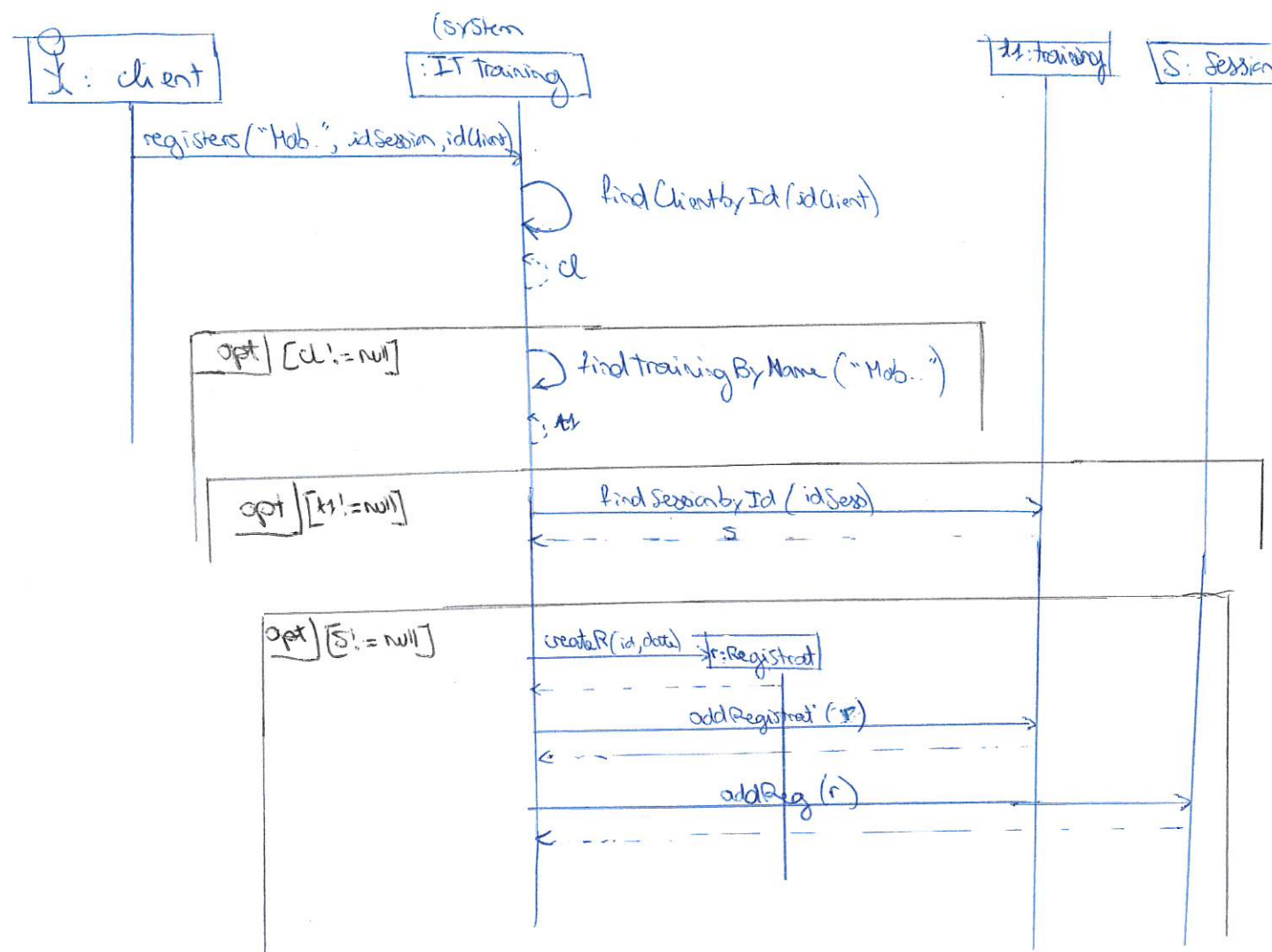
b)



The actor Client interacts with the system. The class Client represents the information stored in our system.

≠ catalog manager & logistics manager not needed in the diagram

c)



Correction: Software Engineering UML
DS1 2016-2017.

Theory (6 pts)

- ① An actor is an external entity that interacts w/ the system.
 ≠ A class is an internal entity used to store the data.
- ② the differences b/w sequence & communicat' diagram is that in sequence, the order is defined (time is specified whereas in a comm. diagram it is not).
- ③ A software product lines is a ^{collect} software that are similar or belong to the same domain.
- ④ Reverse engineering:
 - process that generates UML models from source codes.
Roundtrip eng: synchro. of UML model & source code
 ≠ Model: an abstract representation of our system
Diagram: complete or partial graphical view of our model.
- ⑤ Extend relation in Use case diagram
 it means you can ~~maybe~~ possibly execute this other use case.

