

# UML

<https://csci-1301.github.io/about#authors>

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### 0.1 Conception

Draw the UML diagram of a `PreciseRectangle` class: it should have two attributes, of type `double`, and eight methods:

- two setters, two getters (i.e., one for each attribute),
- one method to compute the area of a precise rectangle,
- one method to compute the perimeter of a precise rectangle,
- one method to swap the length and the width of a precise rectangle,
- one method to multiply the length and width of a precise rectangle by an ratio given in argument as an integer.

## 1 Pushing Further (Optional)

The following is an independent task, to widen your understanding of this class, and to prepare you for the next labs.

1. Class diagrams (the ones we will be using) are just a special case of UML diagram. Have a look at [https://en.wikipedia.org/wiki/Unified\\_Modeling\\_Language#Diagrams](https://en.wikipedia.org/wiki/Unified_Modeling_Language#Diagrams). In which category are class diagrams: behavior, or structure diagram? Have a look at [https://en.wikipedia.org/wiki/Activity\\_diagram](https://en.wikipedia.org/wiki/Activity_diagram) and try to read the example of activity diagram for a guided brainstorming process.