UML Editor Specifications

**Problem Statement**

UML is an important tool for creating documents to visualize complex systems with graphical notation. Using UML, a user is able to grasp the basic understanding of various classes and utilities that a program brings to the table, without having to look at a single line of code. UML is widely used in the software engineering business to provide a quick and easy interpretation of a system at a glance. We’ve set out to create a UML editor for the purpose of aiding developers in creating the very documents that would help them in their design process.

**System Personnel**

Target users

Ideally, the audience of this program would be other software developers. A person with a background in programming and software engineering and a background in UML would be able to understand the data that is being portrayed in the diagram very easily with little learning curve.

System developers

Andrew

Bri

Don

Lukas

Nick

**Operational Setting**

Target Platforms

Linux, Mac, Windows

Required Software Environment

Java, as the entirety of the program is written in it, it is required to run it.

Useful Optional Software Environment

An image viewer would aid in reading the UML documents that are created with the editor itself. A file sharing service would be effective in sharing the documents created with this editor.

**Function Requirements**

Functional Description

Ideally, this project seeks to accomplish capturing the fundamental tools that a professional UML, with a very overhead-light build. We want this program to not affect performance of the machines it runs on, and be very portable between linux, windows and mac for user-friendliness.

Feature List

New window

Menu bar

Class box

Class box movement

Features

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User Interface

Overview

Menus

Button panel, menu bar

Windows

One with buttons and text boxes, a second with UML graphics

Inspectors

No inspectors in this iteration

Use Cases

No use cases in this iteration

**Non-Functional Requirements**

Reliability

Our goal as a team is to have this program be as reliable as possible, without sacrificing performance to reach this goal. To do so, we will utilize obvious naming schemes, .

Performance

With performance being our primary goal, we want to make sure this will always be our front and foremost priority, with as little sacrifice to reliability and portability as possible.

Usability

Usability is a feature we’re not as concerned about, because the people who are creating a UML diagram probably have a sufficient background in UML. More time can be focused on creating faster and more efficient code than labeling everything.

Portability

With many systems running around in the world for software engineering and development, we aim to create a program that will run seamlessly on the three big operating systems that dominate today’s market (Mac, Windows and Linux.)

Future Enhancements

Button functionality, undo/redo manager and functionality, action listener for mouse events