

Software Modeling and Design





Hello!

ARNAUD ZHENG

21 years old

Tongji - Epitech Paris

“What does the snake says?”



Hello!

GABRIEL TANG

22 years old

Tongji - Epitech Paris

“I ate an apple”



Hello!

STEPHANE KHAU

21 years old

Tongji - Epitech Paris

“Hiss Hiss~”

- # Summary

1. THE GAME

2. CLASS DIAGRAM

3. SEQUENCE DIAGRAM

- a. Eating part

- b. Dying part

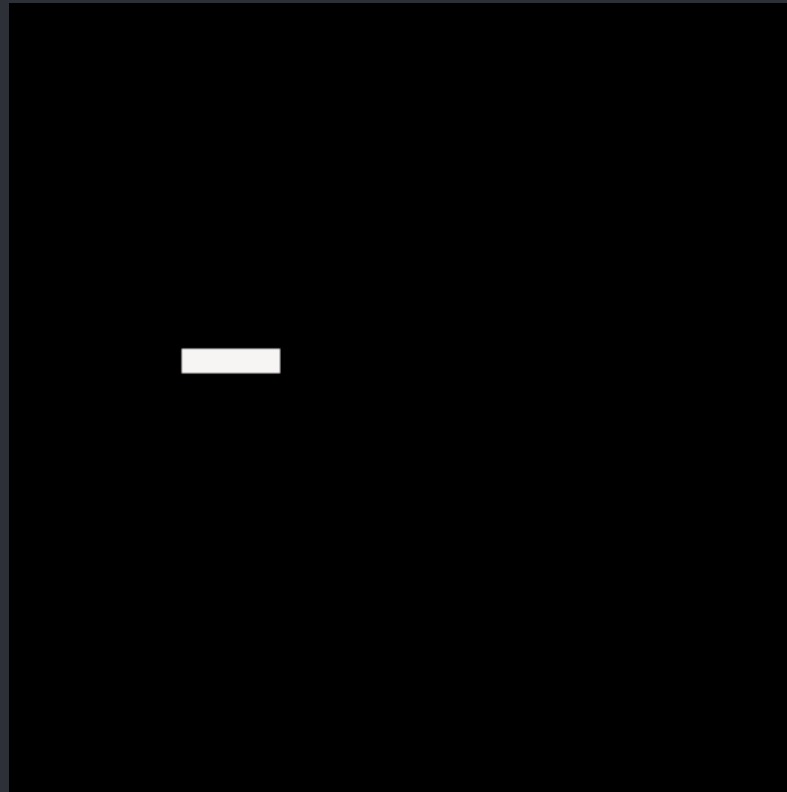
4. DESIGN PATTERN

5. CONCLUSION

The Game

Snake

1



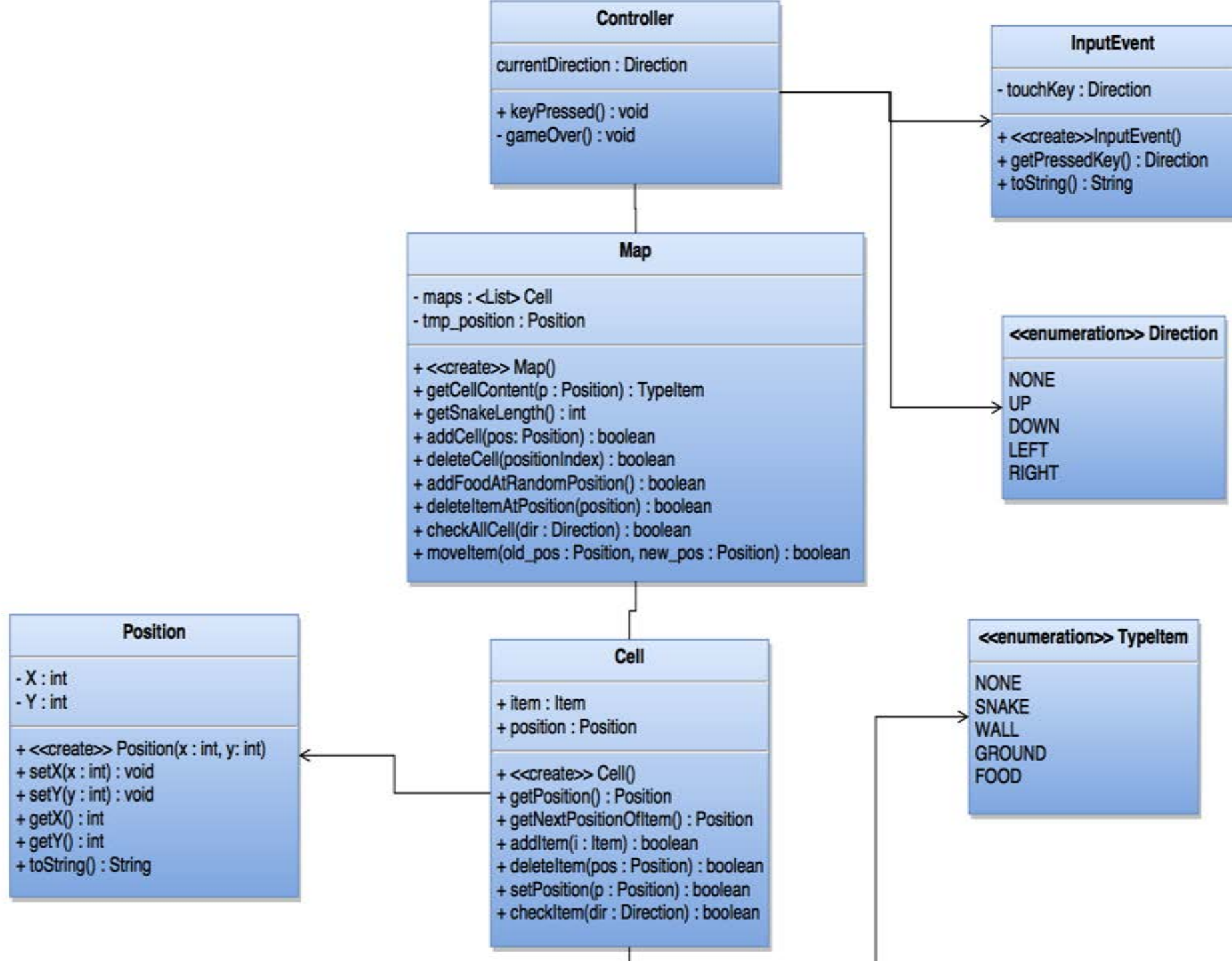
● Snake History

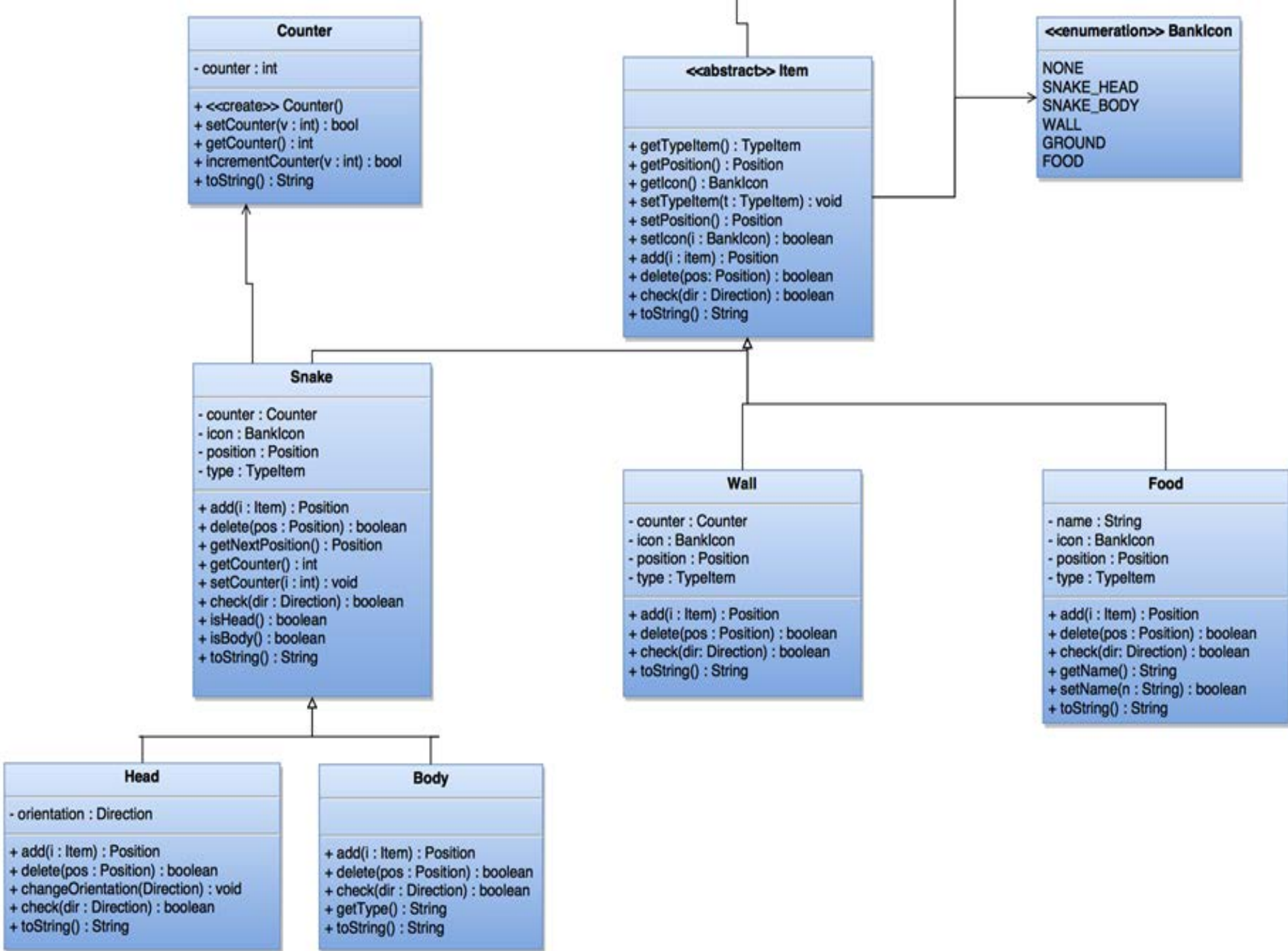
The Snake is an old game create in 1979 by Peter Trefonas

The goal of this game is to eat the most fruit possible

2

Class Diagram

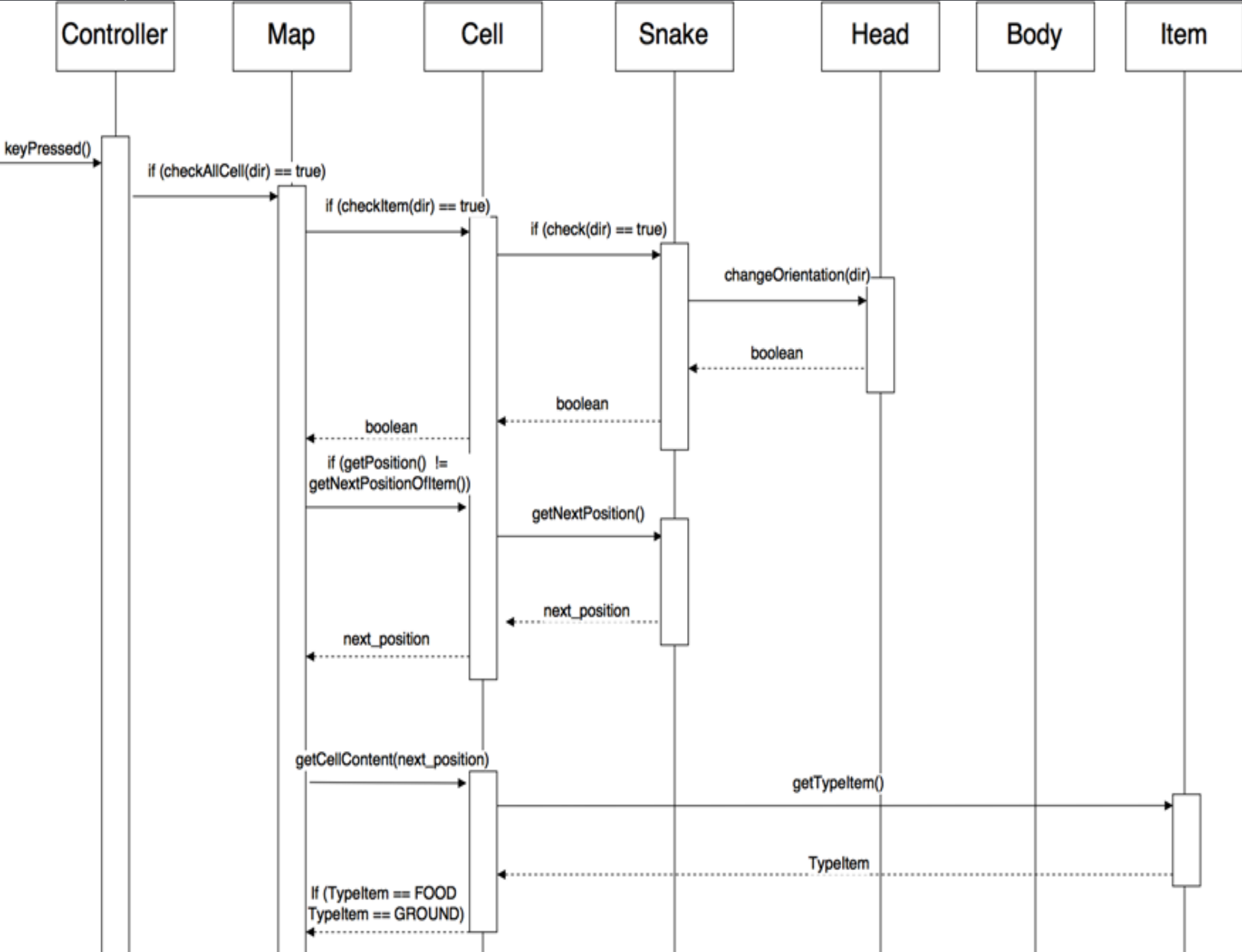


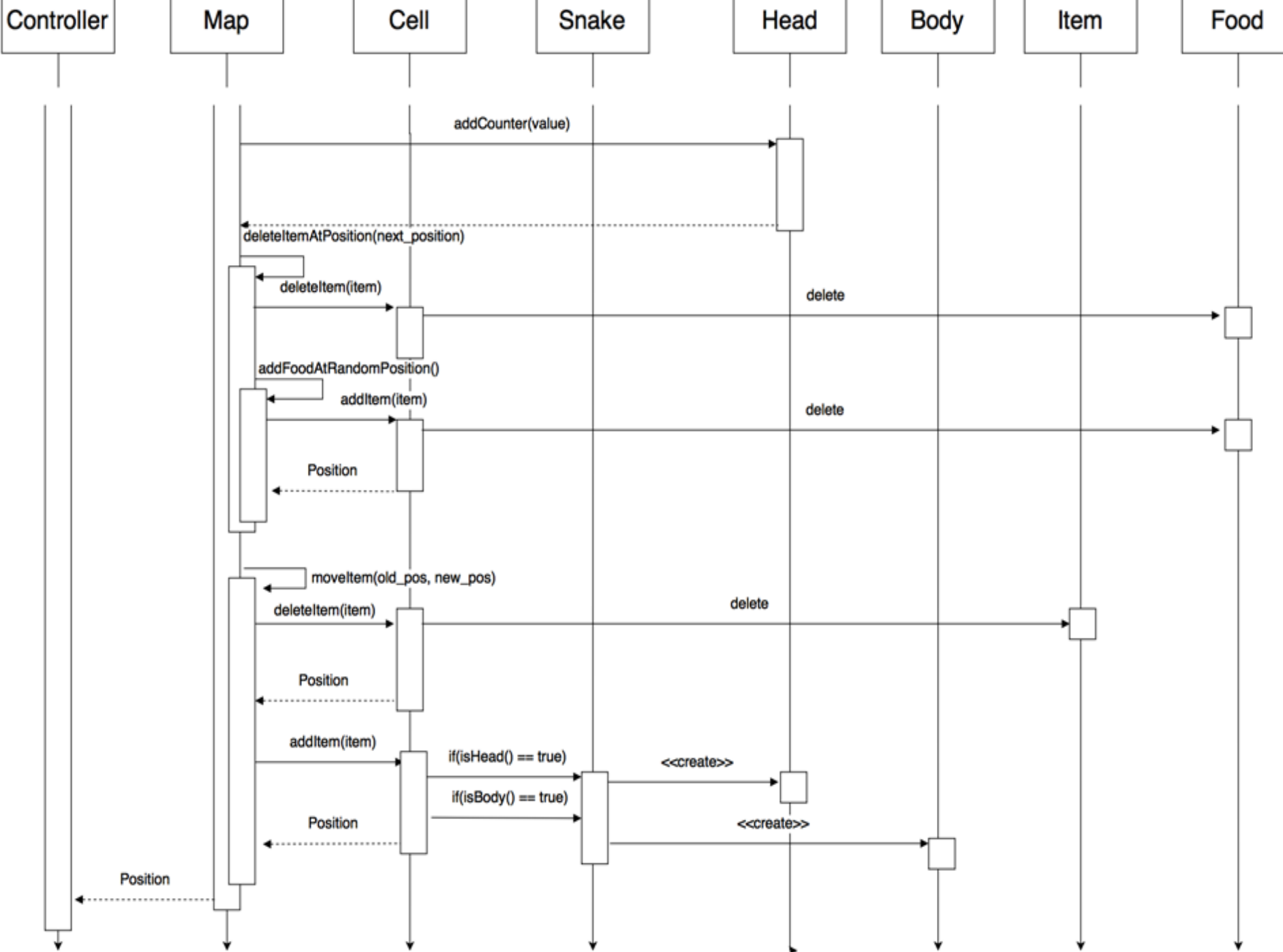


3.a

Sequence Diagram

- Eating Part

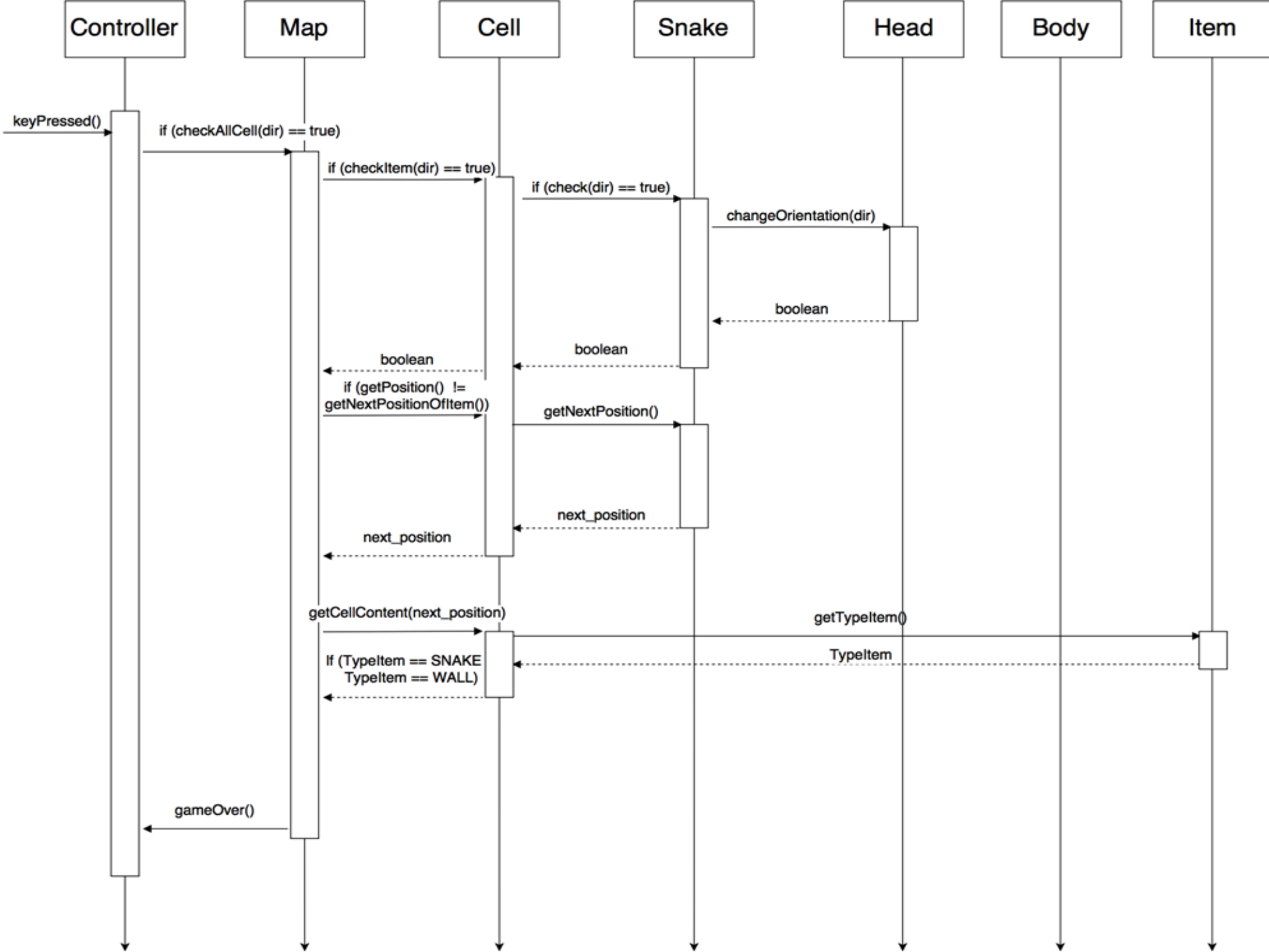






Sequence Diagram

- Dying Part

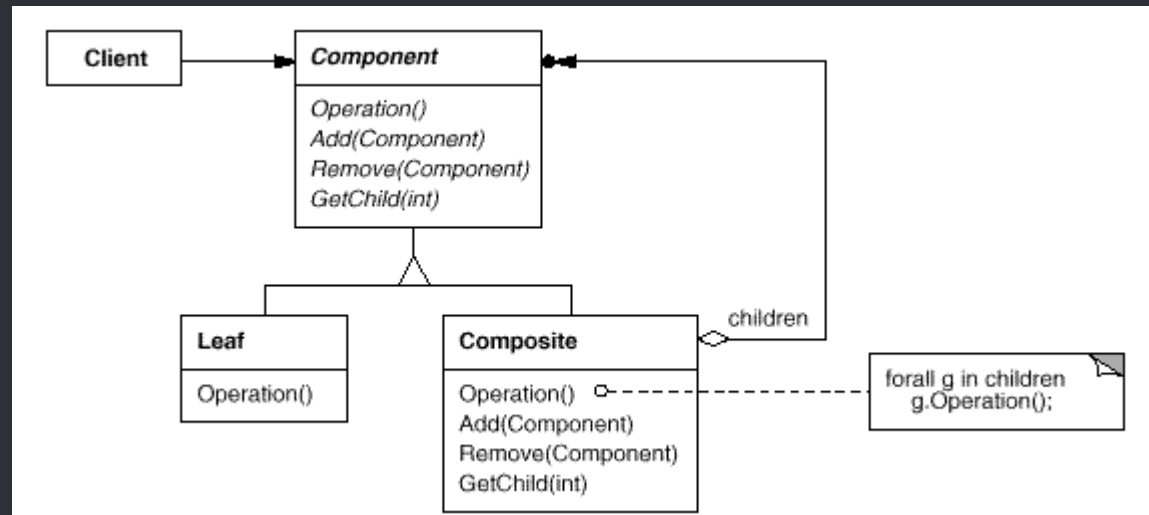


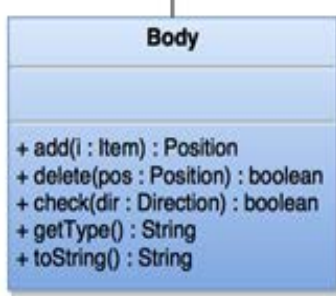
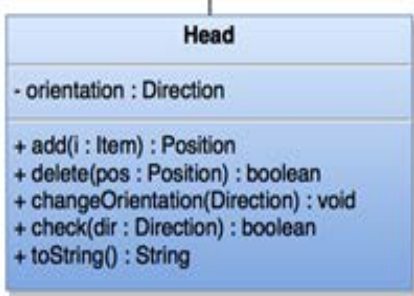
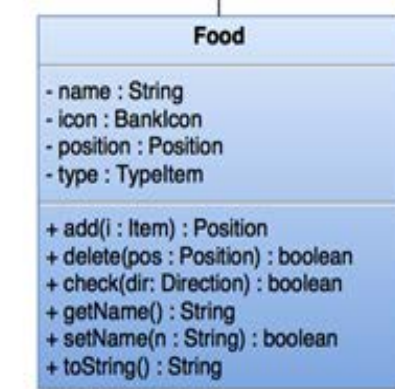
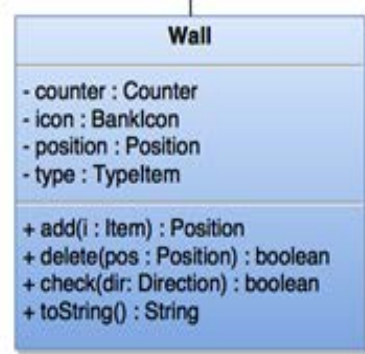
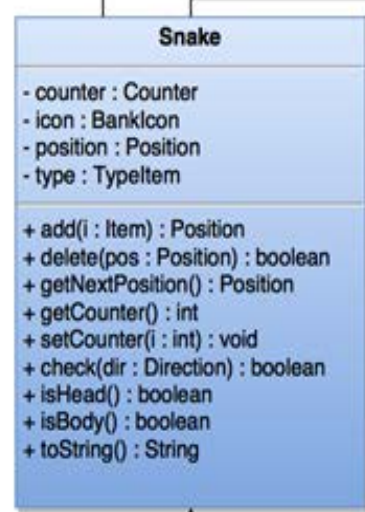
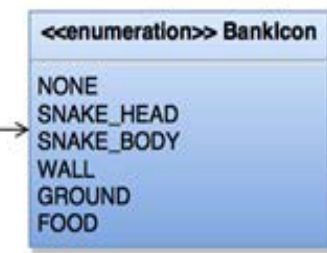
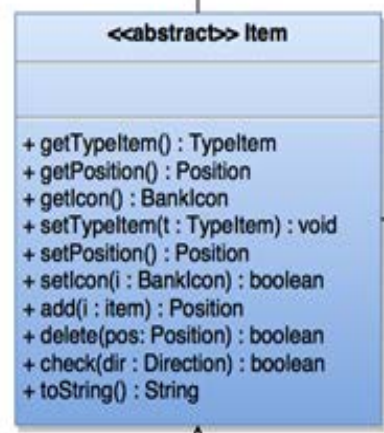
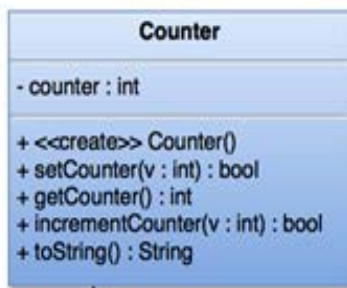
4

Design Pattern

◦ Which Pattern ?

- Composite Solution





- # Composite Design Pattern

- Why do we use it?

- It made the teamwork more flexible
 - Have a maintainable code



5

Conclusion



Conclusion

- Make the job easy within a team
- Provide an easy way to coding a program

● CREDITS

○ Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by [SlidesCarnival](#)
- Photographs by [Unsplash](#)



ANY QUESTIONS?

WeChat : axiang9428 (Arnaud)
 xsylphe (Stéphane)
 dasheels (Gabriel)