

Chapter 3 details

Prerequisites to begin working on a project:

- (0) - Starts with the Problem Definition (what details are desired)
- (a) List of requirements (gathered via user stories)
- (b) Architecture of the Problem

CONCEPT: The earlier a defect occurs in the process and later it is detected, the more costly the problem

UML Usage

- Only class diagrams will be used for project
 - Organize class hierarchy