Assignment 03

stmp
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1 C#

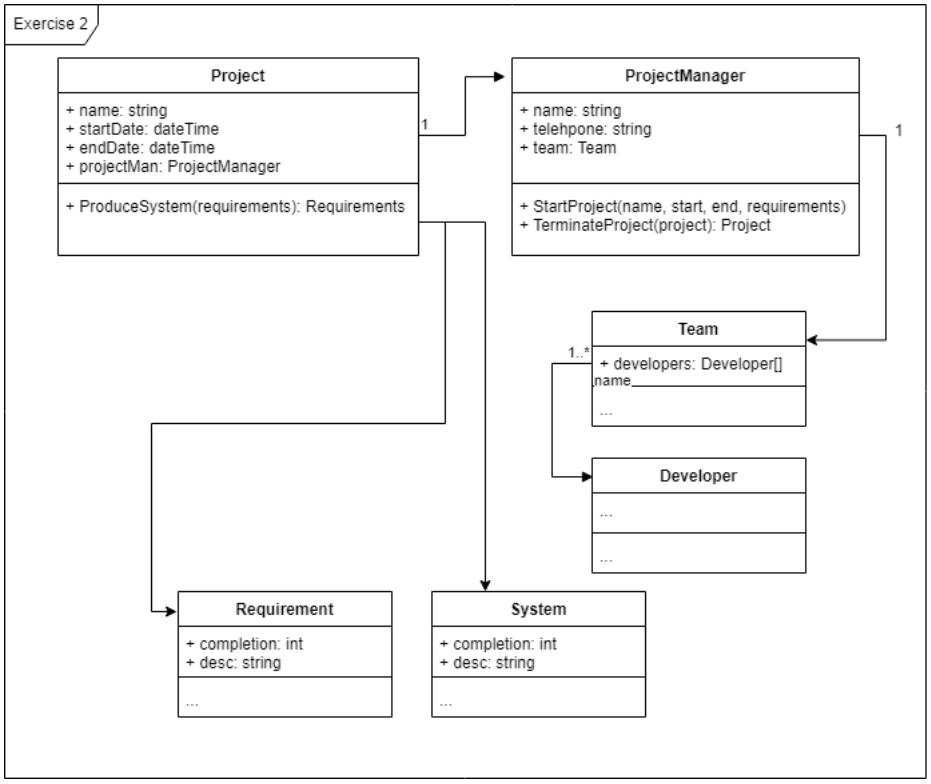
2 Software Engineering

2.1 Exercise 1

1. **What level of detail should UML models have?**
   In short, the level of detail should be sufficiently less then the system it models, to an extend where a reader can quickly gain an overview of the system or behaviour. If made too simple it might not describe the system in a meaningful way, if it has too much detail it might be more useful to just look at the code youself, so its about finding a middle point.

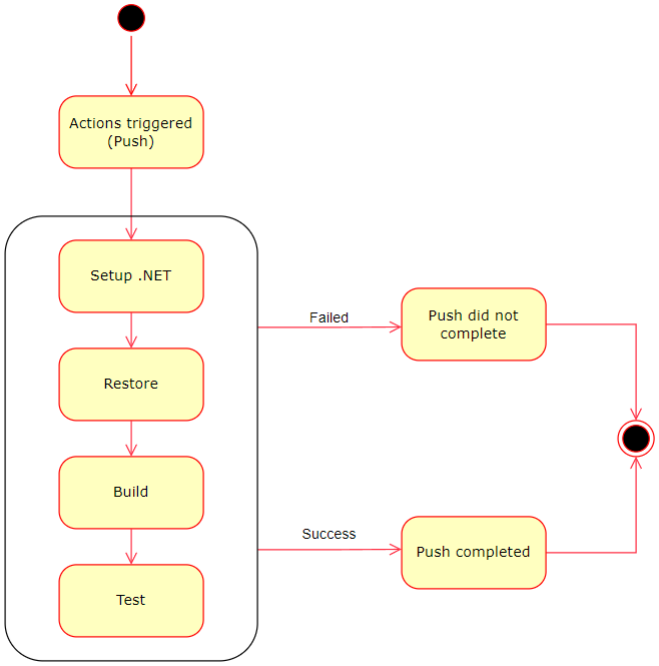
2. **What is the difference between structure diagrams and behavior diagrams in UML?**
   Structure diagrams as the name suggests explain the structure of a system, and example is a class diagram that shows the fields and methods of different objects in the program. Another example is a Collaboration Diagram which explains what parts of the system work together. Behaviour diagrams explain how the system interacts with itself and others. For example a state diagram shows the different states an object in a system can be in, and what will change it to other states. Another could be a use case diagram that shows how different actors are involved in a system and what they interact with.

2.2 Exercise 2

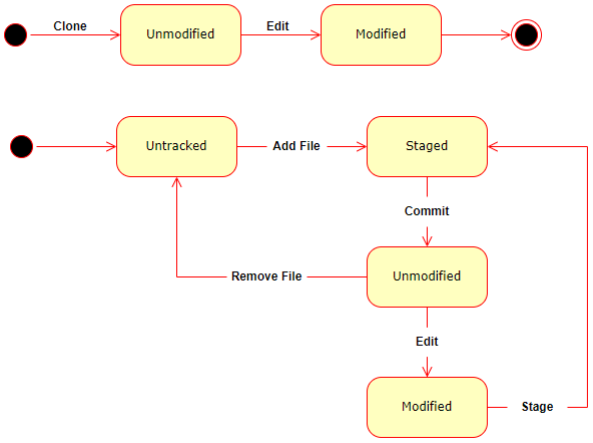


A class does not recieve ”inputs” so I am not sure how to depict that in the diagram. (An attempt has been done with the Requirements class)

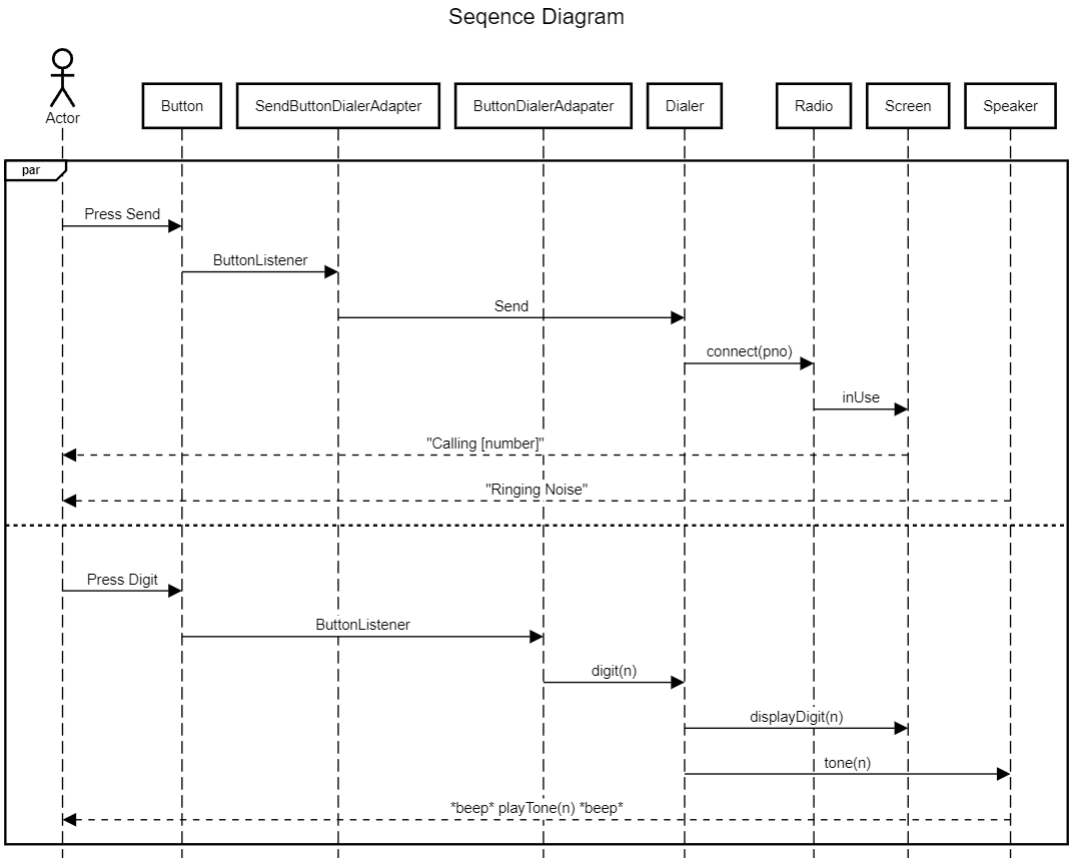
2.3 Exercise 3



2.4 Exercise 4



2.5 Exercise 5



From the original diagram I cannot see any "responses" to the Actor, however, I believe something like the noises from the speaker should be a response of sort. I therefore also added my own "ringing" response and also the screen as it displays information for the actor.

2.6 Exercise 6