SOFTWARE DEVELOPMENT DESIGN AND PRACTICE – LAB SESSIONS

Week 2: Object-Oriented Design & UML

Spring 2025

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Objectives:

- Understanding of UML diagrams.

- Defining project entities and relationships.

Tasks:

1. Identify project entities (e.g., User, Task, Project).

2. Draw a UML class diagram (you can use draw.io)

3. Define classes, attributes and methods in C#/Python/Java or any high-level language you would prefer.

4. Push your UML diagram and class skeletons to GitHub.

5. REMEMBER! You MUST brainstorm as a group and think about classes, attributes and methods elaborately, by considering use cases and user scenarios.

Deliverables (ONLY GROUP REPRESENTATIVE WILL DO):

- UML class diagram in .png or .svg file.