

# Application Modeling & Design Course

## Lab 2



# Topics

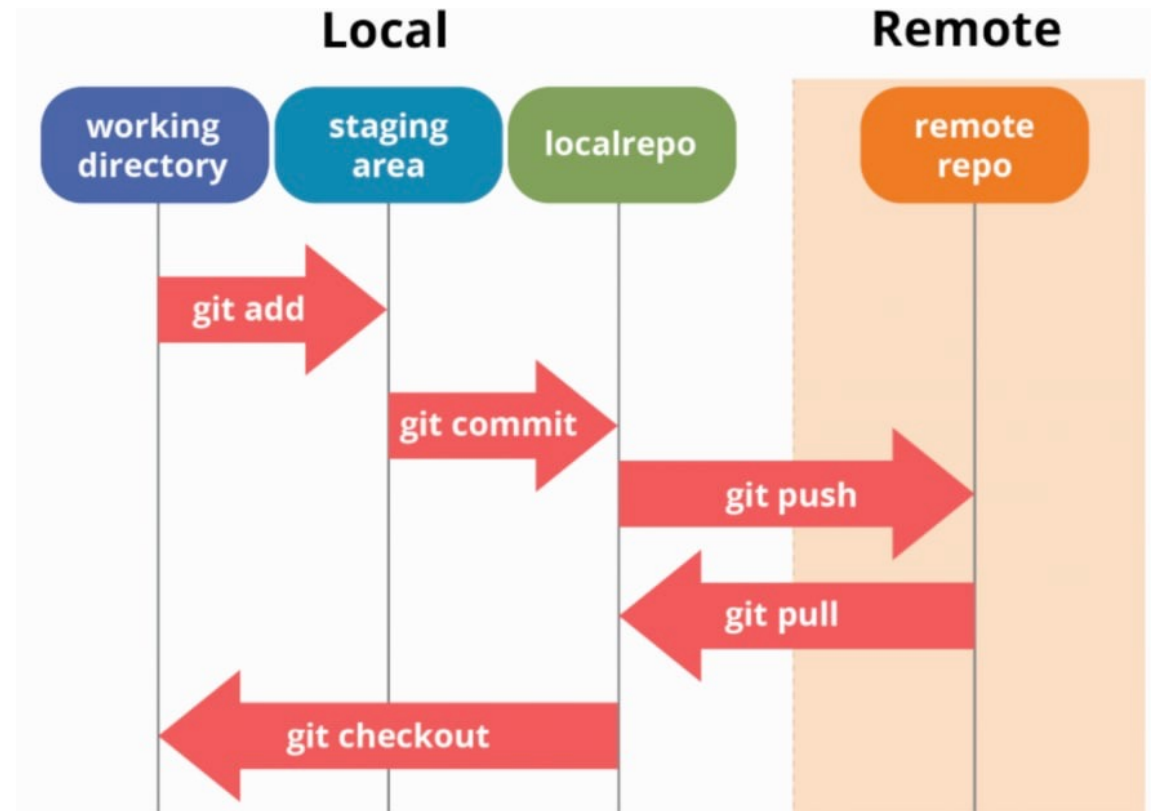
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- How to accept an assignment via GitHub and how to submit it.
- Modeling Exercise
- Assignment for next week



# How to work with GitHub

- 1. Create an Account
- 2. Accept an assignment
- 3. Download / clone assignment repo
- 4. Make changes
- 5. Do a commit
- 6. Push the changes back





# Modeling Exercise

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Let's do some modeling...

Use this link to open LucidChart canvas:

[https://lucid.app/lucidchart/1ecabe23-8fd1-4eec-95e3-10c831dc3406/edit?view\\_items=WsrO1eNIXQGR&invitationId=inv\\_d5b2745f-628b-4854-9000-37073966cc72](https://lucid.app/lucidchart/1ecabe23-8fd1-4eec-95e3-10c831dc3406/edit?view_items=WsrO1eNIXQGR&invitationId=inv_d5b2745f-628b-4854-9000-37073966cc72)





# Assignment 3 – deadline 09/30/22

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- Create a UML model with classes, properties & methods for a book library. Upload a PDF to Canvas.
- Accept coding assignment 'Hello Students', change the printout statement to print your name and submit it to GitHub.
- [https://classroom.github.com/a/vP\\_rjgLa](https://classroom.github.com/a/vP_rjgLa)



Any questions?

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