

# BDSA 2022 - Assignment 3

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Link to Github repo: <https://github.com/thekure/group4assignment> – 03

## 1 Software engineering

### 1.1 Exercise 1

The level of detail that UML models should detail depends on the diagram. It should always be possible for everyone to look at the diagram and see nothing ambiguous. Therefore details could provide e.g. informal labels, information tables, labels describing method names, arrows, boxes etc. so there is nothing ambiguous.

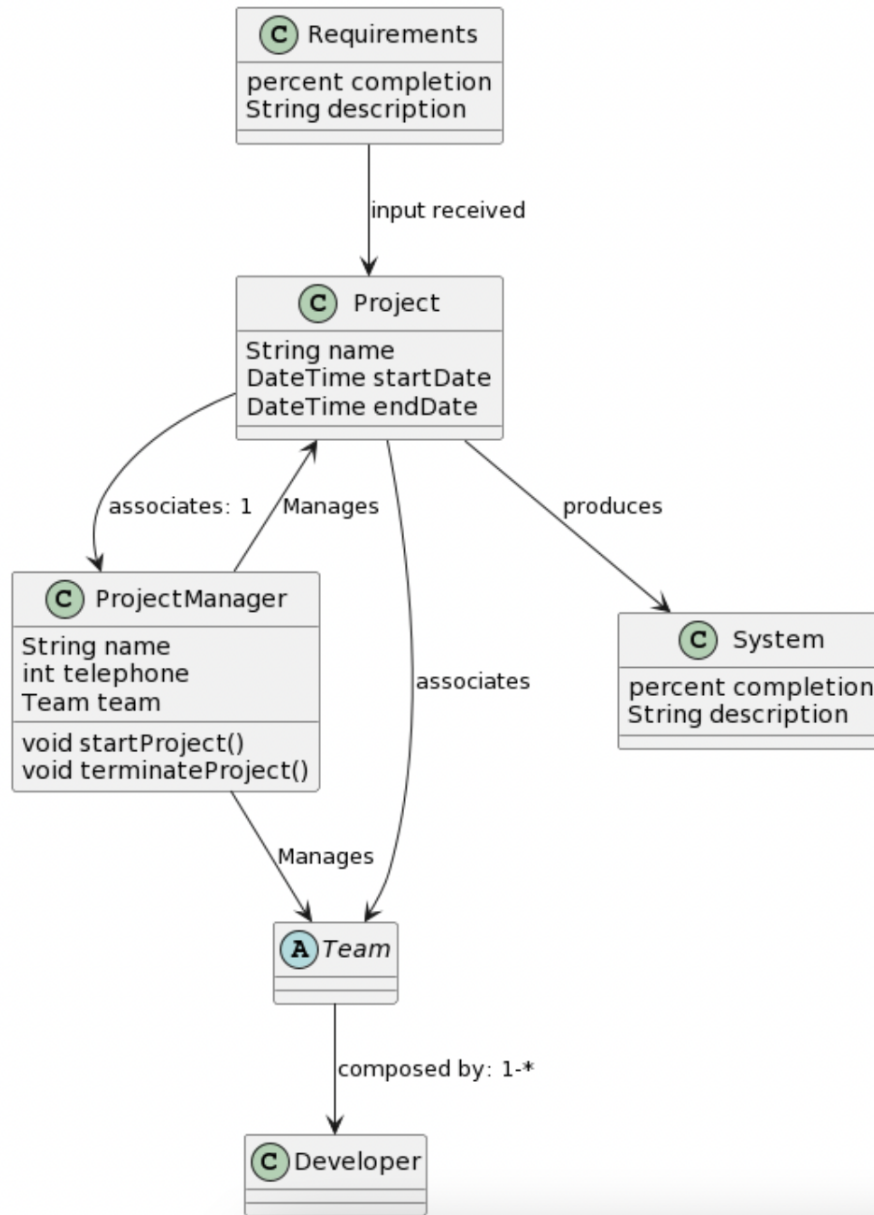
The purpose of structure diagrams is to show different objects in the modeled system whereas behavioral diagrams shows how the objects should interact with each other.

An example of a structure diagram is class diagram, that shows classes, attributes and operations for classes in a system. Furthermore it also shows the relationship between classes. Another example of a structure diagram is the object diagram. This diagram likewise shows the relationship between objects but here they use real-world examples. They can show more complex relationship between objects since they use a real-world example and therefore has data available in the objects.

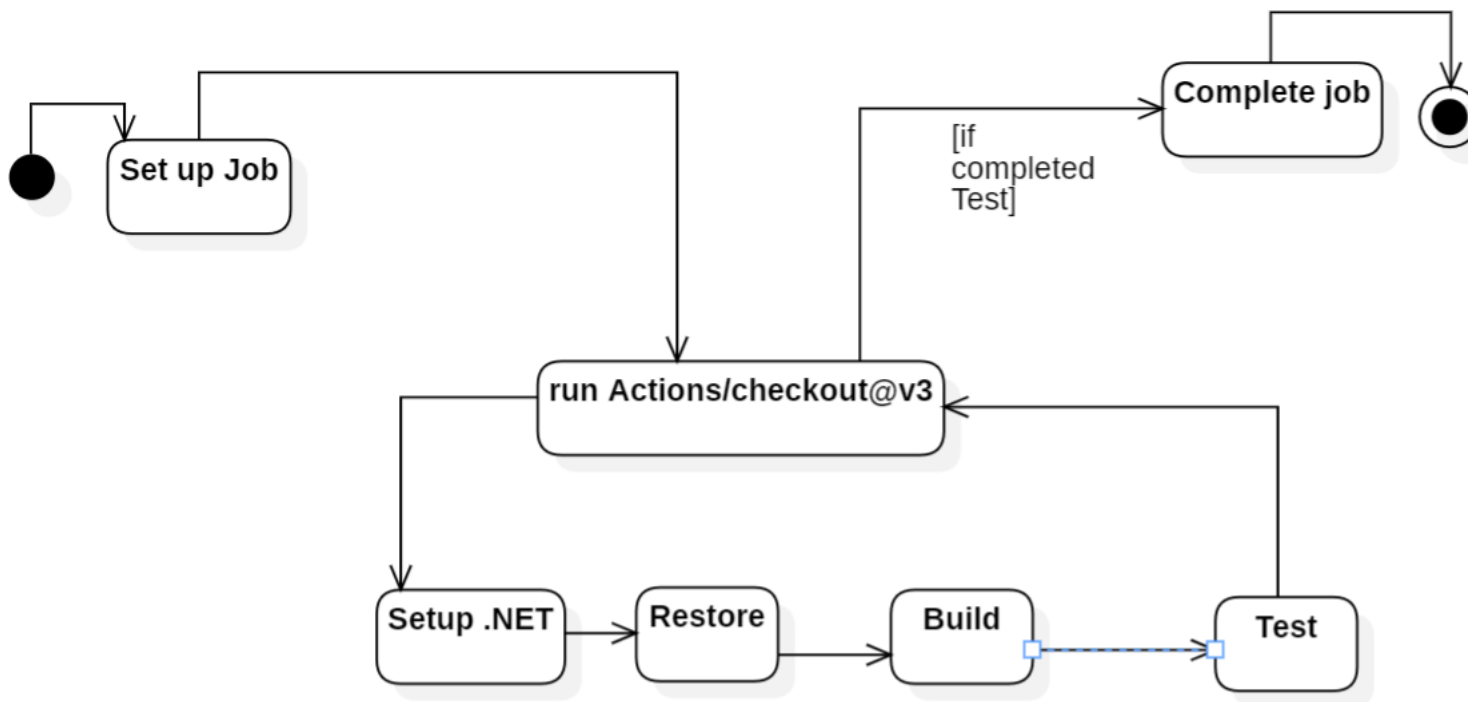
An example of a behaviour diagram could be the sequence diagram. The purpose of the sequence diagram is to show how objects interact for a specific scenario, and in what order these interactions happens. In sequence diagrams processes are modelled vertically whereas interactions are modelled with arrows.

Another example for behavior diagrams is the Use case diagram. This type of diagrams shows how different actors and different functions available for the actors interact with each other. This diagram provides an overview where you can easily find the most important actors and processes in the system.

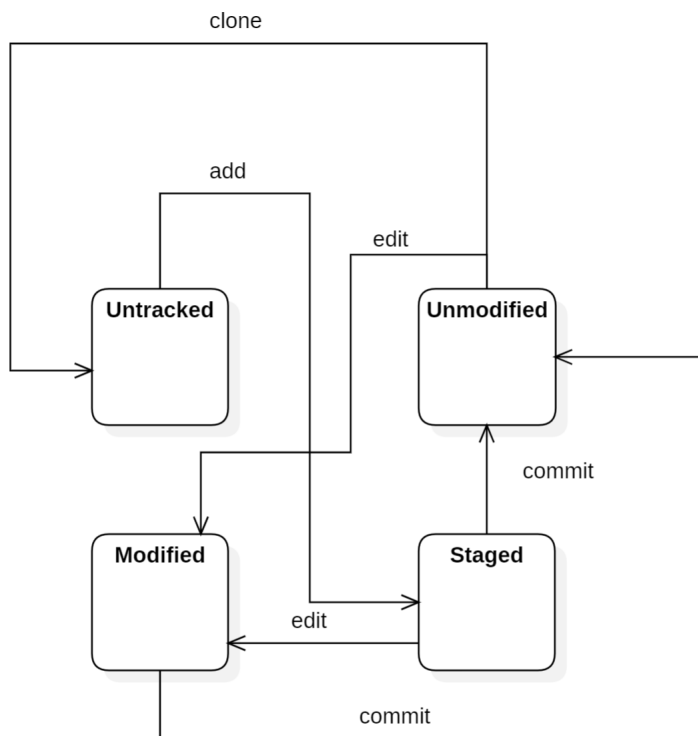
## 1.2 Exercise 2



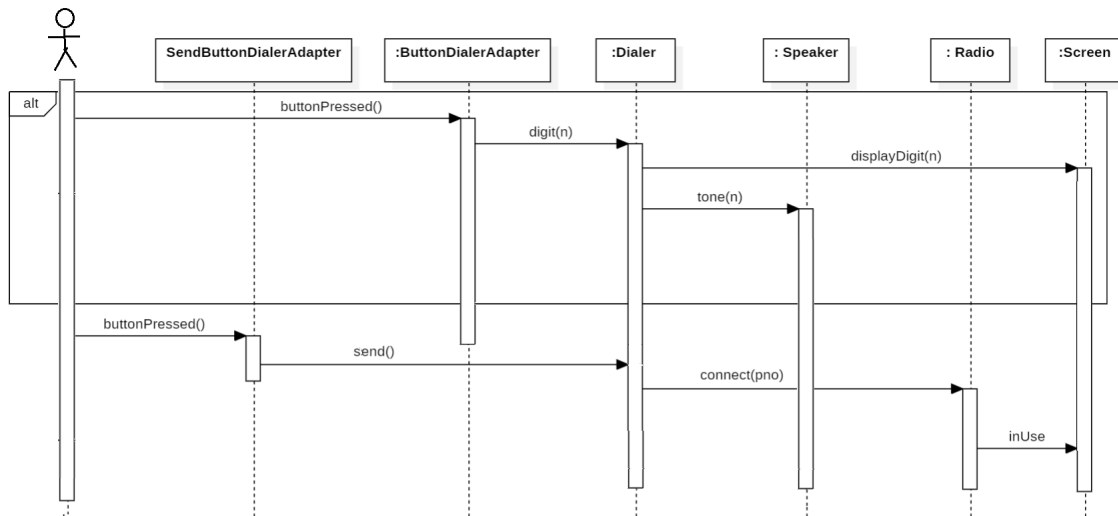
### 1.3 Exercise 3



### 1.4 Exercise 4



## 1.5 Exercise 5



## 1.6 Exercise 6

