**Experiment 08- Modeling using Box and line**

**Learning Objective:** To understand and apply Box and Line diagrams for modeling systems effectively.

**Tools:**  Draw.io

**Theory:** Modeling is a fundamental aspect of software engineering that helps visualize system architecture and interactions. Box and Line diagrams provide a simple way to illustrate system components and their relationships.

* **Box and Line Diagram**: A visual representation of entities and their relationships.

#### **Fig 1.** Box and Line Diagram of Hangman Game

**Learning Outcomes:** The student should have the ability to:

**LO 1:** Identify the importance of Box and Line diagrams.

**LO 2:** Draw Box and Line diagrams.

**Course Outcomes:** Upon completion of the course students will be able to understand and explain box & line diagrams for modeling systems.

**Conclusion:**

**For Faculty Use**

| **Correction Parameters** | **Formative Assessment [40%]** | **Timely completion of Practical [ 40%]** | **Attendance / Learning Attitude [20%]** | **Total** |
| --- | --- | --- | --- | --- |
| **Marks Obtained** |  |  |  |  |